
Curriculum Vitae

Profile

Name Nico Feld
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Education

- 01/2021 – 12/2025 (est.) **PhD Student**, *University of Trier*, Trier, Germany.
Human Computer Interaction, Computer Science
- 10/2017 – 07/2020 **Master of Science (M.Sc.)**, *University of Trier*, Trier, Germany.
Computer Science
- 04/2014 – 03/2018 **Bachelor of Science (B.Sc.)**, *University of Trier*, Trier, Germany.
Computer Science

Employment History

- 05/2023 – 04/2026 (est.) **Scientific Researcher (DFG Project)**, *University of Trier*, Trier, Germany.
Design, Implementation and Execution of User Studies investigating AR-Assisted Development for Digital Twins
- 01/2021 – 08/2023 **Scientific Researcher (DFG Project)**, *University of Trier*, Trier, Germany.
Design and Development of a persuasive System for Office Work.
- 03/2019 – 01/2021 **Scientific Researcher (Human Brain Project)**, *University of Trier*, Trier, Germany.
Data curation of Software Projects in Neuroscience.
- 12/2018 – 03/2020 **Bejoynt**, Koblenz, Germany.
Application Development VR/AR
- 09/2018 – 11/2018 **Etis GMBH**, Trier, Germany.
Web Development
- 03/2018 – 09/2018 **Digital Bibliography & Library Project (DBLP)**, *University of Trier*, Trier, Germany.
Serveradministration
- 01/2018 – 09/2018 **Department of Computational Linguistics & Digital Humanities**, *Universität Trier*, Trier, Germany.
Tutor for Programming and Databases

Languages

German	Native
English	Fluent

Skills

Programming	C#, Python, Java, Javascript, HTML/CSS
Software	Unity, Vuforia, SPSS, R, JetBrains IDEs
Hardware / SDKs	Varjo, Meta, Hololens, HTC Vive, Azure Kinect
Operating systems	Windows, Linux, Android

Secondary activities

2016 – 2019	Student Representative Council , <i>University of Trier</i> , Trier, Germany. Member
05/2018	2. Trier Tech Talk Conference , <i>University of Trier</i> , Trier, Germany. Organizer
04/2017	1. Trier Tech Talk Conference , <i>Trier University of Applied Sciences</i> , Trier, Germany. Organizer
2012 – 2013	Work & Travel , <i>New Zealand</i> .

Publications

Journals

- 2024 **Simple and Efficient? Evaluation of Transitions for Task-Driven Cross-Reality Experiences**, Nico Feld, Pauline Bimberg, Benjamin Weyers, Daniel Zielasko, IEEE Transactions on Visualization and Computer Graphics, 10.1109/TVCG.2024.3356949.
- 2023 **I sense that there is someone else: an exploratory study on the influence of the media richness of Augmented Reality-based assistance systems on team experience and performance**, Lisa Thomaschewski, Nico Feld, Benjamin Weyers, Annette Kluge, Frontiers in Virtual Reality, 10.3389/frvir.2023.1163337.

Conferences

- 2025 **Investigating Resolution Strategies for Workspace-Occlusion in Augmented Virtuality**, Nico Feld, Pauline Bimberg, Michael Feldmann, Matthias Wölwer, Eike Langbehn, Benjamin Weyers, Daniel Zielasko, IEEE ISMAR'25 Conference Proceedings, Daejeon, Under Review.
- 2025 **A Comparative Study of Dual-Monitor and Augmented-Reality Interfaces for Digital-Twin-Based Debugging**, Lucas Kreber, Nico Feld, Stephan Diehl, Benjamin Weyers, IEEE ISMAR'25 Conference Proceedings, Daejeon, Under Review.
- 2025 **Dashing: Fun but Non-Ergonomic? Exploring Transition Effects in VR**, Nico Feld, Nadine Dubois, Pauline Bimberg, Benjamin Weyers, Daniel Zielasko, IEEE VR'25 Abstracts and Workshops (VRW), Saint-Malo.
- 2024 **Perceptual Issues in Mixed Reality: A Developer-oriented Perspective on Video See-Through Head-Mounted Displays**, Nico Feld, Fabian Pointecker, Christoph Anthes, Daniel Zielasko, IEEE ISMAR'24 Adjunct, Seattle.
- 2024 **An Application and Implementation Context-driven Perspective on Transitions in XR: Towards a Comprehensive Classification**, Nico Feld, Daniel Zielasko, Benjamin Weyers, IEEE ISMAR'24 Adjunct, Seattle.
- 2024 **Effects of Hand Occlusion in Radial Mid-Air Menu Interaction in Augmented Reality**, Nico Feld, Daniel Zielasko, Benjamin Weyers, IEEE VR'24 Abstracts and Workshops (VRW), Orlando.
- 2024 **Navigating Realities: Assessing Cross-Reality Transitions Through a Spatial Memory Game in VR and AR Environments**, Nico Feld, Pauline Bimberg, Benjamin Weyers, Daniel Zielasko, IEEE VR'24 Abstracts and Workshops (VRW), Orlando.
Best Demo Award
- 2023 **NEUES SEHEN – Aktuelle Ansätze der Digitalen Archäologie in der Objekt- und Bildwissenschaft**, Elisabeth Günther, Sascha Schmitz, Eva Bleser, Michael Drechsler, Nico Feld, Karl-Uwe Mahler, Digital Classics Online, Universität Heidelberg, 10.11588/dco.2023.9.101850.
- 2023 **Correlations of Flow, Usability, Workload and Presence with Task Performance in a Spatially Distributed Memory Task**, Jan Gründling, Nico Feld, Daniel Zielasko, Benjamin Weyers, EuroXR'23, Rotterdam, 10.1007/978-3-031-48495-7_10.
- 2023 **Keep it simple? Evaluation of Transitions in Virtual Reality**, Nico Feld, Pauline Bimberg, Benjamin Weyers, Daniel Zielasko, CHI'23 Extended Abstracts, Hamburg, 10.1145/3544549.3585811.
- 2021 **Mixed Reality in Asymmetric Collaborative Environments: A Research Prototype for Virtual City Tours**, Nico Feld, Benjamin Weyers, IEEE VR'21 Abstracts and Workshops (VRW), Lisbon, 10.1109/VRW52623.2021.00053.

- 2020 **Towards preservation and availability of heterogeneous cultural heritage research data via a virtual museum**, *Daniel Zielasko, Nico Feld, Carlo Flemming, Philip Lungershausen, Andreas Morgenthal, Sascha D Schmitz, Torsten Mattern, Benjamin Weyers*, GI VR/AR Workshop, Trier, 10.18420/vrar2020_6.
- 2019 **Overview of collaborative virtual environments using augmented reality**, *Nico Feld, Benjamin Weyers*, Mensch und Computer 2019 - Workshopband, Hamburg, 10.18420/muc2019-ws-617.

Books

- 2023 **The Use of Augmented Reality for Temporal Coordination in Everyday Work Context**, *Lisa Thomaschewski, Nico Feld, Benjamin Weyers, Annette Kluge*, In *Everyday Virtual and Augmented Reality*, Editors: *Adalberto Simeone, Benjamin Weyers, Svetlana Bialkova, Robert W. Lindeman*. Springer

Invited Talks

- 2024 **Simple and Efficient: Evaluation of Transitions for Task-Driven Cross-Reality Experiences** *IEEEVR - 1st Workshop on Locomotion and Wayfinding in XR*, Orlando, USA
- 2023 **Design and Implementation of User Studies in Virtual Reality** *University of South Carolina*, Columbia, USA
- 2018 **Insights into VR game development: developing a VR prototype in Unreal Engine/C++**. In 2. *Trier Tech Talk Conference*, Trier, Germany
- 2017 **Timing Attacks: When Time is a Vulnerability** In 1. *Trier Tech Talk Conference*, Trier, Germany

Theses

- 2020 **Augmented reality-based collaborative guidance for full-immersive virtual museums**, Universität Trier.
Master thesis
- 2018 **Multi-aspects and immersion in virtual reality application**, *orig.: Multi-Aspekte und Immersion in Anwendung der virtuellen Realität*, Universität Trier.
Bachelor thesis

Academic Participation

Supervised Theses

- 2023 **Visualized feedback through avatar animations to improve the correctness of dance movements**, *orig.: Vergleich von Tracking-Methoden in AR und ihr Einfluss auf Präsenzen*, Janina Orth, Universität Trier.
Bachelor thesis
- 2023 **Comparison of tracking methods in AR and their influence on presence**, *orig.: Visualisiertes Feedback durch Avatar-Animationen zur Verbesserung der Korrektheit von Tanzbewegungen*, Amir Durguti, Universität Trier.
Master thesis
- 2022 **Implementation and qualitative analysis of combined tangibles in augmented reality based on a use case**, *orig.: Implementierung und qualitative Analyse von kombinierten Tangibles in Augmented Reality anhand eines Anwendungsfalls*, Nils Lambertz, Universität Trier.
Bachelor thesis
- 2021 **Investigation of persuasive systems to support intentional forgetting of work-related habits**, *orig.: Untersuchung persuasiver Systeme zur Unterstützung des intentionalen Vergessens arbeitsbezogener Gewohnheiten*, Julian Sawatzki, Universität Trier.
Master thesis
- 2021 **Design and implementation of an environment-aware avatar for a mixed reality collaboration**, Timo Kiesant, Universität Trier.
Bachelor thesis

Reviewing History

- 2025 **ISMAR**, *Journal & Conference Papers*.
- 2025 **IEEEVR**, *Conference Papers & Posters*.
- 2024 **ISMAR**, *Conference Papers*.
- 2024 **VRST**, *Conference Papers*.
- 2024 **Mensch und Computer**, *Short Papers*.
- 2023 **ISMAR**, *Conference Papers*.
- 2023 **CHI**, *Late Breaking Work*.
- 2023 **IEEEVR**, *Journal Papers & Posters*.

Community Services

- 2025 **IEEEVR**, *Poster Program Committee*.
- 2024 **VRST**, *Accessibility Chair*.
- 2021 **CollabTech**, *Technical Assistant*.
- 2020 **GI VR/AR Workshop**, *Technical Assistant*.

Conference Participation

- ISMAR **2024, 2021, 2020**.
- IEEEVR **2025, 2024, 2022, 2021, 2020**.
- VRST **2024**.
- CHI **2023**.
- GI VR/AR Workshop **2020**.