



Forschungsbereiche

Didaktik der Informatik | Informatik und Gesellschaft

Raphael Zender

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Research Interests:

- Educational Technologies
- Virtual & Augmented Reality as educational technologies
- Educational technology infrastructures
- Interoperability in heterogeneous environments



Maximilian Karl

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Research Interests:

- Learning Analytics
- Educational Data Mining
- Supporting Teamwork in group
- Pair Programming in education
- Learning Analytics in sports



Katarzyna Biernacka
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Research Interests:

- Research Integrity and Privacy
- Open Research Data
- Open Science
- Research Data Management
- Information and Communication Technology for Education in Developing Countries



Nguyen-Thanh Le
Email: nguyen-thinh.le@hu-berlin.de



Past Research

- Intelligent Tutoring Systems for Programming
- Human-Agent Learning
- Question Generation for Education

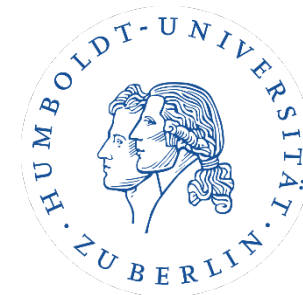
Present Research

- Computational Thinking Education
- Pedagogical Agents
- Physiology-aware Learning Analytics

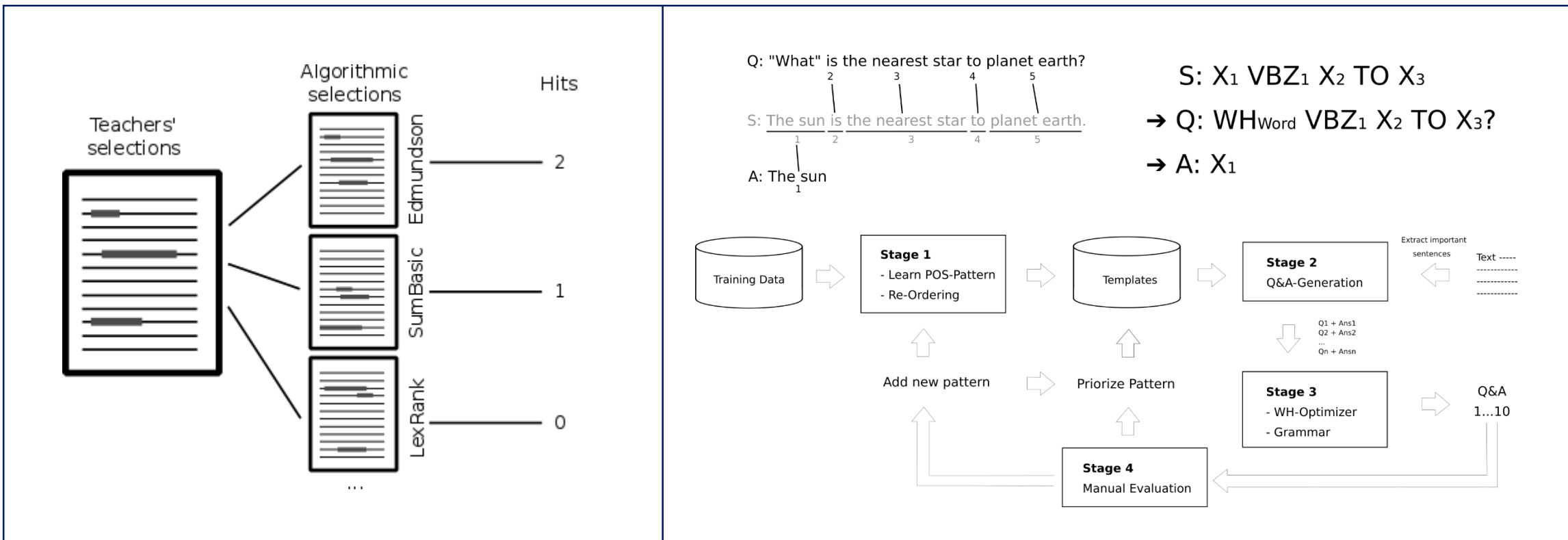




Leo Sylvio Rüdian
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Which sentence is worth to ask for?



Generate Questions (and answers)

Johann Sell

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No ressource available im Summer 2021



Research Interest

- Participatory Design
- Socio-technical Systems
- Evolutionary-Teal Organizations
- Computer Supported Cooperative Work
- Human Computer Interaction

Project:

[SOTETO \(Design of technical Support for a socio-technical evolutionary-teal Organization\)](#)



Wenting SUN

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Research Interests

1. how to improve self-regulated learning skills: empirical studies, comparative studies
2. learning materials management: combining formal learning and informal learning
3. learning and educational psychology theories exploring in Education technology using: Behaviorism, Cognitivism, Constructivism, Connectivism



Aulia Hening Darmasti
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Research Interest

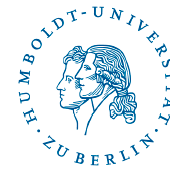
- Human Computer Interaction (User Experience, Interaction Techniques, Usability, UI Design)
- Virtual Reality for children with ASD
- Multimodal learning

Ongoing Projects

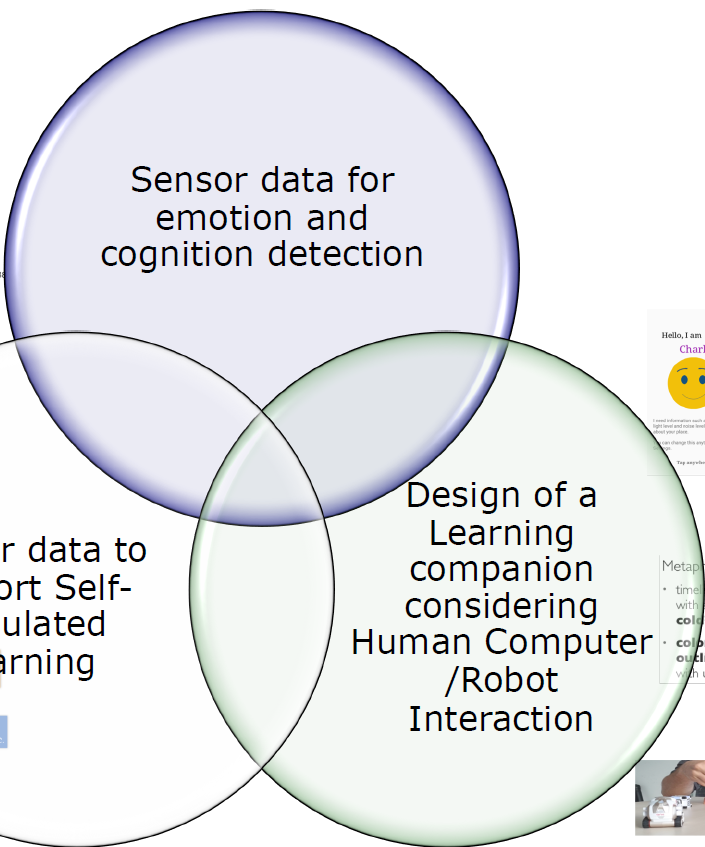
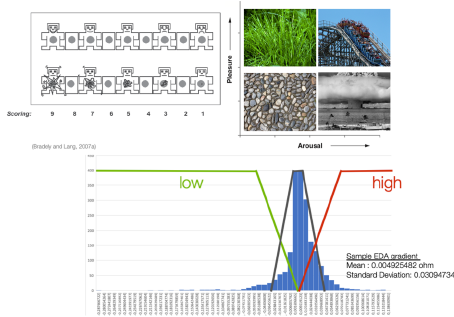
- Research: Usability assessment in Virtual Reality for ASD
- Side-project: Virtual Reality game for elementary student

Haeseon Yun

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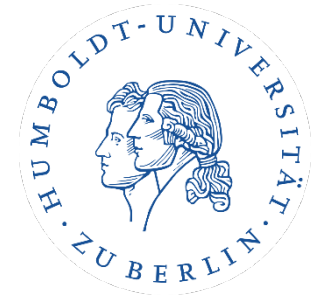
Sensor based Learning Companion for Self-Regulated Learning



Phase	Cognition	Motivation/Affect	Behavior
Phase 1 Forethought, planning, and activation	Target goal setting Prior content knowledge activation Metacognitive knowledge activation	Goal orientation adaptation Efficacy judgments Perceptions of task difficulty	Task value activation Interest activation
Phase 2 Monitoring	Metacognitive progress and monitoring	Awareness and monitoring of affect	Attentional control
Phase 3 Control and regulation	Selection and adaptation of cognitive strategies for learning thinking	Selection and adaptation of affective strategies	Change or reevaluate
Phase 4 Reaction and reflection			Help-seeking behavior Choice behavior Evaluation of task

Ahmed Hassan

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Research Interests:

- Human Computer Interaction (Child computer interaction)
- Serious games for children with Autism
- Multi-touch gesture supported system
- Interfaces for improving social and collaborative skills in children with Autism

Serious Games developed:

- Zirkus Empathico 2.0



Jakub Kuzilek

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Research Interests:

- Educational data mining
- Machine learning in Education
- Learning behaviour in Virtual Learning Environments
- Predictive modeling of student performance



Clara Schumacher
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Research Interests:

- Learning Analytics
- Self-regulated learning
- Assessment and feedback
- Informal learning



Nathalie Rzepka

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Research Interests:

- Learning Analytics and Discrimination
- Digital Learning of Languages and Spelling



Swathi Krishnaraja
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Research Interests:

- Artificial Intelligence in Education
- Educational Data Mining
- Predictive Modeling of Student's Creative Performance
- Gamification/ Customization in Gamification

DFG Project:

[DSSC - Detecting and Supporting Student Creativity in Online Learning](#)

