CV for Dr. Alf Inge Wang

Personal information:
Name: Alf Inge Wang, born 10th April 1970, Levanger, Norway.
Home address: Skogaromvegen 29A, No-7350 Buvika, Norway.
Citizenship: Norwegian.
Marital status: Married, three children.
Hobbies: Music (piano, guitar, bass guitar), church, video games and sport.
Email: alfw@idi.ntnu.no.
Webpage: http://www.finge.com/

Languages:
Skilled: Norwegian, English.
Limited: German.

Current position/commissions:
Teaching courses: Software architecture, Game technology, Game development, Serious games
Inventor/Co-founder/Composer: Kahoot! (http://getkahoot.com)
Inventor/Co-founder BitPet (http://bitpet.io)
Co-founder: PlayPulse (http://playpulse.no)

Education:
- B.Sc. in Micro Electronics, Trondheim Engineering Collage (TIH), Trondheim, Norway 1993.
- M.Sc. in Software Engineering, NTNU, Trondheim, Norway 1995.
- Ph.D. in Software Engineering, NTNU, Trondheim, Norway 2001.

Teaching:
TDT4240 Software Architecture, IT3021 Game+, TDT71 Game Development

Research interests:
Game-based Learning, ExerGames, Game Development, Serious Gaming, Pervasive Gaming, Software architecture, Software Engineering Education, Social Computing, Mobile Computing, and Game Technology.

Music:
Produce audio and music for games including PlayPulse, BitPet and Kahoot!. So far, twenty-six Kahoot! songs have been released on Spotify and other streaming services. Only on Spotify, the Kahoot! main theme has been streamed over 12 million times, and all the songs collectively have been streamed over 21 million times.

Awards:
- Kahoot! won the Gold 2023 Merit Awards for Technology in the category education, October 2023.
- Kahoot! ranked #3 coolest brand among European Millennials and Gen Z'ers according to YPulse's brand data tracker (above Apple, Coke, TikTok and Instagram), January 2023
- BitPet Selected to be a "managed partner" with Niantic
- Awarded status as Excellent Teaching Practitioner at NTNU University, November 2022
- BitPet was selected for Product Launch at Slush 2022 (1.8% acceptance rate)
- BitPet was awarded 2nd prize of 25K EUR in myGalileoSolution 2020
- Kahoot! – Best overall Product in the 2020 EdTech Awards
- Kahoot! won the Product or Service EdTech Awards 2018
- Fulbright Grant on 100KNOK for "Research on Game-based Learning and ExerGames", 2017
- Kahoot! – winner of The Europas Award: "Hottest Education Startup 2017"
- Oslo Innovation Awards 2016
- 2015 EDTECH WINNERS: Game based Digital Learning Platform: Kahoot!
- Kahoot! was the Norwegian Winner of Startup of the Year of Nordic Startup Awards 2015
- Kahoot! was awarded the Best Online Educational Tool 2015 by Noodle.
- Prize of Honor at Webdagene Oslo 2014: "Digital Service that Changes the World"
- Innovation Prize on Innovator14 (500KNOK)
- Norwegian Tech Award 2014 (Teknologibragden 2014)
- Best Lecture at NKUL 2013: "SFF – Social play with knowledge"
- Disseminator of the Year Award 2011 of the Faculty of Information and Technology, Mathematics, and Electronical Engineering (IME), at NTNU.
- Second place in Innovator 2010 for invention MOOSES.

Research projects/results:
- Involved in 20 research projects where 7 were/are international.
- The chairman or project manager for 9 research projects.
- Author or co-author of research project applications that has resulted in external funding of approx. 30MNOK to the department.

- Published 137 peer-reviewed international research publications
- 7 national research publications.
- The publications have totally 4185+ citations and the h-index is 30, i10-index 64.
- Totally media coverage of 1000+ in newspapers, TV, radio and on the web.
- Program committee yearly for the following conferences: ECGBL, GET, CSEE&T, CSEDU & JSEET.
- Journal reviewer for: Interacting with Computers, Information and Software Technology, Transactions on Education, Computers & Education, ACM Transactions on Computing Education.
- Invited talks last five years: 50 where 10 keynotes.
- Supervised 150+ master students and 9 PhD students were 5 have completed.

National and International Research Projects:
- <u>1995-1997:</u> **EPOS**: Expert system for system development.
- <u>1996-1998:</u> **Renaissance:** Re-engineering of legacy systems (ESPRIT). Board member.
- <u>1996-2002:</u> **PROMOTER2:** Basic research action on Software Process Modeling (ESPRIT).
- <u>1996-1999:</u> **SPIQ**: Software Process Improvement for better Quality.
- <u>1997-2001:</u> **CAGIS:** Cooperative Agents in Global Information Space.
- <u>2001-2003:</u> **ESERNET**: Experimental Software Engineering. Board member, workshop coordinator and editor.
- <u>2001-2006:</u> **MOWAHS:** MObile Work Across Heterogeneous Systems. Project manager.
- <u>2007-2010:</u> **JoinGame:** National Resource Network on Video Games. Project manager/CEO.
- <u>2007-2015:</u> **MOOSES:** Multiplayer on One Screen Entertainment System (commercial project). Inventor.
- <u>2008-2015:</u> **Lecture Games**: Games for Higher Education. Project manager.
- <u>2008-2015:</u> **MOSS:** Mobile and Social Games – Social Pervasive Games. Project manager.
- <u>2010-2015:</u> **SimSYS:** Game for Software Engineering Education. Collaboration with Univ. of Dallas, Texas.
- <u>2011-2017:</u> **LectureQuiz:** Game platform for promoting student participation (commercial project). Inventor.
- <u>2011-2017:</u> **JoinGame 2.0:** National Resource Network on Video Games. Project manager/CEO.
- <u>2016-1018:</u> **Manage:** Game-based approach to house chores.
- <u>2015-2018:</u> **EPOS XL:** Engage and Play Online to Socialize, eXtercise and Learn, National research project.
- <u>2015-2020:</u> **EduApp4Syria:** International project helping Syrian Children learning to read using game technology.
- <u>2016-2019:</u> **PlayPulse:** High-intensive interval training through exergames
- <u>2019-present:</u> **BitPet:** Increase physical and social activity level through AR gaming
- <u>2023-present:</u> **Engaging Education:** Improve the quality of student-based education with focus on engagement.

Publications (h-index 30, i10-index 68, citations 4787):

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2. Aarón Soria Campo, **Alf Inge Wang**, Trine Moholdt, Jonathan Berg, "Physiological and perceptual responses to single-player versus multiplayer exergaming", Frontiers in Sports and Active Living, section Exercise Physiology, Manuscript ID: 903300, 2022
3. Louise Petersen Matjeka and **Alf Inge Wang**, "Paraphernalia – Game Mechanics Facilitating Bodily Movement and Play", CHI'22 - Conference on Human Factors in Computing Systems, New Orleans, LA, USA, 29 April - 5 May, 2022.
4. Louise Petersen Matjeka, Dag Svanæs and **Alf Inge Wang**, "Turning People's Homes into Interactive Pervasive Playgrounds during a Pandemic Lockdown", Indodied Interaction, Human Media Interaction, Frontiers, 2022.
5. **Alf Inge Wang** and Audun Skjervold, "Health and Social Impacts of Playing Pokémon Go on Various Player Groups", Entertainment Computing, 39, Article 100443, 2021.
6. **Alf Inge Wang**, "Systematic Literature Review on Health Effects of Playing Pokémon Go", Entertainment Computing, Volume 38, Article 100411, 2021.
7. Jonathan Berg, Guri Haugen, **Alf Inge Wang** and Trine Moholdt, High-intensity exergaming for improved cardiorespiratory fitness: A randomised, controlled trial, European Journal of Sport Science, Routledge, pp. 1-10, 2021.
8. **Alf Inge Wang** and Njål Nordmark, "Chapter 10 Survey on Software Architecture, Creativity", in Kendra M. Cooper (editor) Software Engineering Perspectives in Computer Game Development, CRC Press, pages 253-313, 2021.
9. Rabail Tahir, Krenare Pireva, **Alf Inge Wang**, and Ali Shariq Imran, "Game-based digital quiz as a tool for improving students' engagement and learning in online lectures", IEEE Access, 2021
10. Rabail Tahir and **Alf Inge Wang**, Completeness and Collaboration in the Early Design Phase of Learning Games: Do Ideation Cards Provide Scaffolding?, International Conference on Human-Computer Interaction, pages 94-114, 2021
11. **Alf Inge Wang** and Rabail Tahir, The effect of using Kahoot! for learning - A literature review, Computers & Education, January 31st, 2020.
12. Rabail Tahir and **Alf Inge Wang**, Transforming a Theoretical Framework to Design Cards: LEAGUE Ideation Toolkit for Game-based Learning Design, Sustainability, Special Issue "Design Methodology for Educational Game", ISSN 2071-1050, 2020
13. Jonathan Berg, **Alf Inge Wang**, and Trine Moholdt, Cardiometabolic Effects Of Free Access To An Exergame In Inactive Adults: A Randomized Controlled Trial: 1667 Board# 261 May 28 10: 30 AM-12: 00 PM, Medicine & Science in Sports & Exerxise, 52(7S), 477, 2020.
14. Jonathan Berg, **Alf Inge Wang**, Stian Lydersen and Trine Moholdt, "Can Gaming Get You Fit?, Frontiers in Physiology, Vol. 11, 20 August, 2020
15. Rabail Tahir and **Alf Inge Wang**, Codifying Game-Based Learning: Development and Application of LEAGUÊ Framework for Learning Games, Electronic Journal of e-Learning, 18(1), 69-87, 2020
16. Jonathan Berg, **Alf Inge Wang**, and Trine Moholdt, Cardiometabolic Effects Of Free Access To An Exergame In Inactive Adults: A Randomized Controlled Trial (Abstract): 1667 Board# 261 May 28 10: 30 AM-12: 00 PM, Medicine & Science in Sports & Exercise, 52(7S), 477, 2020.

17. Meng Zhu and **Alf Inge Wang**, "Model-Driven Game Development: A Literature Review", ACM Computing Surveys (CSUR), 52(6), 2019, pages 1-32.
18. **Alf Inge Wang**, "Jumble vs. Quiz - Evaluation of Two Different Types of Games in Kahoot!", 13th European Conference on Games Based Learning, 3-4 October 2019, Odense, Denmark.
19. **Alf Inge Wang**, Rune Saetre, Terje Rydland and Yngve Dahl, "Evaluation of Interactive and Gamified Approaches for Teaching ICT Theory - A Study of PowerPoint, Sembly, and Kahoot!", 13th European Conference on Games Based Learning, 3-4 October 2019, Odense, Denmark.
20. Rabail Tahir and **Alf Inge Wang**, How to Evaluate Educational Games With Refugee Children: Methodological Aspects and Lessons Learned From EduApp4syria, 13th European Conference on Games Based Learning, 3-4 October 2019, Odense, Denmark.
21. Rabail Tahir and **Alf Inge Wang**, "Exploring Methods and Guidelines for Child-Computer Interaction Research with Refugee Children", International Conference on Human-Computer Interaction, Springer Nature Switzerland, pages 70-89, 2019.
22. Rabail Tahir and **Alf Inge Wang**, "Insights into Design of Educational Games: Comparative Analysis of Design Models", Future Technologies Conference 2018 (FTC 2018), Vancouver, BC, Canada, 13-14 November 2018
23. Rabail Tahir and **Alf Inge Wang**, "State of the art in Game Based Learning: Dimensions for Evaluating Educational Games", 12th European Conference on Games Based Learning (ECGBL 2018), Sophia Antipolis, France, 4-5 October 2018
24. Hong Guo, Shang Gao, Hallvard Trætteberg, **Alf Inge Wang** and Letizia Jaccheri, "Ontology-Based Domain Analysis for Model Driven Pervasive Game Development, Information 2018, 9(5):109, 2018.
25. **Alf Inge Wang**, Teaching children through innovation: Experiences from EduApp4Syria and kahoot!, 17th ACM Conference on Interaction Design and Children, 2018
26. **Alf Inge Wang**, Kristoffer Hagen, Torbjørn Høivik and Gaute Meek Olsen , "Evaluation of the Game Exermon - a Strength Exergame Inspired by Pokémon Go", 14th International Conference on Advances in Computer Entertainment Technology (ACE 2017), 14-16 December, London, UK, 2017.
27. Meng Zhu and **Alf Inge Wang**, "RAIL: A Domain-Specific Language For Generating NPC Behaviors In Action/Adventure Games", 14th International Conference on Advances in Computer Entertainment Technology (ACE 2017), 14-16 December, London, UK, 2017.
28. **Alf Inge Wang** and Tintin Trong Hoang, "Reaction vs. Completeness in Game-based Learning - Comparing two game modes in a game-based student response system", 11th European Conference on Games Based Learning (ECGBL 2017), 5-6 October, Graz, Austria, 2017.
29. Rabail Tahir and **Alf Inge Wang**, "State of the art in Game Based Learning: Dimensions for Evaluating Educational Games for Children", 11th European Conference on Games Based Learning (ECGBL 2017), 5-6 October, Graz, Austria, 2017.
30. Trine Moholdt, Stian Weie, Konstaintinos Chorianopoulos, **Alf Inge Wang** and Kristoffer Hagen, "Exergaming can be an innovative way of enjoyable high intensity interval training", MBJ Open Sport & Exercise Medicine, 2017;3:e000258.
31. Meng Zhu, **Alf Inge Wang** and Hallvard Trætteberg, "Engine- Cooperative Game Modeling (ECGM): Bridge Model-Driven Game Development and Game Engine Tool-chains", 13th International Conference on Advances in Computer Entertainment Technology (ACE 2016), 9-12 November 2016, Osaka, Japan.
32. **Alf Inge Wang** and Andreas Lieberoth, "The effect of points and audio on concentration, engagement, enjoyment, learning, motivation, and classroom dynamics using Kahoot!", 10th European Conference on Game Based Learning (ECGBL 2016), 6-7 October 2016, Paisley, Scotland, 10 pages.
33. **Alf Inge Wang**, Meng Zhu, and Rune Sætre, "The Effect of Digitizing and Gamifying Quizzing in Classroms", 10th European Conference on Game Based Learning (ECGBL 2016), 6-7 October 2016, Paisley, Scotland, 10 pages.
34. **Alf Inge Wang**, Stian Forberg, and Jon Kjetil Øye, "Knowledge War - A Pervasive Multiplayer Role-Playing Learning Game", 10th European Conference on Game Based Learning (ECGBL 2016), 6-7 October 2016, Paisley, Scotland, 10 pages.
35. Kristoffer Hagen, Konstaintinos Chorianopoulos, **Alf Inge Wang**, Letizia Jaccheri and Stian Weie, "Gameplay as Exercise", Conference on Human Factors in Computing Shystems (CHI) 2016, San Jose, CA, USA, May 7-12, 2016
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37. **Alf Inge Wang**, "The wear out effect of a game-based student response system", Computers & Education 82 (2015): 217-227.
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39. Hong Guo, Hallvard Trætteberg, **Alf Inge Wang**, Shang Gao, and Maria Letizia Jaccheri, "Lessons from Practicing an Adapted Model Driven Approach in Game Development." Entertainment Computing-ICEC 2015. Springer International Publishing, Trondheim, Norway, September 30.-October 2.2015. 451-456.
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42. **Alf Inge Wang**, and Bian Wu, "Use of Game Development in Computer Science and Software Engineering Education.", Computer Games and Software Engineering, edited by Kendra M. L. Cooper and Walt Scacchi, CRC Press, Chapter 2 (2015): 31-58.
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48. Hong Guo, Hallvard Trætteberg, **Alf Inge Wang**, and Shang Gao, "PerGO: An Ontology towards Model Driven Pervasive Game Development", Lecture Notes in Computer Science, Volume 8842, pages 651-654, 2014.

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51. **Alf Inge Wang** and Erik Andreas Larsen, "Using Brain-Computer Interfaces in an Interactive Multimedia Application", The 16th IASTED International Conference on Software Engineering and Applications (SEA 2012), Las Vegas, USA, November 12-14,
52. **Alf Inge Wang** and Roger Midstraum (editors), "Theory Book IT Grunnkurs", Pearson, 2012.
53. Meng Zhu, **Alf Inge Wang**, Hong Guo, and Hallvard Trætteberg, "Graph of Game Worlds: New Perspectives on Video Game Architectures", ACM Computers in Entertainment, 2012.
54. Bian Wu and **Alf Inge Wang**, "Comparison of Learning Software Architecture by Developing Social Applications vs. Games on the Android Platform", International Journal of Computer Games Technology, Volume 2012, Article ID 4942323, 10 pages, doi:10.1155/2012/494232, 2012.
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57. A. Jurgelionis, H. H. Nap, B.J. Gajadhar, F. Bellotti, **A. I. Wang**, and R. Berta, "Player Experience and Technical Performance Prospects for Distributed 3D Gaming in Private and Public Settings", Computers in Entertainment (CIE), Volume 9, Issue 3, November 2011, ACM New York, NY, USA.
58. **Alf Inge Wang**, "Experiment on Social Multiplayer Multimodal Games", 2011 IEEE International Games Innovation Conference (IGIC 2011), Orange, California, November 2-4, 2011.
59. **Alf Inge Wang**, "Survey on How Norwegian Teenagers Play Video Games", 2011 IEEE International Games Innovation Conference (IGIC 2011), Orange, California, November 2-4, 2011.
60. Bian Wu and **Alf Inge Wang**, "A Pervasive Game to Know Your City Better", 2011 IEEE International Games Innovation Conference (IGIC 2011), Orange, California, November 2-4, 2011.
61. Bian Wu and **Alf Inge Wang**, "Game Development Frameworks for SE Education", 20011 IEEE International Games Innovation Conference (IGIC 2011), Orange, California, November 2-4, 2011.
62. **Alf Inge Wang** and Bian Wu, "Using Game Development to Teach Software Architecture", International Journal of Computer Games Technology, vol. 2011, Article ID 920873, 12 pages, 2011. doi:10.1155/2011/920873
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