Prof. Dr. Raphael Zender

Date of Birth: April 19, 1981
in Wismar, Germany

Curriculum Vitae

EDUCATION

10/2001 - 01/2007	**Study of Computer Engineering at the University of Rostock (Dipl.-Inf.)**
02/2007 - 04/2010	**PhD studies at the University of Rostock**
16/03/2011	**Disputation (Dr.-Ing.)**

RESEARCH AND WORK EXPERIENCE

01/2008 - 12/2009	**Sun Campus Ambassador at the University of Rostock**
05/2010 - 02/2011	**Project Coordinator at the University of Rostock** Chair of Computer Architecture
03/2011 – 09/2021	**Assistant Professor / Researcher at the University of Potsdam** Chair of Complex Multimedia Application Architectures
11/2011 – 09/2021	**Trusted lecturer of the GI at the University of Potsdam**
06/2013 – 09/2021	**Independent lecturer at Steinbeis University Berlin**
10/2021 – 06/2024	**Professor at the Humboldt-Universität zu Berlin** Chair of Computer Science Education | Computer Science and Society
07/2024 – now	**Professor at the Zeppelin University** ZF Endowed Chair of Virtual Reality Systems

RESEARCH PROJECTS (Selection)

2013 - 2016	**MOTIVATE**: Mobile Training Via Adaptive Technologies
2014 - 2016	**ScratchDrone**: Child-friendly programming lessons with aerial drones
2017 - 2021	**VR Classroom**: Training of classroom management for teacher trainees.
2018 - 2019	**VR/AR in Teaching**: Conception and design of VR/AR qualification modules
2019 - 2022	**HandLeVR**: Action-oriented learning in a VR painting workshop
2023 - 2025	**DigiProSMK**: Digitisation-related and digitally supported professionalisation of physical education, music and art teachers

AWARDS

2013	Best Paper Award of the DeLFI Conference (Project: RouteMe)
2020	Award of the idea competition of the eQualification of the BMBF (Project: SocialVR Conference)
2020	DIVR Science Award in the "Best Tech" category (Project HandLeVR)

COMMITMENTS (Selection)

German Informatics Society (GI)
- Vice-Speaker of the GI-Special Interest Group "Education Technology"
- Member of the extended steering board of the GI-Special Interest Group VR/AR
- Member of the GI-Special Interest Group Didactics of Computer Science

Program Committees
- Conference Series "Educational Technologies" of the GI-Special Interest Group "Education Technology"
- Workshop Series "Virtual and Augmented Reality" of the GI-Special Interest Group "VR/AR"
- 12th "IEEE International Conference on Intelligent Data Acquisition and Advanced Computing Systems: Technology and Applications" (IDAACS 2023)
- Conference Series "European Conference on Technology Enhanced Learning (EC-TEL)"

Advisory board member of multiple research projects

ORGANIZED SCIENTIFIC EVENTS (Selection)

- 14th E-Learning Conference on Computer Science (DeLFI) & 7th Symposium
- on Higher Education Didactics in Computer Science (HDI) 2016
- Workshop Series "VR/AR-Learning" (2017-now)
- Workshop Series "University 20xx" (2012-2019)
- Symposium "HAndVeRk 2019"
- Young Forum for Media and University Development (JFMH, 2019)
- 18th DELFI Conference "Educational Technologies" (2020)
- SocialVR conference on the establishment of VR/AR technologies in vocational training (2020)