

# Nicolas Roussel

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Last updated May 30, 2017 — A detailed CV in French is available from my web page

## Employment

- Since Sept. 2009 *Directeur de recherche* (senior researcher) at [Inria](#)  
[Scientific officer](#) of the [Lille - Nord Europe](#) research center since July 2014 (adjunct officer between July 2013 and July 2014)  
Scientific head of the [Mjolnir](#) team since January 2015 (founding member of the Mint project-team between Dec. 2009 and Dec. 2014)
- Sept. 2001 - Sept. 2009 *Maître de conférences* (associate professor) at Université Paris-Sud  
Founding member of the [InSitu](#) project-team, on secondment to Inria from September 2005 to September 2007
- Sept. 2000 - June 2001 ERCIM post-doctoral fellow at the University of Fribourg (SIDE group)
- Dec. 1999 - Aug. 2000 ERCIM post-doctoral fellow at GMD Sankt Augustin (FIT.MMK group)

## Education

- Dec. 2007 *Habilitation à diriger des recherches*, Université Paris-Sud
- Dec. 1996 - Dec. 1999 PhD in Computer Science, Université Paris-Sud (defended 17/07/2000)
- Sept. 1995 *DEA* (postgraduate research degree) in Computer Science, Université Paris-Sud
- June 1994 *Maitrise* (master's degree) in Computer Science, Université Paris-Sud
- June 1993 *Licence* (bachelor's degree) in Computer Science, Université Paris-Sud
- June 1992 *DUT* (technical diploma) in Computer Science, Université Paris-Sud

## Research

My research interests are in [Human-Computer Interaction](#) (HCI). Over the last 20 years, I have collaborated with researchers in Electronics, Automatic Control, Computer Science, Psychology, Sociology and Design as well as artists on the following topics: video-mediated communication (1995 - 2009), graphical interaction in “desktop” environments (since 2000), preprocessing of human input in interactive systems (since 2010), tactile and gestural interaction (since 2010), brain-computer interfaces (since 2013), and animated transitions in information visualizations (since 2014). Our results have been published in conferences and journals such as [ACM CHI](#), [ACM UIST](#), [IHM](#), [ACM CSCW](#), [ECSCW ACM Multimedia](#), [IJHCS](#), [Frontiers in Neuroscience](#), [Brain-Computer Interfaces](#) and [IEEE Multimedia](#).

I have participated in twenty-three research projects or contracts (4 international, 9 national, 3 bilateral contracts, 7 local), ten times as (co-)principal investigator. I am currently involved in two collaborative research projects: [Happiness](#) (H2020-ICT-2014-1) and [Turbotouch](#) (ANR 2014).

I have developed a number of [interactive software and systems](#) as part of or alongside my research activities, including [libpointing](#) (to replicate and compare pointing transfer functions), the [1€ filter](#) (for noisy interactive input), [Metisse](#) (an experimental X Window system), and [núcleo](#) (to explore new uses of video).

I have supervised three post-docs, ten PhD students (three ongoing), six research engineers and a dozen Master's students. I currently lead a team ([Mjolnir](#)) with [fifteen other people](#) (4 full-time researchers, 2 faculty members, 1 [Inria International Chair](#), 1 visiting professor, 1 post-doc, 4 PhD students and 2 engineers).

## Teaching and science popularization

Between Sept. 2001 and Sept. 2009, as an associate professor at Université Paris-Sud, I created and taught undergraduate and graduate level courses in HCI, Computer Graphics and Computer-Mediated Communication (about 200 hours per year, except during my secondment to Inria). I also taught HCI courses at the Pasteur Institute (Paris), the Burgundy School of Business and the University of Burgundy (Dijon).

Since 2010, I have taught undergraduate and graduate level courses in HCI and Algorithms and Programming at Université Lille 1 and Centrale Lille (10 to 50 hours per year). I have also been actively involved in [science popularization actions](#) towards various audiences, e.g. first, middle and high school students, teachers or the general public.

## Professional service

As the scientific officer of [Inria's research center in Lille](#) (360 people, 16 research teams), I advise and assist the director on a daily basis in all scientific matters. I also serve or have served on numerous local and national committees of the institute dedicated to specific subjects, e.g. research positions, technical resources and development, science popularization, ethical issues.

Between 2010 and 2016, I co-organized four editions of the [Forum on Tactile and Gestural Interaction](#) and one Inria - Industry meeting on "[Interaction with digital objects and services](#)", with over 200 participants each time. I served as organizing or program committee member for conferences such as [CHI](#), [UIST](#), [Multimedia](#), [EICS](#) and [CSCW](#) (ACM), [ECSCW](#) (EUSSET), [Interact](#) (IFIP), and [IHM](#) (AFIHM). I regularly review papers for these conferences and others and have also reviewed for [Interacting with Computers](#) (Oxford University Press), [ACM ToCHI](#), the [HCI Journal](#) (Lawrence Erlbaum Associates), and [Computer](#) (IEEE).

I served as an expert for national and foreign agencies such as [ANR](#), [ANRT](#), [CAPES-COFECUB](#) (Brazil-France), [EPSRC](#) (UK) and the [Hasler Foundation](#) (Switzerland).

I participated in the evaluation committees of four French research laboratories and have been a member of [Inria's evaluation committee](#) since July 2013. I served on 18 PhD committees (10 times as reviewer) and 2 habilitation committees (1 time as reviewer). I participated in several hiring committees for French universities or engineering schools (Paris-Sud, Lille 1, Toulouse, UTT, ENAC) and have regularly served on Inria's hiring committees (CR & DR) since 2012.

I am on the scientific committee of [PICOM](#), a competitiveness cluster devoted to retail industries. I was a member of the board of [AFIHM](#), the french-speaking association on HCI (2001-2003, 2009-2013).

## Honors

Best paper awards from [IHM 2014](#) and [IHM 2010](#), honorable mentions from [CHI 2011](#) and [CHI 2016](#), second best demonstration award from [UIST 2011](#), nomination for the best demonstration award at [Haptics Symposium 2012](#). 5-stars label from STMicroelectronics's Core Innovation Team (Crolles & Grenoble) in 2011. Special recognitions for reviewing from [CHI 2005](#), [UIST 2012](#) and [CHI 2017](#).

## Selected publications

- J. Aceituno, S. Malacria, P. Quinn, N. Roussel, A. Cockburn & G. Casiez. "[The design, use, and performance of edge-scrolling techniques](#)". *International Journal of Human-Computer Studies*, 97:58-76, January 2017.
- A. Evain, N. Roussel, G. Casiez, F. Argelaguet-Sanz & A. Lécuyer. "[Interfaces cerveau-ordinateur pour l'interaction Homme-Machine](#)". In M. Clerc, L. Bougrain & F. Lotte, editors, *Les interfaces cerveau-ordinateur : fondements et méthodes*, chapter 12, p. 259-276, ISTE, Juillet 2016.
- G. Casiez, S. Conversy, M. Falce, S. Huot & N. Roussel. "[Looking through the eye of the mouse: a simple method for measuring end-to-end latency using an optical mouse](#)". In *Proc. of UIST'15*, p. 629-636, November 2015. ACM.
- J. Gilliot, G. Casiez & N. Roussel. "[Impact of form factors and input conditions on absolute indirect-touch pointing tasks](#)". In *Proc. of CHI'14*, p. 723-732, April 2014. ACM.
- J. Aceituno, G. Casiez & N. Roussel. "[How low can you go? Human limits in small unidirectional mouse movements](#)". In *Proc. of CHI'13*, p. 1383-1386, April 2013. ACM.
- N. Roussel, G. Casiez, J. Aceituno & D. Vogel. "[Giving a hand to the eyes: leveraging input accuracy for subpixel interaction](#)". In *Proc. of UIST'12*, p. 351-358, October 2012. ACM.
- G. Casiez & N. Roussel. "[No more bricolage! Methods and tools to characterize, replicate and compare pointing transfer functions](#)". In *Proc. of UIST'11*, p. 603-614, October 2011. ACM.
- N. Roussel & S. Gueddana. "[Beyond "Beyond being there": towards multiscale communication systems](#)". In *Proc. of Multimedia'07*, p. 238-246, September 2007. ACM.
- W. Stürzlinger, O. Chapuis, D. Phillips & N. Roussel. "[User interface façades: towards fully adaptable user interfaces](#)". In *Proc. of UIST'06*, p. 309-318, October 2006. ACM.
- O. Chapuis & N. Roussel. "[Metisse is not a 3D desktop!](#)" In *Proc. of UIST'05*, p. 13-22, October 2005. ACM.
- H. Hutchinson, W. Mackay, B. Westerlund, B. Bederson, A. Druin, C. Plaisant, M. Beaudouin-Lafon, S. Conversy, H. Evans, H. Hansen, N. Roussel, B. Eiderbäck, S. Lindquist & Y. Sundblad. "[Technology probes: inspiring design for and with families](#)". In *Proc. of CHI'03*, p. 17-24, April 2003. ACM.

The complete list of my publications is available from <http://mjolnir.lille.inria.fr/~roussel/publications/>