

Curriculum Vitae - Dr. Jolanda G. Tromp

Name: Jolanda Gerda Tromp
Address: Calle Carlomagno 1, 7A, Malaga, Spain
Date of birth: 04-04-1962
Nationality: Dutch
Gender: Female
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Profile:

Specialized scientific background in human factors engineering, design and evaluation for Collaborative Virtual Reality/Augmented Reality, UX/UI for XR (VR/AR) including Health and Medicine solutions, User Experience design and evaluation planning, Design Thinking/Doing for New Technologies and Innovation. Enthusiastic and passionate teamleader, Human Centered Design, Gamification and Online-Offline task-flow optimization, 3D application design for collaboration are my key innovation drivers.

Research Interests:

Future of XR cross-disciplinary innovation, process and procedures. XR solutions for the 17SDGs, XR for Industry 4.0, XR based Social Cultural Heritage platform design, Industry 4.0, convergence of AI, 3D Printing, Digital Twins, Social XR, Multi-modal XR, UX/UI for XR/Emergent technologies, and Psychophysiological measurements and XR, gamification design for engagement.

Education:

10/1997-10/2001	University of Nottingham (United Kingdom), Ph.D. (Human Factors Scientist Usability Engineer) Manufacturing Engineering Department and Computer Science Department Thesis: Systematic Usability Design and Evaluation for Collaborative Virtual Environments
09/1989-06/1995	University of Amsterdam (The Netherlands), MSc. – with honors (Psychologist) Social Science Informatics Department, Faculty of Psychology Thesis: Presence, Telepresence and Immersion in Virtual Environments
09/1987-06/1989	University of Amsterdam (The Netherlands), Foundation course diploma Faculty of Psychology Final essay: The Heuristics of Creative Problem Solving
09/1980-06/1983	Rietveld Art Academy (The Netherlands), Foundation course diploma Final essay: 'Visionary artists and their work: review of visionary art

Work experience:

04/2021-present (9m)	EuroXR Association, Consultancy: Delphi Consensus research and co-editor EuroXR Association book. Planning, executing and coordinating small team for a 10-week Delphi consensus study. Writing and coordinating chapters in submissions to EuroXR Association coordinated State-of-XR book for European Commission.
07/2018-11/2019 (1 year5m)	Journal: Frontiers in Virtual Reality (Online), Guest Editor for Special Issue on Emerging Technologies and Cultural Heritage Inviting authors and co-editor to make contributions to this Special Issue; Coordinating reviewers and process, writing contributions and the Introduction.

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- 07/2017-07/2019
(2 years) **Duy Tan University (DTU) in Da Nang (Vietnam),**
Director of Center/Company for Visualization & Simulation (CVS)
Running VR/AR/IoT R&D lab; focus on Medical XR applications.
XR curriculum developer. Teaching Virtual Reality UX/UI design and evaluation, Introduction to Augmented Reality, Coordinating CVS to Startup status; Initiator and research coordinator Virtual Reality VR First research lab; Mentoring students on VR research projects and VR Study Abroad projects. Co-editor of 2 scientific books about State-of-XR (2018: Medical, 2019: Industry 4.0).
- 07/2017-07/2020
(3 years) **State University of New York (SUNY) in Oswego (USA),**
Consultant MR for Education and Adjunct Assistant Professor
XR curriculum developer. Teaching Human-Computer Master's course: Human-Computer Interaction methods I; Mentoring students on VR research projects and VR Study Abroad projects.
- 09/2015-09/2017
(2 years) **State University of New York (SUNY) in Oswego (USA),**
Visiting Assistant Professor
Teaching Human-Computer Master's courses: Human-Computer Interaction methods, Human Factors & Ergonomics, Statistics and Research Methods, Virtual Reality UX/UI design and evaluation, Introduction to Digital Humanities; Initiator and coordinator Virtual Reality VR First research lab; HCI-XR curriculum developer.
Mentoring students on HCI/VR research projects and VR Study Abroad projects.
- 08/2005-09/2015
(10 years) **Global Vortex Usability Services (Spain/NL/UK/Germany/ Switzerland/USA),**
Consultant
Various Usability assessments, Gamification designs and project developments; Virtual Teamwork and Global Cross-Cultural Teamwork training and mentoring, co-author of Global Teamwork training package for culturaldetective.com.
- 01/2004-01/2005
(1years1m) **Motorola, Personalization and Knowledge Lab (PKL) (United Kingdom),**
Human Factors Scientist
Principal UX/UI researcher on international R&D project aceMedia: 'Integrating knowledge, semantics and content for user-centered intelligent media services' Project (2004-2007), FP6-001765, EU funded;
Managing the UX/UI work package, UI/UX research, writing technical papers and making presentations at technical meetings and conferences.
- 10/1995-01/2004
(8years3m) **Virtual Reality Research Labs, University of Nottingham (United Kingdom),**
Principal Usability Investigator
Mixed Reality Lab (MRL), Department of Computer Science and Virtual Reality Research Group (VIRART), Department of Manufacturing Engineering;
UX/UI research and evaluation and work package manager for Virtual and Interactive Environments for Workplaces of the Future' (VIEW of the Future) Project (2001-2003), IST-2000-26089, EU funded;
UX/UI research and evaluation and work package manager for 'Inhabiting the WEB' Project (1995-1997) British Telecom/JISC funded;
UX/UI research, evaluation, workpackage manager for 'Collaborative Virtual Environments' (COVEN), (1995-2000), ACTS Project N. AC040, EU funded;
UX/UI Consultancies: 3D Scanners Ltd, London for EU funded "Populate II"

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Project: Usability evaluation of the AvatarMe photo booth 3D digital imaging, United Kingdom; 3D VR Vision Dome Ltd & British Telecom, BT Lab, Martlesham Heath; Directorate Generale for Research of the European Parliament, Attitude & Opinion Assessment on the use of Virtual Reality to support medical training.

10/1994-10/1995
(1year)

Social Scientific Informatics, University of Amsterdam (The Netherlands),
Principal Usability Researcher, Psychology department

UX/UI researcher and work package manager, 'Computer -based Mechanisms of Interaction in Cooperative Work' (COMIC) Project, (1993-1995), ESPRIT BASIC RESEARCH PROJECT 6225, EU funded, Evaluating Distributed Collaborative Virtual Environments. Methods used: Questionnaires, Experiments, Cluster analysis, Task-flow diagrams; Development of a measurement tool for the susceptibility to become cognitively immersed / sense & quality of presence in virtual environments.

10/1990-10/1994
(4years)

System Administration Group, University of Amsterdam (Netherlands),
Systems Administrator Assistant, Psychology department

Running a HelpDesk for 1500+ Apple Mac users and 7 servers and printers, during process upgrading from a mainframe-system; On-call to fix problems in the faculty building; available as first-line computer and network problem assistance; Task analysis, creating User manuals, presenting short Computer Software End-User Skills Courses. Coordinating four part-time assistants.

Latest Certificates:

2021 Codespace, XR Bootcamp, Malaga, Spain.
2018-2019 Circuit Stream, XR Bootcamp, online.
2017 Train-the-Trainer Innovation Mindset and Startups, **DNES/IPP**, Vietnam/Finland
2015 Online Conversion Rate Optimization, **ConversionXL**, USA.
2013-2014 Gamification Level I, Level II, Level III, **The Engagement Alliance**, USA.
2013 Agile and Scrum Foundation Training, **TOP ImprovementT**, The Netherlands.
2009 Train-the-Trainer Intercultural Communication, **Society for Intercultural Education Training & Research (SIETAR)**, Germany.
2008 Intercultural Communication Facilitator, **Cultural Detective**, USA.
2006-2007 Transactional Analysis Year 1, **La Piedra**, Spain.

Languages: English fluent; Dutch fluent; German interm; Spanish interm; French basic.

Hobbies: Sailing, art projects, swimming, reading.

Research and Publications:

Researchgate: https://www.researchgate.net/profile/Jolanda_Tromp

ORCID: <https://orcid.org/0000-0003-3247-7594>

ResearcherID: <http://www.researcherid.com/rid/L-1041-2017>

SCOPUS: <https://www.scopus.com/authid/detail.uri?authorId=7005551816>

LinkedIn: <https://www.linkedin.com/in/jolanda-tromp-phd-socialvr-638b84a>

CVS Website: <http://cvs.duytan.edu.vn/>, <http://cvs.duytan.edu.vn/home/>

SUNY Oswego Website: <https://www.oswego.edu/computer-science/content/jolanda-tromp>
<https://www.oswego.edu/news/story/new-partnership-advances-virtual-reality-research-suny-oswego>

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LIST OF PUBLICATIONS 01/2022

Books

1. Alcaniz, M., Sacco, M., Tromp, J. G., (eds.): Roadmapping XR Technologies, Wiley-Scrivener, (in press), USA.
2. Jolanda G. Tromp, Dac-Nhuong Le, Chung Le Van : *Emerging Extended Reality Technologies for Industry 4.0: Early Experiences with Conception, Design, Implementation, Evaluation and Deployment*. 03/2020; Scrivener Publishing Wiley
3. Dac-Nhuong Le, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen : *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. 06/2018; Scrivener Publishing Wiley
4. Tromp, J., Simons, G., Abbott, G., Oberg, Ch, Huchendorf, K., Hofner Saphiere, D., *Cultural Detective Global Teamwork*, Cultural Detective, 08/2009
[<https://www.culturaldetective.com/what/series-content/58:global-teamwork.html>]
5. Tromp, Jolanda G., Systematic Usability Design and Evaluation for Collaborative Virtual Environments, PhD Thesis, University of Nottingham, United Kingdom, 01/2001
6. Tromp, J., Istance, H., Hand, Ch., Steed, A., Kaur, K., (eds.), *Proceedings of 1st International Workshop on Usability Evaluation for Virtual Environments*, Leicester, UK, 1998
7. Snowdon, Dave, Churchill, Elizabeth., Tromp, Jolanda G., (eds.): *CVE '96 (Collaborative Virtual Environments) Workshop Proceedings, 1996, University of Nottingham, Nottingham, United Kingdom, 19-20 September, 09/1996*; University of Nottingham

Book Chapters

1. Tromp, Jolanda G., : Delphi Consensus Study Future Directions for XR, in: Alcaniz, M., Sacco, M., Tromp, J. G., : Roadmapping XR Technologies, Wiley-Scrivener, (in press), USA.
2. Tromp, Jolanda G., : XR and the Backbone, in: Alcaniz, M., Sacco, M., Tromp, J. G., : Roadmapping XR Technologies, Wiley-Scrivener, (in press), USA.
3. Riman, J., Winters, N., Zelenak, J, Yucel, I, Tromp, J., Mixed Reality use in Higher Education: Results from an International Survey., Eds: Jolanda G. Tromp, Dac-Nhuong Le, Chung Le Van: *Emerging Extended Reality Technologies for Industry 4.0: Early Experiences with Conception, Design, Implementation, Evaluation and Deployment*. 03/2020; Wiley-Scrivener Publishing
4. Cai, Zhushun, Timothy., Medonza, O., Zelenak, Ray, K., Le, Van, Chung, Schofield, D., Tromp, J., Human Factors for e-Health Training System: UX Testing for XR Anatomy Training App, in: Eds: Jolanda G. Tromp, Dac-Nhuong Le, Chung Le Van : *Emerging Extended Reality Technologies for Industry 4.0: Early Experiences with Conception, Design, Implementation, Evaluation, and Deployment*. 03/2020; Wiley-Scrivener Publishing
5. Riman, J., Winters, N., Zelenak, J, Yucel, I, Tromp, J., Mixed Reality use in Higher Education:

- Results from an International Survey., Eds: Jolanda G. Tromp, Dac-Nhuong Le, Chung Le Van : Emerging Extended Reality Technologies for Industry 4.0: Early Experiences with Conception, Design, Implementation, Evaluation and Deployment. 03/2020; Wiley-Scrivener Publishing
6. Tromp, J., Bottoms, J., Introduction., in Eds: Jolanda G. Tromp, Dac-Nhuong Le, Chung Le Van : Emerging Extended Reality Technologies for Industry 4.0: Early Experiences with Conception, Design, Implementation, Evaluation and Deployment. (In Press: expected 03/2020); Wiley-Scrivener Publishing
 7. Vikram Puri, Kalpna Gautam, Jolanda G. Tromp, Chung Van Le, Nidhi Sachdeva, Tran Huu Minh Tri. *CLOUDFALL 1.0: A Smart Low Cost IoT based Fall Detection Sensor Node*, in *Internet of Things in Biomedical Engineering*, Eds: Valentina Balas, Le Hoang Son, Sudan Jha, Manju Khari, Raghvendra Kumar, Elseviers Academic Press, 07/2019
 8. Jolanda G. Tromp: Introduction to Emerging Technologies for Medicine and Healthcare. In: *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. Eds: Lê Đắc Nhường, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen, 06/2018; Wiley-Scrivener Publishing
 9. Jamie Garcia, Jolanda G. Tromp, Hugh Seaton: Effectiveness of Virtual Reality Mock Interview Training. In: *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. Eds: Lê Đắc Nhường, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen, 06/2018; Wiley Scrivener Publishing
 10. Miguel Angel Munoz, Jolanda G. Tromp, Zhuzhun Cai: Overview of Human-Computer Interaction & Psychophysiological Evaluation Methods for Virtual Reality. In: *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. Eds: Lê Đắc Nhường, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen, 06/2018; Wiley-Scrivener Publishing
 11. Vikram Puri, Jolanda G. Tromp, Chung Le Van, Gia Nhu Nguyen, Lê Đắc Nhường, Noelle C. L. LeRoy: A Depth Analysis of Telemedicine Technologies. In: *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. Eds: Lê Đắc Nhường, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen, 06/2018; Wiley-Scrivener Publishing
 12. Chung Le Van, Jolanda G. Tromp, Vikram Puri: *Using 3D Simulation In Medical Education: A Comparative Test Of Teaching Anatomy Using Virtual Reality*, in: *Virtual Reality and Augmented Reality Healthcare and Medicine Applications: Design, Evaluation and Long-Term Use Implications*. Eds: Lê Đắc Nhường, Chung Le Van, Jolanda G. Tromp, Gia Nhu Nguyen, 06/2018; Scrivener Publishing Wiley
 13. Jolanda Tromp, Chung Le, Bao Le, Dac-Nhuong Le: *Massively Multi-user Online Social Virtual Reality Systems: Ethical Issues and Risks for Long-Term Use*. Social Networks Science: Design, Implementation, Security, and Challenges, 06/2018: pages 131-149; ISBN: 978-3-319-90058-2, DOI:10.1007/978-3-319-90059-9_7.
 14. Jolanda Tromp, Tho Nguyen: *User-Centered Design and Evaluation Methodology for Virtual Environments*. Encyclopedia of Computer Graphics and Games, 02/2018; SpringerLink., DOI:10.1007/978-3-319-08234-9_167-1

Journal Publications

1. Tromp, J.G., Schofield, D., Poyade, M., Cano Olivares, P., Eaglesham, C., Torres, J. C, Wolff, A., Chowdhury, J., McClure, C., Johnson, T., Jurivete, T., (2021). Applying HCI Methods to aid the Design and Evaluation of XR Cultural Heritage Applications, submitted to: Special Issue on Digital Cultural Heritage of Frontiers in Virtual Reality, 03/2021.
2. Eaglesham, C, and Tromp, Jolanda, G., (2021), Memories of Kellie, submitted to: Special Issue:

Virtual Reality Technologies and Applications for Cultural Heritage, Information (ISSN 2078-2489, 02/2021).

3. Gautam, K., Puri, V., Tromp, J., Le, C., & Nguyen, N. (2018). Internet of Things and Healthcare Technologies: A Valuable Synergy from Design to Implementation. *International Journal of Machine Learning and Networked Collaborative Engineering*, 2(03), 128-142
4. J.G. Tromp, A. Wolff, J.C. Torres, H.T. My: *Usability evaluation of the interactive 3D virtual cultural heritage museum display: Fountain of the Lions software application*. DOI:10.14419/ijet.v7i2.28.12887
5. J.G. Tromp, J. Chowdhury, J.C. Torres, H.T. My: *Usability testing of "CHIsel": Cultural heritage information system extended layers of interactive 3D computer generated images and relational database*. DOI:10.14419/ijet.v7i2.28.12888
6. Jolanda G. Tromp, Sarah Sharples, Harshada Patel: *Special issue: VR design and usability workshop guest editors' introduction*. *Presence Teleoperators & Virtual Environments* 12/2006; 15(6):.3-4., DOI:10.1162/pres.15.6.iii
7. Ralph Schroeder, Ilona Heldal, Jolanda G. Tromp: *The Usability of Collaborative Virtual Environments and Methods for the Analysis of Interaction*. *Presence Teleoperators & Virtual Environments* 12/2006; 15(6):655-667., DOI:10.1162/pres.15.6.655
8. Ioannis Karaseitanidis, Angelos Amditis, Harshada Patel, Sarah Sharples, Evangelos Bekiaris, Alex Bullinger, Jolanda G. Tromp: *Evaluation of virtual reality products and applications from individual, organizational and societal perspectives—The "VIEW" case study*. *International Journal of Human-Computer Studies* 03/2006; 64(3-64):251-266., DOI:10.1016/j.ijhcs.2005.08.013
9. Jolanda G. Tromp, Sarah Sharples, Harshada Patel: *Guest Editor's Introduction*. *Presence Teleoperators & Virtual Environments* 12/2006, DOI:10.1162/pres.15.6.655.
10. Jolanda G. Tromp, Anthony Steed, John R. Wilson: *Systematic Usability Evaluation and Design Issues for Collaborative Virtual Environments*. *Presence Teleoperators & Virtual Environments* 06/2003; 12(3):241-267., DOI:10.1162/105474603765879512
11. A Stedmon, M D'Cruz, J. Tromp, J. Wilson: *Two Methods and a Case Study: Human Factors Evaluations for Virtual Environments*, in: *Proceedings of HCI International '03*, International Conference on Human-Computer Interaction, Crete, June 22-27, 2003, Lawrence Erlbaum Associates, 06/2003
12. Anthony Steed, Mel Slater, Amela Sadagic, Adrian Bullock, Jolanda Tromp: *Leadership and Collaboration in Shared Virtual Environments*. 03/2002;
13. A. Bullock, J. Tromp, S. D. Benford: *Evaluating the Network and Usability Characteristics of Virtual Reality Conferencing*. DOI:10.1007/978-1-4615-5291-8_9
14. Kulwinder Kaur Deol, Anthony Steed, Chris Hand, Howell O. Istance, Jolanda Tromp: *Usability Evaluation for Virtual Environments: Methods, Results and Future Directions (Part 2)*. *Interfaces* 10/2000;
15. Kulwinder Kaur Deol, anthony steed, Chris Hand, Howell Istance, Jolanda Tromp: *Usability Evaluation for Virtual Environments: Methods, Results and Future Directions (Part 1)*. *Interfaces* 07/2000;
16. Veronique Normand, Christian Babski, Steve Benford, Adrian Bullock, Stephane Carion, Emmanuel Frcon, Nico Kuijpers, Nadia Magnenat Thalmann, Mel Slater, Gareth Smith, Anthony Steed, Daniel Thalmann, Jolanda Tromp, Martin Usoh, Gidi Van Liempd, John Harvey: *The COVEN project: exploring applicative, technical and usage dimensions of collaborative virtual environments*.
17. Jolanda G. Tromp, Adrian Bullock, Anthony Steed, Amela Sadagic, Mel Slater, Emmanuel Frécon: *Small group behavior experiments in the COVEN Project*. *IEEE Computer Graphics and Applications* 11/1998; 18(6):53-63., DOI:10.1109/38.734980
18. A. Steed, J. Tromp: *Experiences with the evaluation of CVE applications*. in *Proceedings of 2nd Collaborative Virtual Environments Conference (CVE'98)*, University of Manchester, UK, 1998
19. J. G. Tromp, Andreas Dieberger: *MUDs as Text-Based Spatial User Interfaces and Research Tools*.

- 12/1995; 4(2-4):179-202., DOI:10.1515/JISYS.1995.5.2-4.179
20. J. Tromp: *Presence, Telepresence and Immersion: The Cognitive Factors of Embodiment and Interaction in Virtual Environments*, Psychology Dissertation, University of Amsterdam, the Netherlands, 10/1995.
 21. J. G. Tromp: *Methodology of Distributed CVE Evaluations*, CVE '96 (Collaborative Virtual Environments) Workshop Proceedings, 1996, University of Nottingham, Nottingham, United Kingdom, 19-20 September, 09/1996; University of Nottingham.
 22. A. Dieberger, J. Tromp: *3D Hypertext- The Information City Project: a Virtual Reality User Interface for Navigation in Information Spaces* in: (ed. T. Erickson), *The User Experience Review*, Apple Computer, Vol. 11, Jan/Feb, pp.2-9., 01/1995

Conference Proceedings

1. Kalpna Gautam, Vikram Puri, Jolanda G Tromp, Nguyen Gia Nhu and Chung Van Le, *Internet of Things (IoT) and Deep Neural Network Based Intelligent and Conceptual Model for Smart City*, in: *Proceedings of FICTA Conference*, DuyTan University, (in press).
2. A. Wolff, J.G. Tromp, J.C. Torres: *Usability evaluation of the interactive 3D virtual cultural heritage museum display: Fountain of the lions software application*. In: *Proceedings of International Conference on Communication, Management and Information Technology 2018 (ICCMIT 2018): Special Session: XR for Cultural Heritage, Hospitality and Tourism*, Madrid, Spain, 4/2018
3. J. Chowdhury, J.G. Tromp, J.C. Torres: *Usability testing of "CHIsel": Cultural heritage information system extended layers of interactive 3D computer generated images and relational database*. In: *Proceedings of International Conference on Communication, Management and Information Technology 2018 (ICCMIT 2018): Special Session: XR for Cultural Heritage, Hospitality and Tourism*, Madrid, Spain, 4/2018
4. Jamie Garcia, Jolanda G. Tromp, Hugh Seaton: *Effectiveness of Virtual Reality Mock Interview Training*. In: *Proceedings of International Conference on Communication, Management and Information Technology 2018 (ICCMIT 2018): Special Session: MR for Medicine & Healthcare*, Madrid, Spain, 4/2018
5. Chung Le Van, Vikram Puri, Jolanda G. Tromp: *A Comparative Test of Teaching Anatomy Using Virtual Reality*. In: *Proceedings of International Conference on Communication, Management and Information Technology 2018 (ICCMIT 2018): Special Session: MR for Medicine & Healthcare*, Madrid, Spain, 4/2018
6. Jolanda Tromp, Chung Le Van, Duc Minh Nguyen: *Virtual Reality for Medical Anatomy Education and Training: a comparative test of teaching with corpses, plastic models and VR*. Demo and Paper, EuroVR Association Conference 2017, Laval, France; 11/2017
7. Hoa Trinh Hiep, Jolanda Tromp, Chung Le Van: *Virtual Reality for Medical Anatomy Education and Training*. Poster and Paper, EuroVR Association Conference 2017, Laval, France; 11/2017
8. Tromp, J.G., Minne, v.d. S, *Virtual Leadership game, based on the GLOBE study of Intercultural leadership skills*, Global SIETAR (Society for Intercultural Communication, Training and Research) conference, May 21-23, Valencia, Spain. 05/2015
9. Tromp, J.G. Dol, R.W., Jackmuth, S., Sohne, J., *Urban-Goods: The Game, The Marketplace and the Cooperative*, *EsoCE-net: People Driven Social Innovation Forum*, European Society of Concurrent Enterprising network (EsoCE-net) Industry Forum & People Olympics for Social Innovation, Rome, Italie, 2013
10. Griffiths, B., Tromp, J.G., *CoachMaster: Intercultural Coaching Online*, 3rd DIALOGIN Conference: Global Leadership Competence, June 29-30, 06/2012
11. Tromp, J.G., *Global Teamwork*, Global SIETAR (Society for Intercultural Communication, Training and Research) Conference, Granada, Spain, 08/2008
12. Jolanda Tromp, Damian Schofield, Richard Eastgate: *Practical Experiences of Building Virtual Reality*

- Systems*. Proceedings of Designing and Evaluating Virtual Reality Systems Symposium, Nottingham, UK; 07/2004
13. Ioannis Kompatsiaris, Yannis S. Avrithis, Paola Hobson, Tony May, Jolanda G. Tromp: *Achieving Integration of Knowledge and Content Technologies: The aceMedia Project*. Knowledge-Based Media Analysis for Self-Adaptive and Agile Multi-Media, Proceedings of the European Workshop for the Integration of Knowledge, Semantics and Digital Media Technology, EWIMT 2004, November 25-26, 2004, London, UK; 01/2004
 14. A. Steed, M. Slater, A. Sadagic, A. Bullock, J. Tromp: *Leadership and Collaboration in Shared Virtual Environments*. Virtual Reality, 1999. Proceedings., IEEE; 04/1999, DOI:10.1109/VR.1999.756941
 15. Jolanda G. Tromp: *Designing Flow of Interaction for Virtual Environments*. In: Proceedings of the 2nd Collaborative Virtual Environments Conference, Manchester; 01/1998
 16. Jolanda G. Tromp, Dave Snowdon: *Virtual Body Language: providing appropriate user interfaces in Collaborative Virtual Environments*, in *Proceedings of the ACM Symposium on Virtual Reality Software and Technology 1997 (VRST'97)*, Swiss Federal Institute of Technology (EPFL), Lausanne, Switzerland; 01/1997, DOI:10.1145/261135.261143
 17. Normand, V., and Tromp, J.G.: *Collaborative Virtual Environments: the COVEN Project*, in: *Proceedings of FIVE'96 Conference*, Spain, 1996.
 18. J. Tromp: *Presence, Telepresence and Immersion: The Cognitive Factors of Embodiment and Interaction in Virtual Environments*, in *Proceedings of the FIVE'95 (Framework for Immersive Virtual Environments) Conference*, Queen Mary and Westfield College, pp.39-51
 19. Tromp, J.G.: *Methodology of CVE Evaluation*, in: *Proceedings of Fourth UKVRSIG conference*, Bowden, R. (ed), Brunel University, 1995
 20. Tromp, J.G.: *Results of Two Surveys about Spatial Perception and Navigation of a Text-Based Spatial Interface*, in: *Proceedings ECHT '94, European Conference on Hypertext*, Edinburgh, September 19-23., 9/1993
 21. Jolanda Tromp, Andreas Dieberger: *The Information City Project - a Virtual Reality Interface for Navigation in Information Spaces*. Symposium on Virtual Reality, Vienna, Austria; 12/1993

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<https://orcid.org/0000-0003-3247-7594>
<http://www.researcherid.com/rid/L-1041-2017>
<https://www.scopus.com/authid/detail.uri?authorId=7005551816>