



Pierre Henri Cubaud

A professor of computer science at Conservatoire National des Arts et métiers (CNAM, Paris) since 2008, Pierre H. Cubaud is head of the research group "Interactivité pour lire et jouer" at CNAM/CEDRIC. His research interests include human-computer interaction, information visualization, digital libraries, digitization for cultural heritage, history of media technology and design. Pierre has published over 50 papers in peer-reviewed conferences. He has extensive teaching experience in computer science (undergraduate, graduate, continuing education), and participated to the creation of three graduate diplomas in the field.

Education

1987 Engineer diploma from *Institut national des sciences appliquées* (INSA), Lyon

1989 Master in Computer science, Univ. Paris-Sud, Orsay

1992 Doct. thesis in Computer science, Univ. Paris 5 (adv. Pr E. Gelenbe)

2006 Habilitation à diriger des recherches, Univ. Paris 8 (adv. Pr. I. Saleh)

Employment

1987 Civil service. Lycée militaire d'Autun, Burgundy, France

1989 Engineer, R&D division, SAGEM (now SAFRAN), Cergy, France

1992 Assistant professor, CNAM

2001 Sabbatical at ENSSIB and ENS-LSH, Lyon

2008 Professor, CNAM

Research

My work is mostly related to digital reading and HCI. I have first focused on digital libraries, creating in 1993 the first Web interface to a literary corpus (<http://abu.cnam.fr>, still online) and in 1998, with CNAM librarians and historians, the CNAM digital library, a reference site for French history of technology (<http://cnum.cnam.fr>). These real-size projects have fostered my search for more efficient user interfaces, using 3D graphics and new interaction devices. Over the years, I have investigated other aspects of digital reading: personal information appliances, such as photo albums, augmented reality tools for assisting museum visits and interaction with wall-sized displays. Reading has strong relationships (yet to be clarified) with visualization: I have studied massive visualisation problems that occur in quality control for digitization factories or supervision of large scientific instruments. I am currently working on interfaces for bilingual reading and developing a new kind of personal reading appliance based on flexible displays.

Selected publications

O. Mubarak, P. Cubaud, D. Bihanic, S. Bianchini - Designing Collaborative Co-Located Interaction for an Artistic Installation, *Interact'2017*, Mumbai, Springer Verlag LNCS vol. 10513, pp. 223-231.

C. Pillias, P. Cubaud - Bilingual Reading Experiences: What They Could Be and How to Design for Them, *Interact'2015*, Bamberg, Springer Verlag LNCS vol. 9296, pp.531-549.

C. Pillias, S.H. Hsu, P. Cubaud - Reading with a digital roll, *CHI'2013 Extended Abstracts*, Paris, 2013, ACM Press, 6 p.

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R. Almeida , P. Alessio , A. Topol , P. Cubaud - A visualisation technique for quality control of massive digitization programs, ECDL'09, 13th europ. conf. on res. and adv. tech. for Digital Libraries, Corfu, January 2009, pp.150-155, Series LNCS 5714,

A. Damala , P. Cubaud , A. Bationo , P. Houlier , I. Marchal - Bridging the Gap between the Digital and the Physical: Design and Evaluation of a Mobile Augmented Reality Guide for the Museum Visit, DIMEA'08, 3rd Int. Conf. on Digital Interactive Media in Entertainment and Arts, Athens, Greece, September 2008, pp.120-127,

S. Hsu , P. Cubaud - A Tangible Interface for Browsing Digital Photo Collections, ACM TEI'08, Int. Conf. on Tangible and Embedded Interaction, Bonn, Germany, January 2008, pp.31-32,

P. Cubaud - 3D interaction for digital libraries, in "Digital Libraries" (F. Papy, ed.) , Jan. 2008, ISTE Wiley, pp. 123-144 (isbn: 978-1-84821-042-4).

Teaching

Over 20 years of teaching experience. At undergraduate level : introduction to programming - computer architecture - data structure. At graduate level : operating system, computer networks, performance evaluation. Co-creator of the courses related to multimedia for the CNAM computer engineering curriculum : introduction to multimedia and HCI - Digital graphics and sound - introduction to programming

Co-creator and head (2009-12) of CNAM master in Interaction Design (operated with Univ. Paris 8 and ENSCI-Les ateliers). Teaching Information Visualization.

At ENJMIN, master of video games and interactive media : - Introduction to interactive media (using Processing, Arduino) - Algorithms for 3D graphics and animation.

For the master of history of technology (CNAM) : seminar on history of informatics

Co-creator of a MOOC on Interactive Media programming. Three sessions since 2014. Attracted +12000 students (www.france-universite-numerique.fr)

Students

Currently advising 2 Ph.D. students. Advisor of 8 Ph.D. students who defended their theses; all of them have continued into research in academia or industry, including 2 assistant professors in French universities.

Advised also more than 20 master and engineer students in our lab.

Professional service

2014-18 : head of the digital sciences laboratory at CNAM (CEDRIC : 70 faculty members, 80 PhD students and postdocs).

Editorial board and conferences committees : Technique et science informatique (2004-2009), UBIMOB'06, H2PTM'07, H2PTM'09, ICEC'09, ECDL'10, TPD'11, CHI'13 (as associate chair)

Expert for French nat. research agency (ANR) and Cap Digital (Paris research cluster)

Member of 14 Ph.D. committees