Max Bothe

✉ me@maxbothe.de
🌐 maxbothe.de
in maxbothe
◉ mathebox
R^6 Max Bothe

Education

Since Jul 2017	**Research Associate/Ph.D. Student**, Hasso Plattner Institute, Potsdam, Germany. *Research focus:* Integrating seamless learning and mobile learning techniques in the context of Massive Open Online Courses
Oct 2013 – Jun 2017	**Master of Science**, Hasso Plattner Institute, Potsdam, Germany. Majored in IT-Systems Engineering; *Master's thesis:* From MOOCs to Micro Learning: Optimizing mobile video-based learning
Oct 2009 – Jul 2012	**Bachelor of Science**, Hasso Plattner Institute, Potsdam, Germany. Majored in IT-Systems Engineering; *Bachelor's thesis:* Implementation of an iOS application for configuration of longterm ECG recorder via Bluetooth
Aug 2009	**German Abitur**, Bohnstedt Gymnasium, Luckau, Germany. Advanced courses: Mathematics and English.

Experience

Since Jul 2017	**Software Engineer**, openHPI, Hasso Plattner Institute, Potsdam, Germany. Lead of the mobile apps with focus on the iOS application.
Mar 2016 – Oct 2017	**Freelancer**, Potsdam, Germany. Full Stack Software Developer & Consultant.
Oct 2015 – Jun 2017	**Teaching Assistent**, Hasso Plattner Institute, Potsdam, Germany. Mentoring student teams for the Global Team-based Product Innovation course (ME310).
Mar 2014 – Jun 2017	**Student Assistent**, Hasso Plattner Institute, Potsdam, Germany. *Chair:* Enterprise Platform and Integration Concepts; Soccer analytics with an interactive tactic board using geospatial data.
Apr 2013 – Sep 2013	**Software Developer Intern**, SAP Research, Belfast, United Kingdom. *Department:* Next Business and Technologies; Developing a business process simulation that relies on BPMN models.
Aug 2012 – Feb 2013	**Mobile Developer Intern**, Getemed AG, Teltow, Germany. Developing an iOS application to configure longterm ECG recorders.

Technical skills

Specializations	Software Engineering, Mobile Development, UI/UX Experience
Qualifications	Project Management, Design Thinking
Interests	Adobe Illustrator, Adobe Photoshop

Programming Languages

Advanced	Swift, Objective-C, Python
Intermediate	HTML, CSS, Java, Ruby, SQL, JavaScript
Basic	Bash, C

Publications

Jun 2021	**The Impact of Mobile Learning on Students' Self-Test Behavior in MOOCs**. M. Bothe, Ch. Meinel Eighth ACM Conference on Learning @ Scale 2021 (L@S '21)
Sep 2020	**When Do Learners Rewatch Videos in MOOCs?**. M. Bothe, Ch. Meinel Proceedings of the 2020 IEEE Learning With MOOCS (LWMOOCS)
Sep 2020	**On the Potential of Automated Downloads for MOOC Content on Mobile Devices**. M. Bothe, Ch. Meinel Proceedings of the 2020 IEEE Learning With MOOCS (LWMOOCS)
April 2020	**On the Acceptance and Effects of Recapping Self-Test Questions in MOOCs**. M. Bothe, J. Renz, Ch. Meinel Proceedings of the 2020 IEEE Global Engineering Education Conference (EDUCON)
May 2019	**Applied Mobile-Assisted Seamless Learning Techniques in MOOCs**. M. Bothe, Ch. Meinel Digital Education: At the MOOC Crossroads Where the Interests of Academia and Business Converge
Apr 2019	**From MOOCs to Micro Learning Activities**. M. Bothe, J. Renz, T. Rohloff, Ch. Meinel Proceedings of the 2019 IEEE Global Engineering Education Conference (EDUCON)
Mar 2019	**Visualizing Content Exploration Traces of MOOC Students**. T. Rohloff, M. Bothe, Ch. Meinel Proceedings of the 9th International Conference on Learning Analytics & Knowledge (LAK19)
Sep 2018	**Towards a Better Understanding of Mobile Learning in MOOCs**. T. Rohloff, M. Bothe, J. Renz, Ch. Meinel Proceedings of the 5th Learning with MOOCs Conference (LWMOOCs)

Projects

May 2016 - Jan 2018	**Crowdgezwitscher**. Development of an information platform for Straßengezwitscher e.V. reporting neutrally about xenophobic demonstrations.
Mar 2014 - Jun 2017	**Interactive Tactic Board for Soccer Analytics**. Developing a interactive tactic board is a valuable help in game evaluation and training preparation, whereby coaches and professional athletes can analyze the specific way a game is built up, how a team member performs in a game.
Oct 2014 – Jul 2015	**Global Team-based Product Innovation & Engineering (ME310)**. Working on a design challenge in cooperation with Stanford University. Developing a prototype of the must have features of the Audi ownership experience in 2025, using design thinking methodologies.
Mar 2012 – Feb 2013	**SEER 1000 iOS Application**, Bachelor project & internship. Development of an iOS application to configure the longterm ECG recorder SEER 1000 via Bluetooth.

Others

Languages	German (native), English (fluent)
Sports	Functional Fitness, Bouldering, Cycling
Interests	Cooking, Traveling, Family