Jesper Kjeldskov
Professor
Department of Computer Science
The Technical Faculty of IT and Design
Human-Centered Computing
Human Robot Interaction

Postal address:
Selma Lagerlöfs Vej 300
5-2-50
9220
Aalborg Ø
Denmark

Postal address:
Selma Lagerlöfs Vej 300
9220
Aalborg Øst
Denmark

Email: jesper@cs.aau.dk
Phone: 99408921, 9940 8921
Mobile: 2040 5457
Fax: 9940 9798

Publications

Non-Dyadic Interaction: A Literature Review of 15 Years of Human-Robot Interaction Conference Publications

Investigating Potentials of Shape-Changing Displays for Sound Zones

Can Digital Personal Assistants persuade people to exercise?

Rainmaker: A Tangible Work-Companion for the Personal Office Space

Domestic Robots and the Dream of Automation: Understanding Human Interaction and Intervention

Let's Go for a Space Walk: Asynchronous Interplanetary Experiences

Advances in Longitudinal HCI Research

Experiences of Personal Sound Technologies
Human-AI Interaction: Intermittent, Continuous, or Proactive

Introduction to “Advances in Longitudinal HCI Research”


Readiness, Seamlessness and Connectedness: Understanding Business Travellers’ Door to Door Journeys

Why did you pick that? A study on smartwatch design qualities and people’s preferences

Digital ethnography of home use of digital personal assistants

Exploring the Non-Use of Mobile Devices in Families through Provocative Design

Pursuing pleasance: Interrogating energy-intensive visions for the smart home

Designing for domestic sound zone interaction

Investigating EV Driving as Meaningful Practice

Weight-Mate: Adaptive Training Support for Weight Lifting

Investigating the Use of an Online Peer-to-Peer Car Sharing Service

Spatial Mixer: Cross-Device Interaction for Music Mixing
Interaction Design for Domestic Sound Zones

Temporal Constraints in Human-Building Interaction

On and off the table: Re-imagining food and wine interactions

Driving on Sunshine: Aligning Electric Vehicle Charging and Household Electricity Production

Assisted Shifting of Electricity Use: A Long-Term Study of Managing Residential Heating

Collaborative symptoms interpretation for cardiac patients as diagnostic agents

Parametric Multi-Channel Separation and Re-Panning of Harmonics Sources

Motivations and practices for cheating in Pokémon Go

Exploring Hygge as a Desirable Design Vision for the Sustainable Smart Home

Washing with the Wind: A Study of Scripting towards Sustainability

QuittyLink: Involving Smokers in the Design of Technology that Supports Individuals in Quitting

Designing the Desirable Smart Home: A Study of Household Experiences and Energy Consumption Impacts

Diagnostic Agents: Collaborative Interpretation for Cardiac Patients at Home
Passenger trip planning using ride-sharing services

Happy Bits: Interactive Technologies Helping Young Adults with Low Self-Esteem

A comparison of techniques for cross-device interaction from mobile devices to large displays

Aesthetic, Functional and Conceptual Provocation in Research Through Design

Converging coolness and investigating its relation to user experience

Cross-Device Interaction with Large Displays in Public: Insights from both Users’ and Observers’ Perspectives

Escaping the Trough: Towards Real-World Impact of Tabletop Research

Investigating Cross-Device Interaction between a Handheld Device and a Large Display

The Connected Car: An Empirical Study of Electric Cars as Mobile Digital Devices

HeatDial: Beyond User Scheduling In Eco-Interaction

Discovering activities in your city using transitory search

User constraints for reliable user-defined smart home scenarios

Measuring the coolness of interactive products: The COOL questionnaire

A Comparison of Techniques for Cross-Device Interaction from Mobile Devices to Large Displays
Continuity in Multi-Device Interaction: An Online Study

Monitoring Children’s Physical Activity and Sleep: A Study of Surveillance and Information Disclosure

Facilitating Flexible Electricity Use in the Home with Eco-Feedback and Eco-Forecasting

Investigating Cross-Device Interaction Techniques: A Case of Card Playing on Handhelds and Tablets

Wireless Smartphone Mirroring in Video Calls

Introduction

Eco-Forecasting for Domestic Electricity Use

Personal Counseling on Smart Phones For Smoking Cessation

Understanding Individual Differences for Tailored Smoking Cessation Apps

What to Study in HCI: Beyond, Beyond, Beyond

When Value is Greater than Money: a Micropayment System in Uganda

Connecting in the Kitchen: An Empirical Study of Physical Interactions while Cooking Together at Home
Exploring Urban Events with Transitory Search on Mobiles

QuittyLink: Using Smartphones for Personal Counseling to Help People Quit Smoking

QuittyLink: A Mobile Application that helps people Quit Smoking

The cognitive perception of a multi-room music system with spatial interaction

Design of an appliance level eco-feedback display for domestic electricity consumption

Quitty: Using technology to persuade smokers to quit

Concepts of Multi-artefact Systems in Artifact Ecologies

Concepts of multi-artifact systems in artifact ecologies

Connecting children to nature with technology: Sowing the seeds for pro-environmental behaviour

Eye contact over video

EyeGaze: Enabling eye contact over video

JuxtaPinch: Exploring multi-device interaction in collocated photo sharing
JuxtaPinch: An Application for Collocated Multi-Device Photo Sharing

Kitchen kinesics: Situating gestural interaction within the social contexts of family cooking

Mobile Interactions In context: a designerly way toward digital ecology

Proxemic interactions with multi-artifact systems

Studying the effect of perceived hedonic mobile device quality on user experience evaluations of mobile applications

The 4C Framework: Principles of Interaction in Digital Ecosystems

Was it Worth the Hassle? Ten Years of Mobile HCI Research Discussions on Lab and Field Evaluations

What is a Digital Ecology? Theoretical Foundations and a Unified Definition

Promoting Pro-environmental Behaviour: a tale of two systems

Proxemic Interaction in a Multi-Room Music System

Understanding "Cool" in Human-Computer Interaction Research and Design

Digital Urban Ambience: Mediating Context on Mobile Devices in the City

Current trends in web engineering: ICWE 2013 International Workshops ComposableWeb, QWE, MDWE, DMSSW, EMotions, CSE, SSN, and PhD Symposium, Aalborg, Denmark, July 8-12, 2013. Revised Selected Papers

Designing Mobile Interactions: The continual convergence of form and context: Volume 1
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Does size matter? Investigating the impact of mobile phone screen size on users’ perceived usability, effectiveness and efficiency

F-formations in cooking together: A digital ethnography using YouTube

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A longitudinal review of Mobile HCI research Methods

Combining ethnography and object-orientation for mobile interaction design: contextual richness and abstract models

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Immediate User Interface Adaptation in Multi-device Environments

More Spooning in the Kitchen

Research Methods in Mobile HCI: Trends and Opportunities
The Interaction Space of a Multi-Device, Multi-User Music Experience

Using Mobile Phones to Support Sustainability: A Field Study of Residential Electricity Consumption

Spooning in the Kitchen

Supporting Young Children's Communication with Adult Relatives Across Time Zones

Blended Interaction Spaces for Distributed Team Collaboration

BISi: a Blended Interaction Space

Bjørnefældeste: Using the City as a Backdrop for Location-Based Interactive Narratives

Blending Social Spaces: Information Technologies that Facilitate Social Cooking and Eating at Home

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Using Mobile Phones for Promoting Water Conservation

Indexicality: understanding mobile human-computer interaction in context

Family Storytelling for Grandparents and Grandchildren living apart

A Longitudinal Study of Usability in Health Care: Does Time Heal?

GeoHealth: a location-based service for home healthcare workers
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Priority Based Dynamic Rate Control for VoIP Traffic

Being Here: Designing for Distributed Hands-on Collaboration in Blended Interaction Spaces

FrostWall: a Dual-sided Situated Display for Informal Collaboration in the Corridor


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A Field Laboratory for Evaluating In Situ

Blended Spaces for Distributed Teams

Interaction Styles in Tools for Developing Virtual Environments

Location-based Storytelling in the Urban Environment

Multidisciplinary Medical Team Meetings: A Field Study of Collaboration in Health Care

The Usability Laboratory at Cassiopeia

Understanding Situated Social Interactions: A Case Study of Public Places in the City

Understanding the user experience of location based services: five principles of perceptual organisation applied

A Gestalt Theoretic Perspective on the User Experience of Location-Based Services

A Longitudinal Study of Usability in Health Care - Does Time Heal?
ApEx Mapping: lokationsbaserede tjenester i Nordjylland

Augmenting the City with Fiction: Fictional Requirements for Mobile Guides

Designing and Evaluating Buster - an Indexical Mobile Travel Planner for Public Transportation

Designing technologies for presence-in-absence: illustrating the cube and the picture frame

Exploring context-awareness for ubiquitous computing in the healthcare domain

GeoHealth: A location-based service for nomadic home healthcare workers

Instant Data Analysis (IDA)

Pervasive Computing in the Domestic Space

Studying Usability In Sitro: Simulating Real World Phenomena In Controlled Environments

Indexical Interaction Design for Mobile Systems

Augmenting the City: The Design of a Context-Aware Mobile Web Site

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Drawing From a Larger Canvas: a Gestalt Perspective on Location-Based Services

E-spective: Pervasive computing presenting a new perspective of the city

E-Spective: Pervasive Computing Presenting a New Perspective on the City
Exploring "Canned Communication" for Coordinating Distributed Mobile Work Activities

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Intimacy, Sex, and Critical Technical Practice

Long-Term, Large-Scale Usability Evaluation Methods - An Empirical Study
Thurnher, B., Kment, T. & Kjeldskov, J., 2006, Proceedings of M3 - Interdisciplinary Aspects on Digital Media & Education. p. 121-136

Making Conversations Persistent Through Computer Mediation: Coordination in a Safety-Critical Domain

Negotiating Presence in Absence: Contact, Context and Content

Proceedings of OZCHI 2006: design: activities, artefacts and environments

Public Pervasive Computing: Making the Invisible Visible

Playing Away From Home: Usability Testing in a Global World

Augmenting the City: The Design of a Context-Aware Mobile Web Site

Does Time Heal? A Longitudinal Study of Usability

Evaluating the Usability of a Mobile Guide: The influence of Location, Participants and Resources

Hug Over a Distance

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Just-for-Us: A Context-Aware Mobile Information System Facilitating Sociality
Long-Term, Large-Scale Usability Evaluation Methods: A Case Study

Mediating Intimacy: Designing Technologies to Support Strong-Tie Relationships

The Converged Appliance: "I Love It... But I Hate It"

Understanding and modelling built environments for mobile guide interface design

Understanding Situated Social Interactions in Public Places

Using Cultural Probes to Explore Mediated Intimacy

Envisioning Mobile Information Services: Combining User- and Technology-Centered Design

Evaluating Indexicality: The Importance of Understanding Place

Evaluating IT Systems for the Healthcare Domain: Longitudinal Usability Studies and Rapid Analysis Techniques

Instant Data Analysis: Evaluating Usability in a Day

Is it Worth the Hassle? Exploring the Added Value of Evaluating the Usability of Context-Aware Mobile Systems in the Field

Just-for-Us Information: the Design of a Context-Aware Information System

Lessons from Being There: Interface Design for Mobile Augmented Reality
Location, Location, Location: Challenges of Outsourced Usability Evaluation

Mediating Intimacy: Digital Kisses and Cut and Paste Hugs

New Techniques for Usability Evaluation of Mobile Systems

Proceedings of the Fourth Danish Human-Computer Interaction Research Symposium

Supporting Intimacy: Mediating Strong-Tie Relationships

Supporting Work Activities in Healthcare by Mobile Electronic Patient Records

Trust in mobile guide design: exploiting interaction paradigm

Using Cultural Probes to Explore Mediated Intimacy

A Review of MobileHCI Research Methods

Comparing Usability Evaluations of Mobile Systems

Creating Realistic Laboratory Settings: Comparative Studies of Three Think-Aloud Usability Evaluations of a Mobile System

Designing the Handheld Maritime Communicator

Designing the User Interface of a Handheld Device for Communication in a High-Risk Environment

Designing TramMate: a context aware mobile system supporting use of public transportation
Determining Requirements for Supporting Mobility

Evaluating the Usability of a Mobile Collaborative System: Exploring Two Different Laboratory Approaches

Evaluating the Usability of Mobile Systems: Exploring Different Laboratory Approaches

Experimental Evaluation of Techniques for Usability Testing of Mobile Systems in a Laboratory Setting

Human-Computer Interaction Design for Emerging Technologies: Virtual Reality, Augmented Reality and Mobile Computer Systems

Indexical Representations for Context-Aware Mobile Devices

Interaction Styles in Development Tools for Virtual Reality Applications

Longitudinal Usability Evaluation of IBM IPJ 2.3 Electronic Patient Record

Mobile Evaluation: What the Metadata and the Data Told us

The Process of Developing a Mobile Device for Communication in a Safety-Critical Domain

Usability Evaluation of B-Data's Booking System for the Hospital of Frederikshavn

Usability Evaluation of DIASnet (in Danish), Aalborg Universitet

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Heuristic Inspection of DIASnet: an Interactive Simulation System for Diabetics
Interaction Design for Handheld Computers

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Advanced Web Programming: JavaScript, PHP and SQL

An Introduction to Web Design Using Adobe GoLive 5

Combining Interaction Techniques and Display Types for Virtual Reality

Creating Interactive Web Content Using Macromedia Shockwave and Flash

Designing Interactive Websites Using Macromedia Dreamweaver 4

Designing Multimedia Applications Using Macromedia Director 8 Shockwave Studio

Interaction: Full and partial Immersive Virtual Reality Displays

Interaction Styles in Tools for Developing Virtual Reality Applications
Work Practices for Usability Testing of Computerized Systems and Mobile Devices

Lessons from being there: design af et rigere rum for interaktion