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**Publications**  

**Rainmaker: A Tangible Work-companion for your Personal Office Space**  

**Non-Dyadic Interaction: A Literature Review of 15 Years of HRI Conference Publications**  

**Experiences of Personal Sound Technologies**  

**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**  

**Can Digital Personal Assistants persuade people to exercise?**  
Digital ethnography of home use of digital personal assistants

Human-AI Interaction: Intermittent, Continuous, or Proactive
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Introduction to "Advances in Longitudinal HCI Research"


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

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

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

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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

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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 designernly way toward digital ecology

Proxemic interactions with multi-artifact systems

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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

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

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Moving Beyond Weak Identifiers for Proxemic Interaction

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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

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Using Mobile Phones for Promoting Water Conservation

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A Field Laboratory for Evaluating In Situ

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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

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Augmenting the City with Fiction: Fictional Requirements for Mobile Guides

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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

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E-Spective: Pervasive Computing Presenting a New Perspective on the City
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Does Time Heal? A Longitudinal Study of Usability

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

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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

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Supporting Intimacy: Mediating Strong-Tie Relationships

Supporting Work Activities in Healthcare by Mobile Electronic Patient Records

Trust in mobile guide design: exploiting interaction paradigm

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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

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

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Mobile Evaluation: What the Metadata and the Data Told us

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

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Designing Interactive Websites Using Macromedia Dreamweaver 4

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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