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

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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
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QuittyLink: A Mobile Application that helps people Quit Smoking

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Concepts of multi-artifact systems in artifact ecologies

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EyeGaze: Enabling eye contact over video

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JuxtaPinch: An Application for Collocated Multi-Device Photo Sharing

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

Promoting Pro-environmental Behaviour: a tale of two systems

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

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BISi: a Blended Interaction Space

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A Review of MobileHCI Research Methods

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