Publications

Living with Sound Zones: A Long-term Field Study of Dynamic Sound Zones in a Domestic Context

Sketching and context: Exploring creativity in idea generation groups

Using Colour and Brightness for Sound Zone Feedback

Contextual and Informational Aspects of Sound Zone Visualisations

Designing for domestic sound zone interaction

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

Investigating Potentials of Shape-Changing Displays for Sound Zones

Do You See What I Hear? Peripheral Absolute and Relational Visualisation Techniques for Sound Zones
In the Zone: Controlling and Visualising Sound Zones

User-centred iterative design of a smartwatch system supporting spontaneous reminiscence therapy for people living with dementia
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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

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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

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

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**Washing with the Wind: A Study of Scripting towards Sustainability**

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

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User constraints for reliable user-defined smart home scenarios

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Continuity in Multi-Device Interaction: An Online Study

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Connecting in the Kitchen: An Empirical Study of Physical Interactions while Cooking Together at Home

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

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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**JuxtaPinch: An Application for Collocated Multi-Device Photo Sharing**

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Blended Interaction Spaces for Distributed Team Collaboration

BISi: a Blended Interaction Space
Bjørnetjeneste: 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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A Longitudinal Study of Usability in Health Care: Does Time Heal?

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E-Spective: Pervasive Computing Presenting a New Perspective on the City

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Using Cultural Probes to Explore Mediated Intimacy

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