Publications

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

**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

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

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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Temporal Constraints in Human-Building Interaction

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

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

Collaborative symmetric 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

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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

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Eco-Forecasting for Domestic Electricity Use

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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
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Concepts of multi-artefact 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-artefact 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

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

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

Blended Interaction Spaces for Distributed Team Collaboration

BISf: a Blended Interaction Space

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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?

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

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