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


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
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

QuiltyLink: 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

Designing Mobile Interactions: The continual convergence of form and context: Volume 2

Designing on-site: Facilitating Participatory Contextual Architecture with Mobile Phone

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

Mobile Computing
Moving Beyond Weak Identifiers for Proxemic Interaction

A longitudinal review of Mobile HCI research Methods

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

Cooking Together: A Digital Ethnography

Distributed Interaction: A Multi-Device, Multi-User Music Experience

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
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

Proceedings of the 5th International Conference on Communities and Technologies

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
Kjeldskov, J., Christensen, C. M. & Rasmussen, K. K., 2010, In: Journal of Location Based Services. 4, 1, p. 3-27

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


Proceedings of OzCHI 2009: Design: Open 24-7

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 Situ: 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

Designing a Mobile Communicator: Combining Ethnography and Object-Oriented Design

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

Indexical Interaction Design for Context-Aware Mobile Computer Systems

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

Indexical Interaction Design for Context-Aware Mobile Computer Systems
Kjeldskov, J. & Paay, J., 2005, Proceedings of Workshop on Context in Mobile HCI. University of Salzburg

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 Universitat

Evaluating the Usability of Mobile Systems: Exploring Different Laboratory Approaches

Heuristic Inspection of DIASnet: an Interactive Simulation System for Diabetics

Interaction Design for Handheld Computers

Just-In-Place Information for Mobile Device Interfaces

Usability Evaluation of Electronic Patient Journal IBM IPJ 2.3

Usability Evaluation of Electronic Patient Journal IBM IPJ 2.3 (in Danish) . Aalborg University: Department of Computer Science.

Usability Evaluation of the WAP Service AutoLocate

Usability Evaluation of the WAP Service AutoLocate. Aalborg University: Department of Computer Science.

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  