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Publikationer

Designing slow cities for more than human enrichment: Dog tales—using narrative methods to understand co-performative place-making

Turner, J. & Morrison, A., jan. 2021, I: *Multimodal Technologies and Interaction*. 5, 1, s. 1-12 12 s., 1.

Designing for Mixed Reality Urban Exploration

Andolina, S., Hsieh, Y. T., Kalkofen, D., Nurminen, A., Cabral, D., Spagnolli, A., Gamberini, L., Morrison, A., Schmalstieg, D. & Jacucci, G., 2021, I: *Interaction Design and Architecture(s)*. 48, s. 33-49 17 s.

Platypus Surfing: In Search of the Perfect Wave

Morrison, A., Larsen, H., Fieldus, C., Kist, A. & Maiti, A., dec. 2020, *ACI 2020: Embodied Dialogues - 7th International Conference on Animal-Computer Interaction, Proceedings*. Association for Computing Machinery, 7 s. 15. (ACM International Conference Proceeding Series).

Animal computer interaction (ACI) & Designing for animal interaction (AXD)

Morrison, A., Turner, J. & Webber, S., 4 dec. 2018, *Proceedings of the 30th Australian Computer-Human Interaction Conference, OzCHI 2018*. Morrison, A., Buchanan, G., Waycott, J., Billinghamurst, M., Stevenson, D., Choi, JH-J., Billinghamurst, M., Kelly, R., McKay, D. & Lugmayr, A. (red.). Association for Computing Machinery, s. 618-619 2 s. (ACM International Conference Proceedings Series).

Pathways & paws(es): Engaging human-animal partnerships for community building and slow cities

Turner, J., Browning, D. & Morrison, A., 4 dec. 2018, *Proceedings of the 30th Australian Computer-Human Interaction Conference, OzCHI 2018*. Morrison, A., Buchanan, G., Waycott, J., Billinghamurst, M., Stevenson, D., Choi, JH-J., Billinghamurst, M., Kelly, R., McKay, D. & Lugmayr, A. (red.). Association for Computing Machinery, s. 184-188 5 s.

Sensations on the body: Varying duration, overlap, ratios and placement on dynamic vibrotactile patterns

Morrison, A., Manresa-Yee, C. & Jensen, W., 12 sep. 2018, *Proceedings of the 19th International Conference on Human-Computer Interaction, Interaccion 2018*. Association for Computing Machinery, 8 s. 6

Vibrotactile and Vibroacoustic Communications: Pairs in Interaction and Play. An Interactive Structure and Bodies in an Urban Environment

Morrison, A., Manresa, C., Knoche, H. & Jensen, B. W. S., 1 aug. 2018, I: *Universal Access in the Information Society*. 17, 3, s. 585-605 21 s.

Emotion-awareness for intelligent vehicle assistants: A research agenda

Vögel, H. J., Sü, C., Hubregtsen, T., Ghaderi, V., Chadowitz, R., André, E., Cummins, N., Schuller, B., Härrä, J., Troncy, R., Huet, B., Nen, M., Ksentini, A., Conrath, J., Adi, A., Zadorojniy, A., Terken, J., Beskow, J., Morrison, A., Eng, K. & 3 flere, Eyben, F., Moubayed, S. A. & Müller, S., 28 maj 2018, *Proceedings - 2018 ACM/IEEE 1st International Workshop on Software Engineering for AI in Autonomous Systems, SEFAIAS 2018*. IEEE Computer Society Press, Bind Part F138004. s. 11-15 5 s.

Vibrotactile and vibroacoustic interventions into health and well-being

Morrison, A., Manresa-Yee, C. & Knoche, H., 1 mar. 2018, I: *Universal Access in the Information Society*. 17, 1, s. 5-20 16 s.

Contextual consistency as an improvement to user experience and system transparency: The case of a vibrotactile relaxation device with implicit triggers

Gamberini, L., Freuli, F., Nedves, M., Jensen, W., Morrison, A., Orso, V., Degiuli, G. & Spagnolli, A., 1 jan. 2018, *Symbiotic Interaction: 6th International Workshop, Symbiotic 2017, Revised Selected Papers*. Springer, s. 42-52 11 s. (Lecture Notes in Computer Science, Bind 10727 LNCS).

Welcome from the technical program chairs

Vyas, D., Morrison, A., Soro, A., Waycott, J. & Ploderer, B., 28 nov. 2017, *Proceedings of the 29th Australian Conference on Computer-Human Interaction*. Association for Computing Machinery, s. iv 1 s. (ACM International Conference Proceedings Series).

A report on the first international workshop on research methods in animal-computer interaction

Zamansky, A., Roshier, A., Mancini, C., Collins, E. C., Hall, C., Grillaert, K., Morrison, A., North, S. & Wirman, H., 6 maj 2017, *CHI 2017 Extended Abstracts - Proceedings of the 2017 ACM SIGCHI Conference on Human Factors in Computing Systems: Explore, Innovate, Inspire*. Association for Computing Machinery, Bind Part F127655. s. 806-815 10 s.

Designing the social Internet of Things

Soro, A., Brereton, M., Roe, P., Wyeth, P., Johnson, D., Ambe, A. H., Morrison, A., Bardzell, S., Leong, T. W., Ju, W., Lindtner, S., Rogers, Y. & Buur, J., 6 maj 2017, *CHI 2017 Extended Abstracts - Proceedings of the 2017 ACM SIGCHI Conference on Human Factors in Computing Systems: Explore, Innovate, Inspire*. Association for Computing Machinery, Bind Part F127655. s. 617-623 7 s.

Animal computer interaction (ACI) & designing for animal interaction (AXD)

Morrison, A. J., Turner, J., Farley, H., Webber, S. & Oliver, J. L., 2017, *OZCHI '17 Proceedings of the 29th Australian Conference on Computer-Human Interaction*. Association for Computing Machinery, s. 656-657

Interactive Furniture: Bi-directional Interaction with a Vibrotactile Wearable Vest in an Urban Space

Morrison, A. J., Leegaard, J. H., Manresa-Yee, C., Jensen, B. W. S. & Knoche, H., 2017, *Recent Advances in Technologies of Inclusive Well-Being: From Worn to Off-body Sensing, Virtual Worlds, and Games for Serious Applications*. Brooks, A. L., Brahnam, S., Kapralos, B. & Jain, L. C. (red.). Springer, s. 183-220 (Intelligent Systems Reference Library; Nr. 1, Bind 119).

Investigating Tactile Stimulation in Symbiotic Systems

Orso, V., Mazza, R., Gamberini, L., Morrison, A. J. & Jensen, B. W. S., 2017, *Symbiotic Interaction: 5th International Workshop, Symbiotic 2016 Padua, Italy, September 29-30, 2016 Revised Selected Papers*. Springer, s. 137-142 (Lecture Notes in Computer Science, Bind 9961).

Mixing quantitative with qualitative methods: current practices in designing experiments, gathering data and analysis with mixed methods reporting

Morrison, A., Viller, S., Heck, T. & Davis, K., 2017, *OZCHI '17 Proceedings of the 29th Australian Conference on Computer-Human Interaction*. Association for Computing Machinery, s. 654 655 s.

Multi-sensory Environmental Stimulation for Users with Multiple Disabilities

Manresa-Yee, C., Morrison, A. J., Jordi Muntaner, J. & Francesca Roig-Maimó, M., 2017, *Recent Advances in Technologies of Inclusive Well-Being: From Worn to Off-body Sensing, Virtual Worlds, and Games for Serious Applications*. Brooks, A. L., Brahnam, S., Kapralos, B. & Jain, L. C. (red.). Springer, s. 165 - 182 (Intelligent Systems Reference Library, Bind 119).

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Brereton, M. (red.), Soro, A. (red.), Vyas, D. (red.), Ploderer, B. (red.), Morrison, A. J. (red.) & Waycott, J. (red.), 2017, Association for Computing Machinery. 678 s.

The Impact of Training Approaches on Experimental Setup and Design of Wearable Vibrotactiles for Hunting Dogs

Morrison, A. J., Møller, R. H., Manresa-Yee, C. & Eshraghi, N., 15 nov. 2016, *The Third International Conference on Animal-Computer Interaction 2016*. Association for Computing Machinery, 10 s. 4

Temporary & Smart Placemaking at Stigsborg Waterfront

Wind, S. (red.), Lauring, G. M. (red.) & Morrison, A. J. (red.), jul. 2016, Aalborg. 98 s. (Institut for Arkitektur, Design og Medieteknologis skriftserie, Bind 96).

The Humming Wall: Vibrotactile and vibroacoustic interactions in an urban environment

Morrison, A., Manresa-Yee, C., Jensen, B. W. S. & Eshraghi, N., 4 jun. 2016, *DIS 2016 - Proceedings of the 2016 ACM Conference on Designing Interactive Systems: Fuse*. Association for Computing Machinery, s. 818-822

Transmedia Perspectives

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Follow the vibes: A comparison between two tactile displays in a navigation task in the field

Orso, V., Gamberini, L., Mazza, R., Hsieh, Y-T., Jensen, B. W. S., Jacucci, G. & Morrison, A. J., 2016, I: *PsychNology*. 14 , 1, s. 61-79

Follow the vibes: A comparison between two tactile displays in a navigation task in the field

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Vibrotactile Language: Bi-directional Interaction between a Vibrotactile wearable vest and a Vibroacoustic Humming Wall

Morrison, A. J., aug. 2015, 1 s.

Designing a Vibrotactile Language for a Wearable Vest

Morrison, A., Knoche, H. & Manresa-Yee, C., 2015, *Design, User Experience, and Usability: Users and Interactions: 4th International Conference, DUXU 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings, Part II*. Marcus, A. (red.). Springer Publishing Company, s. 655-666 10 s. (Lecture Notes in Computer Science, Bind 9187).

First Insights with a Vibrotactile Interface for Children with Multiple Disabilities

Manresa-Yee, C., Morrison, A. & Jordi Muntaner, J., 2015, *CHI EA '15 Proceedings of the 33rd Annual ACM Conference : Extended Abstracts on Human Factors in Computing Systems*. Association for Computing Machinery, s. 905-910

The Internet of Playful Things

Wyeth, P., Brereton, M., Roe, P., Morrison, A. J., Rogers, Y., Soro, A. & Johnson, D., 2015, *CHI PLAY '15 : Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play*. Association for Computing Machinery, s. 821-826 6 s.

The Roaring Hammock

Ghellal, S., Mussin, N. & Morrison, A. J., 2015, *Mensch und Computer 2015: Proceedings*. Diefenbach, S., Henze, N. & Pielot, M. (red.). De Gruyter, s. 455-458 4 s. (Mensch & Computer - Tagungsbände/Proceedings, Bind 2015).

Vibrotactile Vest and The Humming Wall: "I like the hand down my spine"

Morrison, A., Manresa-Yee, C. & Knoche, H., 2015, *Interacción 2015: Proceedings of the XVI International Conference on Human Computer Interaction*. Association for Computing Machinery, 8 s. 3

Design Transformations: teaching design through evaluations

Morrison, A. & Knoche, H., 2 okt. 2014, I: *Kybernetes*. 43, 9/10 , s. 1372-1380

A Vibrotactile Interface to Motivate Movement for Children with Severe to Profound Disabilities

Manresa-Yee, C., Morrison, A., Larsen, J. V. & Varona, J., 10 sep. 2014, *Proceedings of the XV International Conference on Human Computer Interaction (INTERACCION 2014)*. Association for Computing Machinery, 4 s. 10

The Remediation of Nosferatu: Exploring transmedia experiences

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Exploring the effects of colouring graph diagrams on people of various backgrounds

Plimmer, B., Morrison, A. & Knoche, H., 2014, *Diagrammatic Representation and Inference: 8th International Conference, Diagrams 2014, Melbourne, VIC, Australia, July 28 – August 1, 2014. Proceedings*. Dwyer, T., Purchase, H. & Delaney, A. (red.). Springer, Bind 8578. s. 176-189 14 s. (Lecture Notes in Computer Science, Bind 8578).

Effektlyt

Skouboe, E. B., Gade, R., Mullins, M., Jensen, O. B., Jørgensen, A., Madsen, R. K., Andersen, H. J., Moeslund, T. B. & Morrison, A., 24 dec. 2013, 17 s.

Responsive lighting: "The city becomes alive"

Skouboe, E. B., Morrison, A., Andersen, H. J. & Jensen, O. B., 27 aug. 2013, *Proceedings of the 15th international conference on Human-computer interaction with mobile devices and services (MobileHCI 2013): Human Computer Interaction with Mobile Devices and Services*. New York, USA: Association for Computing Machinery, s. 217-226 10 s.

Aspects of What Makes or Breaks a Museum AR Experience

Madsen, C. B., Madsen, J. B. & Morrison, A., nov. 2012, *IEEE International Symposium on Mixed and Augmented Reality (ISMAR-AMH), 2012: Arts, Media and Humanities Proceedings*. IEEE, s. 91-92 2 s.

NUIs for new worlds: New interaction forms and interfaces for mobile applications in developing countries

Jensen, K. L., Marsden, G., Cutrell, E., Jones, M. & Morrison, A., 1 sep. 2012, *Conference on Human Factors in Computing Systems - Proceedings*. Association for Computing Machinery, s. 2779-2782 4 s.

Playing it Real: Magic Lens and Static Peephole Interfaces for Games in a Public Space

Grubert, J., Morrison, A., Munz, H. & Reitmayr, G., sep. 2012, *MobileHCI '12 Proceedings of the 14th international conference on Human-computer interaction with mobile devices and services*. New York, NY, USA: Association for Computing Machinery, s. 231-240 10 s.

Urban vibrations: Sensitivities in the field with a broad demographic

Morrison, A., Knudsen, L. & Andersen, H. J., jun. 2012, *16th IEEE International Symposium on Wearable Computers: ISWC 2012*. IEEE Computer Society Press, s. 76-79 4 s. (International Symposium on Wearable Computers. Proceedings).

Unlocking good design does not rely on designers alone

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Modeling vibrotactile detection by logistic regression

Andersen, H. J., Morrison, A. & Knudsen, L., 1 jan. 2012, *Proceedings of the 7th Nordic Conference on Human-Computer Interaction: NordiCHI 2012: Making Sense Through Design*. Association for Computing Machinery, s. 500-503 4 s.

Design of vibrotactile navigation displays for elderly with memory disorders

Knudsen, L., Morrison, A. & Andersen, H. J., 25 sep. 2011, 6 s.

Methodology for designing, implementing and evaluating assistive mobility technology to enable the social inclusion and independence needs of an ageing population

Morrison, A., Andersen, H. J., Malmborg, L., Hansen, D. W. & Knudsen, L., 25 sep. 2011, 7 s.

Building Sensitising Terms to Understand Free-play in Open-ended Interactive Art Environments

Morrison, A., Viller, S. & Mitchell, P., sep. 2011, *CHI '11 Proceedings of the 2011 annual conference on Human factors in computing systems*. Association for Computing Machinery, s. 2335-2344 10 s.

Collaborative use of mobile augmented reality with paper maps

Morrison, A., Mulloni, A., Lemmelä, S., Oulasvirta, A., Jacucci, G., Peltonen, P., Schmalstieg, D. & Regenbrecht, H., 2011, I: *Computers & Graphics*. 35, 4, s. 789-799 11 s.

Open-ended art environments motivate participation

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Situated play in open-ended interactive art environments

Morrison, A., dec. 2010

Worlds of information: Designing for engagement at a public multi-touch display

Jacucci, G., Morrison, A., Richard, G. T., Kleimola, J., Peltonen, P., Parisi, L. & Laitinen, T., 1 sep. 2010, *CHI '10 Proceedings of the 28th international conference on Human factors in computing systems*. Association for Computing Machinery, 10 s.

Natural user interfaces: The prospect and challenge of touch and gestural computing

Seow, S. C., Wixon, D., Morrison, A. & Jacucci, G., sep. 2010. 3 s.

Ethnography considered useful: Situating criticality

Morrison, A., Viller, S. & Mitchell, P., 2010, *OZCHI '10 Proceedings of the 22nd Conference of the Computer-Human Interaction Special Interest Group of Australia on Computer-Human Interaction*. Association for Computing Machinery, 4 s.

Ubiquitous media for collocated interaction

Morrison, A., Jacucci, G. & Peltonen, P., 2010, *Shared Encounters*. Willis, K. S., Roussos, G., Chorianopoulos, K. & Struppek, M. (red.). Springer, s. 23-45 22 s. (Computer Supported Cooperative Work).

Multitouch and surface computing

Seow, S. C., Jacucci, G., Wixon, D., Morrison, A., MacKenzie, S. & Wilson, A., 22 sep. 2009, *Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems, CHI 2009*. s. 4767-4769 3 s.

On the role of presence in mixed reality

Wagner, I., Broll, W., McCall, R., Jacucci, G., Morrison, A., Kuutii, K., Schmalstieg, D. & Terrin, J-J., 1 aug. 2009, I: *Presence*. 18, 4, s. 249-276 28 s.

Bodily explorations in space: Social experience of a multimodal art installation

Jacucci, G., Spagnoli, A., Chalambalakis, A., Morrison, A., Liikkanen, L., Roveda, S. & Bertoncini, M., 2009, I: *Lecture Notes in Computer Science*. 5727/2009, s. 62-75 14 s.

Like bees around the hive: a comparative study of a mobile augmented reality map

Morrison, A., Oulasvirta, A., Peltonen, P., Lemmela, S., Jacucci, G., Reitmayr, G., Näsänen, J. & Juustila, A., 2009, *Proceedings of the 27th international conference on Human factors in computing systems*. Association for Computing Machinery, s. 1889-1898 10 s. (CHI '09).

CityWall: Limitations of a Multi-Touch Environment

Morrison, A., Jacucci, G. & Peltonen, P., 2008, *PPD 2008: Workshop on designing multi - touch interaction techniques for coupled public and private display*. 4 s.

Evoking gesture in interactive art

Morrison, A., Mitchell, P. & Viller, S., 2008, *HCC '08 Proceedings of the 3rd ACM international workshop on Human-centered computing*. New York, NY, USA: Association for Computing Machinery, s. 11-18 8 s.

Sustaining Engagement at a Public Urban Display

Morrison, A. & Salovaara, A., 2008, *Proceedings of OZCHI*. Association for Computing Machinery

I don't get out of bed until my PIM tells me to

Viller, S. & Morrison, A., 2007. 4 s.

Talk2Me: engaging interactive installation environments

Morrison, A., 2007, I: *Journal of the Association for Computing Machinery*.

The lens of ludic engagement: evaluating participation in interactive art installations

Morrison, A., Mitchell, P. & Brereton, M., 2007, *Proceedings of the 15th international conference on Multimedia*. Association for Computing Machinery, s. 509-512 4 s. (MULTIMEDIA '07).

Eliciting Audience's Experience to Improve Interactive Art Installation

Baharin, H. & Morrison, A., 2006, *Engage: Creativity and Cognition Conference*. Sydney: Creativity Cognition Studios Press, 10 s.

Talk2Me: the art of augmenting conversations

Morrison, A., Mitchell, P. & Muhlberger, R., 2006, *Proceedings of the 14th annual ACM international conference on Multimedia*. Association for Computing Machinery, s. 197-200 4 s. (MULTIMEDIA '06).

The Pedagogical Practice of Locative Experiences

Morrison, A., McDonald, L., MacColl, I. & Simpson, M., 2006, I: *Leonardo: Journal of the International Society for the Arts, Sciences and Technology*.

Suit keen renovator: alternate reality design

turner, J. & Morrison, A., 2005, *Proceedings of the second Australasian conference on Interactive entertainment*. Creativity Cognition Studios Press, s. 209-213 5 s. (IE 2005).

Research Projects

Urban Vibrations

Morrison, A., Andersen, H. J. & Knudsen, L. L.
01/02/2010 → 31/05/2017

Morrison A. The Vest, Vibrotactile experience (veste tactile)

Morrison, A.
12/09/2019 → 14/09/2019

Instant U: Instant Urbanism

Kiib, H. S., Andersson, L., Marling, G., Morrison, A., Kirkegaard, P. H., Marie Bruun Jespersen, L., Parigi, D., Worre Foged, I., Olsen, T. V., Skouboe, E. B., Sabra, J. B. S. & Pedersen, S. B.
01/04/2013 → ...

CultAR: Culturally Enhanced Augmented Realities

Morrison, A., Andersen, H. J., Overholt, D., Jensen, W. & Leegaard, J. H.
01/01/2013 → 31/12/2015

Activities and Running Workshops

Scandic Augmented Reality

Ann Morrison (Arrangør)
8 dec. 2011 → 9 dec. 2011

Member Art & Technology Study Board (Ekstern organisation)

Ann Morrison (Medlem)
2011 → 2016

ISEA

Ann Morrison (Deltager)
aug. 2015

Humming Wall and Sensate Vest: Field trials, Utzon Park

Ann Morrison (Andet)
1 jan. 2013 → 31 dec. 2015

Assessor: The Australian Research Council (ARC) National Competitive Grants Program (Ekstern organisation)

Ann Morrison (Medlem)
19 sep. 2013 → 19 sep. 2016

Assessor: FWO Interdisciplinary (Research Foundation Flanders) (Ekstern organisation)

Ann Morrison (Medlem)
feb. 2013 → 2019

Assesor: BRAIN-be: Belgian Research Action Through Interdisciplinary Networks (Ekstern organisation)

Ann Morrison (Medlem)
mar. 2013 → feb. 2016

ACM SIGCHI Conference on Human Factors in Computing Systems

Ann Morrison (Arrangør)
6 maj 2012

ACM Multimedia Conference for 2015

Ann Morrison (Arrangør)
21 okt. 2014 → 30 nov. 2015