

Ann Morrison  
Lektor  
Institut for Arkitektur og Medieteknologi  
Mobility and Tracking Technologies  
Multimodal Interactive Experiences  
Research Laboratory for Art and Technology

E-mail: [morrison@create.aau.dk](mailto:morrison@create.aau.dk)  
Telefon: 9940 7452  
Fax: 9940 9788  
Mobil: +45 2552 0073  
Webside: <http://personprofil.aau.dk/profil/122226>

## Publikationer

### **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., Conradt, J., Adi, A., Zadorojniy, A., Terken, J., Beskow, J., Morrison, A., Eng, K. & 3 flereEyben, 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., Brahnham, 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 for Inclusive Well-Being: From Worn to Off-body Sensing, Virtual Worlds, and Games for Serious Applications*. Brooks, A. L., Brahnham, S., Kapralos, B. & Jain, L. C. (red.). Springer, s. 165 - 182 (Intelligent Systems Reference Library, Bind 119).

### **Proceedings of the 29th Australian Conference on Computer-Human Interaction**

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.), Luring, 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**

Ghellal, S., Wiklund-Engblom, A., Morrison, A. & Obal, D., 12 maj 2016, *Media Convergence Handbook: Firms and User Perspectives*. Lugmayr, A. & Dal Zotto, C. (red.). Berlin/Heidelberg: Springer, Bind 2. s. 309-325 15 s. (Media Business and Innovation).

### **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

### **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**

Ghellal, S., Morrison, A., Hassenzahl, M. & Schauffler, B., 1 jan. 2014, *Proceedings of the Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques, DIS*. Association for Computing Machinery, s. 617-626 10 s.

### **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).

### **Effektlys**

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**

Rodil, K., Eskildsen, S., Morrison, A., Rehm, M. & Winschiers-Theophilus, H., maj 2012. 6 s.

### **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**

Morrison, A., Viller, S. & Mitchell, P., 2011, *ACE '11 Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology*. Association for Computing Machinery, s. 45:1-45:8 (ACE '11).

### **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. & Bertoincini, 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

**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