Peer Reviewed Full Paper Publications

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

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

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

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

Emotion-awareness for intelligent vehicle assistants: A research agenda

Vibrotactile and vibroacoustic interventions into health and well-being

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

Welcome from the technical program chairs
A report on the first international workshop on research methods in animal-computer interaction

Designing the social Internet of Things

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

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

Investigating Tactile Stimulation in Symbiotic Systems

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

Multi-sensory Environmental Stimulation for Users with Multiple Disabilities

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

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

Temporary & Smart Placemaking at Stigsborg Waterfront

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

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

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

Designing a Vibrotactile Language for a Wearable Vest

First Insights with a Vibrotactile Interface for Children with Multiple Disabilities

The Internet of Playful Things

The Roaring Hammock

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

Design Transformations: teaching design through evaluations

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

The Remediation of Nosferatu: Exploring transmedia experiences

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

Effektlys

Responsive Lighting: “The city becomes alive”
Aspects of What Makes or Breaks a Museum AR Experience  

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

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

Urban vibrations: Sensitivities in the field with a broad demographic  

Unlocking good design does not rely on designers alone  

Modeling vibrotactile detection by logistic regression  

Design of vibrotactile navigation displays for elderly with memory disorders  

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

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

Collaborative use of mobile augmented reality with paper maps  

Open-ended art environments motivate participation  

Situated play in open-ended interactive art environments  
Morrison, A., Dec 2010

Worlds of information: Designing for engagement at a public multi-touch display  
Natural user interfaces: The prospect and challenge of touch and gestural computing

Ethnography considered useful: Situating criticality

Ubiquitous media for collocated interaction

Multitouch and surface computing

On the role of presence in mixed reality

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

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

CityWall: Limitations of a Multi-Touch Environment

Evoking gesture in interactive art

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

Talk2Me: engaging interactive installation environments

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

Eliciting Audience's Experience to Improve Interactive Art Installation
Talk2Me: the art of augmenting conversations

The Pedagogical Practice of Locative Experiences

Suit keen renovator: alternate reality design

Research Projects

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

Instant U: Instant Urbanism
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 (Organizer)
8 Dec 2011 → 9 Dec 2011

Member Art & Technology Study Board (External organisation)
Ann Morrison (Member)
2011 → 2016

ISEA
Ann Morrison (Participant)
Aug 2015

Humming Wall and Sensate Vest: Field trials, Utzon Park
Ann Morrison (Other)
1 Jan 2013 → 31 Dec 2015

Assessor: The Australian Research Council (ARC) National Competitive Grants Program (External organisation)
Ann Morrison (Member)
19 Sep 2013 → 19 Sep 2016

Assessor: FWO Interdisciplinary (Research Foundation Flanders) (External organisation)
Ann Morrison (Member)
Feb 2013 → 2019
Assessor: BRAIN-be: Belgian Research Action Through Interdisciplinary Networks (External organisation)
Ann Morrison (Member)
Mar 2013 → Feb 2016

ACM SIGCHI Conference on Human Factors in Computing Systems
Ann Morrison (Organizer)
6 May 2012

ACM Multimedia Conference for 2015
Ann Morrison (Organizer)
21 Oct 2014 → 30 Nov 2015