

















Awards

-  1. Perry, M., Juhlin, O., Esbjörnsson, M. and Engström, A. (2009). Lean collaboration through video gestures: co-ordinating the production of live televised sport. In proceedings of CHI 2009. ACM Press. **Honourable mention.**
-  2. Ferreira, P. and Höök, K. (2011). Bodily Orientations around Mobiles: Lessons learnt in Vanuatu. In proceedings of CHI 2011: 29th ACM Conference on Human Factors in Computing Systems, Vancouver, Canada, May 2011, ACM Press.
-  3. Grufberg, K., and Holmquist, L.E. (2011) Magical Bits: Designing Through Experiencing the Future End Product. In *Proceedings of DESIRE 2011*, Eindhoven, The Netherlands. **Best Paper Award.**
-  4. Halpern, M., Tholander, J., Evjen, M., Davis, S., Ehlich, A., Schustak, K., Baumer, E., Gay, G. (2011). MoBoogie. Creative Expression Through Whole Body Musical Interaction. CHI'11 May 7-11, Vancouver, BC. **CHI Honourable Mention.**
-  5. Weilenmann, A. and Juhlin O. (2011). Understanding People and Animals: On Ordinary Human-Canine Interaction and the Use of a Positioning System in the Wild. In proceedings of CHI 2011: 29th ACM Conference on Human Factors in Computing Systems, Vancouver, Canada, May 2011, ACM Press. **CHI Honourable mention.**
-  6. Brown, B. and Laurier, E. (2012). The Normal Natural Troubles of Driving with GPS. In *Proceedings of CHI 2012*, Austin, Texas, USA. **Best Paper Award.**
-  7. Engström A., Perry M., Juhlin, O. (2012). Amateur Vision and Recreational Orientation: creating live video together. In Proceedings of CSCW 2012, Seattle, USA. **Best Paper Award.**
-  8. Höök, K., and Löwgren, J. (2012) Strong concepts: Intermediate-level knowledge in interaction design research. *ACM Transactions on Computer-Human Interaction (TOCHI). Volume 19, Issue 3, October 2012, Article No. 23.* **Best of ACM.**
-  9. Fernaeus, Y., Jonsson, M., Tholander, J. (2012). Revisiting the Jacquard Loom: Threads of History and Current Patterns in HCI. In *Proceedings of CHI 2012*, Austin, Texas, USA. **Best Paper Award.**
-  10. Ferreira, P. and Höök, K. (2012). Appreciating plei-plei around mobiles: Playfulness in Rah Island. In *Proceedings of CHI 2012*, Austin, Texas, USA. **Best Paper Nomination.**
-  11. Tsaknaki, V., Fernaeus, Y., and Schaub, M. (2014). The Use of Leather in Crafting Interactive and Physical Artifacts. In *Proceedings of the 2014 companion publication on Designing Interactive Systems, DIS 2014*, Vancouver, BC, Canada. **Best paper nomination.**
-  12. Medhi-Thies, I., Ferreira, P., Gupta, N., O'Neill, J. and Cutrell, E. (2015). KrishiPustak: A Social Networking System for Low-Literate Farmers. In *Proceedings of CSCW 2015*, Vancouver, Canada. **Honourable mention!**
-  13. Höök, K., Jonsson, M., Ståhl, A., and Mercurio, J. (2016). Somaesthetic Appreciation Design. In *Proceedings of CHI 2016*, San José, California, USA. **Honourable mention!**
-  14. McMillan, D., Engström, A., Lampinen, A., and Brown, B. (2016). Data and the City. In *Proceedings of CHI 2016*, San José, California, USA. **Honourable mention!**

-  15. Šimbelis, V., Ferreira, P., Vaara, E., Laaksolahti, J., and Höök, K. (2016). Repurposing Bits and Pieces of the Digital. In *Proceedings of CHI 2016*, San Jose, California, USA. **Honourable Mention for the new CHI Art Paper award**
-  16. Wang, J., Juhlin, O., and Hughes N. (2017). Watch for Figuracy – a Fashionable Wearable Design Concept. **Best Video Award** in Video Competition at Chinese CHI 2017. Guangdong, China.