

## Publications

### Books

1. Montola, M., Stenros, J. and Waern, A. (2009). *Pervasive Games: Theory and Design*. Morgan Kaufmann.
2. Juhlin O. (2010). *Social media on the road - The future of car based computing*. Springer Verlag CSCW series.
3. Holmquist, Lars Erik. (2012). *Grounded Innovation: Strategies for Creating Digital Products*. Morgan Kaufmann.
4. Ferneus, Y. (Mobile Life Centre), Höök, K. (Mobile Life Centre), Holopainen, J. (Nokia), Ivarsson, K. (Boris Design Studio), Karlsson, A. (Boris Design Studio), Lindley, S. (Microsoft Research) and Norlin, C. (Ericsson). (2012). *Plei-Plei: A book on how we do play, socialize and have fun with mobile technology*. Mobile Life Centre publication.
5. Price, S., Jewitt, C., and Brown, B. (eds.). (2013). *The SAGE Handbook of Digital Technology Research*. Sage.
6. Brown, B. and Juhlin, O. (2015). *Enjoying Machines*. The MIT Press, Cambridge, Massachusetts.
7. Höök, K., (2017). *Soma Design*. (Forthcoming). The MIT Press, Cambridge, Massachusetts.

### Book chapters

1. Barkhuus, L and B. Brown (2011). Changing practices of family television watching. In Harper, R., (ed) *The Connected Home: The Future of Domestic Life*. Springer.
2. Ferneus, Y., Isbister, K., Höök, K., Laaksolahti, J., and Sundström, P. (2011). Understanding Users and Their Situation, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems, The Humaine Handbook*, pp. 653-666, Springer.
3. Ferreira, P. and Höök, K (2016) The Case for Play in the Developing World: Lessons from Rah Island, Vanuatu In *Indigenous People and Mobile Technologies*, Evelyn Dyson, L., Grant, S. and Hendriks, M.
4. Höök, K., Isbister, K., Westerman, S., Gardner, P., Sutherland, E., Vasalou, A., Sundström, P., Kaye, J.J., and Laak solahti, J. (2011). Evaluation of Affective Interactive Applications, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems, The Humaine Handbook*, pp. 683-700, Springer.
5. Höök, K., Laaksolahti, J. (2015). *Människan och maskinen Museerna och besökarna 2050 : en framtidsantologi från Riksställningar*, Volante förlag, ISBN: 9789187419645
6. Isbister, K., Höök, K., Sundström, P., and Laaksolahti, J. (2011). Generating Ideas and Building Prototypes, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems, The Humaine Handbook*, pp. 667- 682, Springer.
7. Kaye, J., Laaksolahti, J., Höök, K., Isbister, K. (2011). The Design and Evaluation Process, In Paolo Petta, Catherine Pelachaud and Roddy Cowie (eds), *Emotion-Oriented Systems, The Humaine Handbook*, pp. 637-652, Springer.
8. Tamminen, S., Lampinen, A. and Lehtinen, V. (2014) *Digitaalinen vuorovaikutus, muutos ja luottamus [Digital Interaction, Change, and Trust]* In Myyry, L., Ahola, S., Ahokas, M., and Sakki, I. (eds.) *Arkiajattelu, tieto ja oikeudenmukaisuus [Everyday Thinking, Knowledge, and Justice]*, University of Helsinki.

## Journal publications

### 2007 Journal publications

1. Esbjörnsson, M., Juhlin, O. and Weilenmann, A. (2007) Drivers Using Mobile Phones in Traffic: An Ethnographic Study of Interactional Adaptation. *International Journal of Human-Computer Interaction*, Special issue on: In-Use, In-Situ: Extending Field Research Methods, Vol. 22, Issue 1, pp. 39-60, Lawrence Erlbaum Associates.
2. Gaye, L., Håkansson M., Ljungblad S., and Holmquist L.E. (2007) Context Photography. *Vague Terrain journal*, special issue locative, Toronto, Canada.
3. Isbister, K., Höök, K. (2007) Evaluating affective interactions. Editorial Introduction, *International Journal on Human-Computer Studies*, Special issue on Evaluating Affective Interfaces, vol. 65, issue 4, pp. 273--274.
4. Isbister, K., Höök, K., Laaksolahti, J., Sharp, M. (2007). The Sensual Evaluation Instrument: Developing a Trans-Cultural Self-Report Measure of Affect. *International Journal on Human-Computer Studies*, Special issue on Evaluating Affective Interfaces, vol. 65, issue 4, pp. 315-328
5. Jonsson, S., Montola, M., Stenros, J. & Boss, E (2007). Five Weeks of Rebellion. Designing Momentum. In Donniss, J., Gade, M. & Thorup, L. (2007): *Lifelike* 121-128. Copenhagen, Projektgruppen KP07. The book for Knudepunkt 2007
6. Ljungblad, S., Håkansson, M. and Holmquist, L. E. (2007). Ubicomp challenges in collaborative scheduling: Pin&Play at the Göteborg film festival. In *Journal of Personal and Ubiquitous Computing*, Special Issue on Ubiquitous Computing in the Real World, Volume 11, Number 7 / October, 2007, Springer London
7. Sundström, P., Ståhl, A., and Höök, K. (2007) In Situ Informants Exploring an emotional Mobile Messaging System in Their Everyday Practice. *International Journal on Human-Computer Studies*, Special issue on Evaluating Affective Interfaces, vol. 65, issue 4, pp. 388—403.

### 2008 Journal publications

8. Brown, B., Laurier, E., Lorimer, H, Jones, O., Juhlin, O. et al. (2008) Driving and passengering: notes on the natural organization of ordinary car travel. *Mobilities*, Vol. 3, No. 1, pp 1-23, Taylor and Francis.
9. Denward M. and Waern, A. (2008) Broadcast Culture Meets Role-Playing Culture. In Montola, Markus and Stenros, Jaakko, *Playground Worlds. Creating and Evaluation Experiences of Role-Playing Games*, pp. 248-261, Jyväskylä, Ropecon.
10. Fernaeus, Y., Tholander, J., Jonsson, M. (in press). Beyond representations: Towards an action-centric perspective on tangible interaction. *International Journal of Arts and Technology*, special issue on tangible and embedded interaction, forthcoming.
11. Höök, K. (2008). Knowing, Communicating and Experiencing through Body and Emotion. *IEEE Transactions on Learning technologies*, 4(1) pp 248--259, October - December, 2008.
12. Jacobsson, M., Fernaeus, Y., and Holmquist, L. E. (2008). GlowBots: Designing and Implementing Engaging Human Robot Interaction. *Journal of Physical Agents*, 2 (2), pp. 51-60, 2008.
13. Juhlin, O., (2008). The Interactive Road – Mobile technology to increase social interaction in traffic. Innovation, National University of Singapore and World Scientific Publishing.
14. Perry, M., Juhlin, O., and Normark, D. (2008). Laying waste together: the shared creation and disposal of refuse in a social context. In *Journal Space and Culture - International Journal of Social Spaces*, Sage Publications.

15. Tholander, J., and Fernaeus, Y. (2008). Three challenges when designing for children's everyday digital literacy. *Nordic Journal of Digital Literacy*. 3(2), pp 130-141.


### 2009 Journal publications

16. Chalmers, M. and Juhlin, O. (2009). New uses for mobile pervasive games - Lessons learned for CSCW systems to support collaboration in vast work sites. *Mobile Games: The Expanding Scope*, Icfai University Press.
17. Jonsson, M., Tholander, J., Fernaeus., Y. (2009). Setting the Stage. Setting the stage – Embodied and spatial dimensions in emerging programming practices. *Interacting with Computers*, Volume 21, Issues 1-2, January 2009, Pages 117-124
18. Höök, K. (2009). Affective Loop Experiences: Designing for Interactional Embodiment. *Phil. Trans. R. Soc. B* December 12, 2009 364:3585-3595;
19. Jonsson, M., Tholander, J., Fernaeus., Y. (2009). Setting the Stage. Setting the stage – Embodied and spatial dimensions in emerging programming practices. *Interacting with Computers*. Volume 21, Issues 1-2, January 2009, Pages 117-124.
20. Kocher, M., Denward, M. and Waern, A. (2009). Sanningen om Marika – The Interplay of Reality and Fiction. In eds. Sorg, J. and Venu, J.S. *Erzählformen im Computerspiel. Zur Medienmorphologie digitaler Spiele*, Transcript. Bielefeld, April 2009.
21. Laaksoaho, J., Isbister, K., and Höök, K. (2009). Using the Sensual Evaluation Instrument. *Journal of Digital Creativity*. Volume 20, Issue 3 September 2009, pages 165 – 175.
22. Ståhl, A., Höök, K., Svensson, M., Taylor, A. and Combetto, M. (2009). Experiencing the Affective Diary. In *Journal of Personal and Ubiquitous Computing*: Volume 13, Issue5 (2009).

### 2011 Journal publications

23. Ahmad Mughal, M., and Juhlin, O. (2011). Video Synchronization, delay and collaboration in live mobile video production. Special issue on Video Interaction in *Journal of Personal and Ubiquitous Computing*.
24. Cramer, H., Rost, M., and Bentley, F. (2011). An introduction to Research in the Large. Introduction Article to Special Issue on “Research in the Large” of the *International Journal of Mobile Human-Computer Interaction*.
25. Juhlin, O. (2011) Social media on the road: Mobile Technologies and Future Traffic research. *IEEE MultiMedia*. Volume 18. Issue 1, January.
26. Rost, M., Cramer, H., and Holmquist, L. E. (2011). Mobile exploration of geotagged photographs. In *Personal and Ubiquitous Computing*. Doi: 10.1007/s00779-011-0433-x
27. Stenros, J. Waern, A. and Montola, M. (2011). Studying the Elusive Experience of Pervasive Games. *Journal of Simulation and Gaming*.
28. Waern, A. (2011). I'm in love with someone who doesn't exist! Bleed in the context of a computer game. *Journal of Gaming and Virtual Worlds*.

### 2012 Journal publications

29. Brown, B. (2012). Beyond recommendations: Local review websites and their impact. *ACM Transactions on Computer-Human Interaction (TOCHI)*. Volume 19, Issue 4, December 2012, Article No 27.
-  30. 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.**
31. Nack, F. and Waern, A. (2012). Mobile Digital Interactive Storytelling – a winding path. *New Review of Hypermedia and Multimedia*. Volume 18, issue 1-2, Taylor & Francis.

32. Nylander, S, and Larshammar, M. (2012). The phone as a tool for combining online and offline social activity – teenagers’ phone access to an online community. *International journal of Mobile Human Computer Interaction. Volume 4, Issue 4.*

### **2013 Journal publications**

33. Juhlin, O., Zoric, G., Engström, A., and Reponen, E. (2013). Video interaction: a research agenda. *Personal and Ubiquitous Computing*, Springer. London. pp. 1–8.
34. Laurier, E., B. Brown, H. Lorimer (2013). What it means to change lanes: actions, emotions and wayfinding in the family car. *Semiotica*, Vol. 191, No. 4, 09.2012, pp. 117–135.
35. Mughal, M. A., and Juhlin, O. (2013). Context-dependent software solutions to handle video synchronization and delay in collaborative live mobile video production. *Personal and Ubiquitous Computing*. pp. 1–13.
36. Osswald, S., Sundström, P., and Tscheligi, M. (2013). The Front Seat Passenger: How to Transfer Qualitative Findings into Design. *International Journal of Vehicular Technology*, vol.14, 2013.
37. Weilenmann, A., Säljö, R., and Engström, A., (2013). Mobile Video Literacy: Negotiating the Use of a New Visual Technology. *Personal and Ubiquitous Computing*, Special Issue on Video Interaction. March 2014, Volume 18, Issue 3, pp. 737–752.

### **2014 Journal publications**

38. Mentis, M. H., Jarmo Laaksolahti, J., and Kristina Höök, K. (2014). My Self and You: Tension in Bodily Sharing of Experience. *Journal ACM Transactions on Computer-Human Interaction (TOCHI)*. Volume 21 Issue 4, August 2014 Article No. 20 ACM New York, NY, USA.
39. Perry, M., Juhlin, O., Engström A., (2014) Dealing with time, just in time: sense-making and clip allocation in multi-person, multi-stream, live TV production in Broth, M. Laurier E. and Mondada (eds.) *Studies of Video Practices: Video at Work*, Routledge 2014.
40. Ståhl, A., Löwgren, J., and Höök, K. (2014). Evocative balance: Designing for interactional empowerment. *International Journal of Design*, 8(1), pp. 43–57.

### **2015 Journal publications**

41. Lampinen, A., Huotari, K., and Cheshire, C. (2015) Challenges to Participation in the Sharing Economy: The Case of Local Online Peer-to-Peer Exchange in a Single Parents’ Network In *Interaction Design and Architecture(s) Journal - IxD&A*, N.24, 2015, pp. 16-32.
42. Lampinen, A. (2015) Deceptively Simple: Unpacking the Notion of “Sharing” In *Social Media + Society* 1(1).
43. Lehtinen, V., Raita, E., Wahlström, M., Peltonen, P., and Lampinen, A. (2015) Mediated community from an intergroup perspective: A literature review In *Internet Science* (pp. 145-159). Springer International Publishing.
44. McGregor, M., Brown, B., and Glöss M. (2015). Disrupting the cab: Uber, Ridesharing and the Taxi industry. *Journal of Peer Production*, Issue 5.
45. Zhang, Y., and Juhlin, O. (2015). Fashion in Mobile Phone Design – The Emergence of Beautification, Desirability and Variation through Institutional Collaboration Fashion Practice. *The Journal of Design, Creative Process & the Fashion Industry*. (Forthcoming).
46. Zhang, Y. (2015). Constructing Swedish Fashion Identity Fashion Theory. *The Journal of Dress, Body and Culture*, Aug 10, 2015.

## 2016 Journal publications

47. Lampinen, A. (2016). *Hosting Together via Couchsurfing: Privacy Management in the Context of Network Hospitality*. *International Journal of Communication*.
48. Lampinen, A. (2016). Why we need to examine multiple social network sites. In *Communication and the Public*, first published on November 21, 2016 as doi:10.1177/2057047316681171.
49. Mancini C., Lawson S., Juhlin O. (2016). Animal-Computer Interaction: the Emergence of a Discipline. In *Journal of Human Computing Systems IJHCS Special Issue on Animal-Computer Interaction*, Elsevier.
50. Uski, S., and Lampinen, A. (2016). Social norms and self-presentation on social network sites: Profile work in action. *New Media and Society*, 18(3) 447–464. DOI:10.1177/1461444814543164.
51. Zhang, Y. and Juhlin, O. (2016) The “life and death” of great Finnish fashion phones: A periodization of changing styles in Nokia phone design between 1992 and 2013 *Mobile Media & Communication*, doi: 10.1177/2050157916654510.

## 2017 Journal publications

52. Aspling, F., and Juhlin, O. (2017). Theorizing Animal-Computer Interaction as Machinations. In *The International Journal of Human-Computer Studies, Vol. 98, February 2017, pp. 135–149*.

## Peer-reviewed conference papers

### 2007 Peer-reviewed conference papers

1. Brown, B., Lundin, J., Rost, M., Lymer, G., and Holmquist, L. E. (2007). Seeing ethnographically: Teaching ethnography as part of CSCW. In *Proceedings of ECSCW 2007, 10th European Conference on Computer-Supported Collaborative Work*, Limerick, Ireland. September 24-28, 2007
2. Engström, A., Esbjörnsson, M., Juhlin, O. and Norlin, C. (2007). More TV! - Support for local and collaborative production and consumption of mobile TV. In *Interactive TV: A Shared Experience TICSP Adjunct Proceedings of EuroITV 2007*. pp 173-177
3. Holmquist, L.E., Höök, K., Juhlin, O. and Waern, A. (2007) Mobile Life: A Research Foundation for Mobile Services. In *Proceedings of Global Mobility Roundtable*, June 1-2, 2007, Marina Del Rey, California.
4. Håkansson, M., Rost, M., and Holmquist, L.E. (2007). Gifts from friends and strangers: A study of mobile music sharing. In *Proceedings of ECSCW 2007, 10th European Conference on Computer-Supported Collaborative Work*, Limerick, Ireland.
5. Håkansson, M., Rost, M., Jacobsson, M., and Holmquist L.E. (2007) Facilitating Mobile Music Sharing and Social Interaction with Push!Music. In *Proceedings of HICSS-40 2007*, Hawaii, USA, January 3-6, 2007.
6. Jonsson, S., Waern, A., Montola, M. and Stenros, J. (2007) Game Mastering a Pervasive Larp. Experiences from Momentum. In *Proceedings of the 4th International Symposium on Pervasive Gaming Applications*, PerGames 2007, Salzburg, Austria.
7. Ljungblad, S. (2007) Designing for New Photographic Experiences: How the Lomographic Practice Informed Context Photography. In *Proceedings of DPPI'07, conference on Designing Pleasurable Products and Interfaces*, Helsinki, Finland.
8. Ljungblad, S. and Holmquist L.E. (2007) Transfer Scenarios: Grounded Innovation with Marginal Practices. In *Proceedings of CHI 2007, ACM Conference on Human Factors in Computing Systems*, 28 April - 3 May, 2007, San Jose, California, USA.

9. Stenros, J., Montola, M., Waern, A. & Jonsson, S. (2007): Play it for Real: Sustained Seamless Life/Game Merger in Momentum. In *Proceedings of DiGRA 2007 Situated Play conference*, pp. 121-129, Tokyo, Japan.

### 2008 Peer-reviewed conference papers

10. Bichard J.P. and Waern, A. (2008). Pervasive Play, Immersion and Story: Designing Interference. In *Proceedings of ACM International Conference on Digital Interactive Media in Entertainment and Arts (DIMEA)*. Athens, Greece.
11. Bylund, M. and Höök, K. and Pommeranz, A. (2008) Pieces of identity. In *Proceedings of NordiCHI 2008:Using Bridges*, Lund, Sweden.
12. Denward, M. (2008). Broadcast Culture Meets Role-Playing Culture: Consequences for audience participation in a cross-media production. In *Proceedings of IAMCR 2008*, Stockholm, Sweden.
13. Engström, A., Esbjörnsson, M. and Juhlin, O. (2008) Mobile Collaborative Live Video Mixing. In *Proceedings of Mobile HCI 2008*, 10th International Conference on Human-Computer Interaction with Mobile Devices and Services, Amsterdam, The Netherlands.
14. Esbjörnsson, M., Engström, A., Juhlin, O. and Perry, M. (2008). Producing, Collaborative Video: Developing an Interactive User Experience for Mobile TV. In *Proceedings of First International Conference on Designing Interactive User Experiences for TV and Video, uxtv2008*. ACM Press, pp. 115-124.
15. Fernaeus, Y., Tholander, J. and Jonsson, M. (2008). Towards a New Set of Ideals: Consequences of the Practice Turn in Tangible Interaction. In *Proceedings of Tangible and Embedded Interaction 2008*, ACM Press.
16. Ferreira, P., Sanches, P., Höök, K. and Jaensson, T. (2008). License to Chill! How to empower users to cope with stress. In *Proceedings of Nordic forum for human-computer interaction research (NordiCHI 2008)*, pp. 123-132, ACM Press, Lund, Sweden.
17. Friedman, B., Höök, K., Gill, B., Eidmar, L., and Sallmander-Prien, C. (2008). Personlig Integritet: A Comparative Study of Perceptions of Privacy in Public Places in Sweden and the United States. In *Proceedings of Nordic Forum for human-computer interaction research (NordiCHI 2008)*, pp. 142-151, Lund, Sweden
18. Holmquist, L.E. (2008). Bootlegging: Multidisciplinary Brainstorming with Cut-Ups. In *Proceedings of Participatory Design Conference 2008*, Bloomington, IN, ACM Press.
19. Håkansson, M., and Gaye L. (2008). Bringing Context to the Foreground: Creative Engagement in a Novel Still Camera Application. In *Proceedings of ACM Designing Interactive Systems 2008*, Cape Town, South Africa.
20. Höök, K., Ståhl, A., Sundström, P., and Laakolahti, J., (2008). Interactional Empowerment. In *Proceedings of the ACM SIGCHI conference on Human Factors in Computing Systems, CHI 2008*, Florence, Italy, ACM Press. **(Best paper nominated)**
21. Jacobsson, M., Bodin, J., and Holmquist, L.E. (2008). The see-Puck: A Platform for Exploring Human-Robot Relationships. In *Proceedings of ACM Conference on Human Factors in Computing Systems, CHI 2008*, Florence, Italy.
22. Jaensson, T. and Voss, A. (2008). Industrial Experience: Evaluating novel interaction styles. In *Proceedings of the 5th Nordic conference on Human-computer interaction: NordiCHI '08: building bridges*, Lund, Sweden.
23. Jarkiewich, P., Frankhammar-Ovsiannikow, M. and Fernaeus, Y. (2008) In the hands of children: Exploring the use of mobile phone functionality in casual play settings. In *Proceedings of Mobile HCI 2008, 10th International Conference on Human-Computer Interaction with Mobile Devices and Services*, Amsterdam, The Netherlands.

24. Jonsson, S., Waern, A. (2008). The Art of Game mastering. In *Proceedings of ACM SIGCHI ACE 2008*, Yokohama, Japan
25. Juhlin, O. and Weilenmann, A. (2008). Hunting for Fun: Solitude and Attentiveness in Collaboration. In *Proceedings of Computer Supported Cooperative Work, CSCW'08*. ACM Press, pp. 57-66.
26. Juhlin, O., and Weilenmann, A. (2008). On movement, sound and radio talk in deer hunting. In *Proceedings of the Space, Interaction, Discourse 2008 Conference*, Aalborg University, Denmark.
27. Rost, M., and Holmquist L.E., (2008). Tools for Students Doing Mobile Fieldwork. In *Proceedings of WMUTE 2008, Wireless, Mobile and Ubiquitous Technologies in Education*, Beijing, China.
28. Rost, M., Bergstrand, F., Håkansson, M., and Holmquist, L. E. (2008). Columbus: Physically Exploring Geotagged Photos. In *adjunct Proceedings of UbiComp 2008*, September 22-25, Seoul, South Korea.
29. Ståhl, A., and Höök, K., (2008). Reflecting on the Design Process of the Affective Diary. In *Proceeding of ACM NordiCHI 2008*, Lund, Sweden
30. Wetzel, R., Lindt, I., Waern, A., Jonsson, S. (2008). The Magic Lens Box: Simplifying the Development of Mixed Reality Games. In *Proceedings of ACM International Conference on Digital Interactive Media in Entertainment and Arts (DIMEA)*.

#### **2009 Peer-reviewed conference papers**

31. Brunnberg, L., Gustavsson, A. and Juhlin, O. (2009). Games for passengers - Accounting for Motion in location based applications. In *Proceedings of International Conference on the Foundations of Digital Games (ICFDG)*, Disney Wonder Cruise ship, Florida.
32. Chalmers, M. and Juhlin, O. (2009). New uses for mobile pervasive games - Lessons learned for CSCW systems to support collaboration in vast work sites. *Mobile Games: The Expanding Scope*, Icfai University Press.
33. Denward, M. and Waern, A. (2009). On the Edge of Reality: Reality Fiction in Sanningen om Marika. In *Proceedings of DIGRA conference*, Brunel University, United Kingdom.
34. Engström A., Brunnberg L., Juhlin, O. (2009). Tiny Broadcast Systems. In *Proceedings of ACM SIGGRAPH Asia 2009 Emerging Technologies*, Yokohama, Japan.
35. Fernaeus, Y. (2009). Human Action and Experience As Basis for the Design and Study of Robotic Artefacts. In *Proceedings of RO-MAN 2009: 18th IEEE International Symposium on Robot and Human Interactive Communication*, Toyama, Japan.
36. Fernaeus, Y. and Jacobsson, M. (2009). Comics, robots, fashion and programming: outlining the concept of ActDresses. In *Proceedings of Tangible and Embedded Interaction (TEI'09)*, Cambridge, UK.
37. Höök, K. (2009). Mobile Life – innovation in the wild. In *Proceedings of 12th IFIP TC 13 International Conference* (Gross, T, Gulliksen, J., Kotzé, P, Oestreicher, L., Palanque, P., Prates, R. O., Winckler, M. (eds.)) IFIP TC 13, Uppsala, Sweden Volym: Part I Sidor: 1-3, Springer-Verlag.
38. Isbister, K., and Höök, K. (2009). On Being Supple: In Search of Rigor without Rigidity in Meeting New Design and Evaluation Challenges for HCI Practitioners. In *Proceeding of the twenty-seventh annual SIGCHI conference on Human factors in computing systems*, pp. 2233-2242, ACM Press, Boston, USA, 2009.
39. Kocher, M., Denward, M. and Waern, A. (2009). Sanningen om Marika – The Interplay of Reality and Fiction. In eds. Sorg, J. and Venu, J.S. *Erzählformen im Computerspiel. Zur Medienmorphologie digitaler Spiele*, Transcript. Bielefeld, 2009.

40. Laaksolahti, J., Isbister, K., and Höök, K. (2009). Using the sensual evaluation instrument. In *Proceedings of LCEA09 - Completing the Circle: Incorporating Evaluation Methods in Creative Work*. London, UK.
41. Ljungblad, S. (2009). Passive Photography from a Creative Perspective. In *Proceedings of ACM International Conference on Human factors in computing Systems CHI'09*, Boston, USA.
42. 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.**
43. Sundström, P., Jaensson, T., Höök, K. and Pommeranz, A. (2009). Probing the Potential of Non-verbal Group Communication. In *Proceedings of Group 2009*, Florida, USA.
44. Tholander, J., Laaksolahti, J., Kosmack-Vaara, E., Ferreira, P., Jaensson, T., and Fernaeus, Y. (2009). Engaging the whole body in mobile interaction. Workshop on Whole-Body Interaction at CHI2009, Boston, USA
45. Vold, T., Marzo, R., and Waern, A. (2009). Play Style Survey. In S. Dijkers, C. Steinkuhler, K. Squire, and E. Zimmerman (Eds.) *Real-Time Research: An Experiment in Design*. Pittsburg: ETC Press.
46. Waern A., Montola, M. and Stenros, J. (2009). The Three-Sixty Illusion: Designing For Immersion in Pervasive Games. In *Proceedings of ACM International Conference on Human factors in computing Systems CHI'09*, Boston, Ma.
47. Waern, A., Ahmet, Z. and Sundström, D. (2009). An In-Game Reporting Tool for Pervasive Games. In *Proceedings of ACM Conference on Advances in Computer Entertainment Technology (ACE) 2009*, November, Athens, Greece.
48. Wetzel, R., Waern A. Jonsson, S., Lindt, I., Ljungstrand, P. and Åkesson, K-P. (2009). Boxed Pervasive Games: An Experience with User-Created Pervasive Games. In *Proceedings of International Conference on Pervasive Computing Pervasive '09*.




#### **2010 Peer-reviewed conference papers**

49. Benyon, D., Höök, K., and Nigay, L. (2010). Spaces of Interaction. In *Proceedings of ACM/BCS Visions of Computing conference*, Edinburgh, UK.
50. Engström, A, Juhlin, O, Perry, M., Broth M. (2010). Temporal hybridity: Mixing live video footage with instant replay in real time”. In *Proceedings of CHI 2010*, Atlanta, Georgia, USA.
51. Fernaeus, Y., Håkansson, M., Jacobsson, M., and Ljungblad, S. (2010). How do you play with a robotic toy animal?: a long-term study of Pleo. In *Proceedings of the 9th international Conference on interaction Design and Children*, Barcelona, Spain. IDC '10. ACM, New York, NY, 39-48.
52. Höök, K. (2010). Transferring Qualities from Horseback Riding to Design. In *Proceedings of NordiCHI*, Reykjavik, Iceland, ACM Press.
53. Jacobsson, M., Fernaeus, Y., and Tieben, R. (2010). The Look, the Feel and the Action: Making Sets of ActDresses for Robotic Movement. In *Proceedings of ACM Designing for Interactive Systems 2010*, Aarhus, Denmark.
54. Juhlin, O., Engström, A. and Reponen, E. (2010). Mobile broadcasting – The whats and hows of live video as a social medium. In *Proceedings of Mobile HCI 2010*, Lisbon, Portugal.
55. Kosmack Vaara, E. Silvasan, I., Ståhl, A., Höök, K. (2010). Temporal Relations in Affective Health. In *Proceedings of NordiCHI*, Reykjavik, Iceland, ACM Press.
56. Rost, M., Cramer H., Belloni, N., and Holmquist, L. E. (2010). Geolocation in the Mobile Web Browser. In *Proceedings of UbiComp '10*, Copenhagen, Denmark.



57. Ruixue, X., Rost, M., and Holmquist, L. E. (2010). Business Models in the Mobile Ecosystem. In *Proceedings of International Conference on Mobile Business*, Global Mobility Roundtable, Athens, Greece.
58. Sanches, P., Höök, K., Kosmack Vaara, E., Weymann, C., Bylund, M., and Sjölander, M. (2010). Mind the Body! Designing a Mobile Stress Management Application Encouraging Personal Reflection. In *Proceedings of Designing Interactive Systems (DIS)*, Aarhus, Denmark, ACM Press.
59. Sjölander, M., Jansson, L., Höök, K., Laaksolahti, J., Bergh, C., Södersten, P. and Zandian, M. (2010). User involvement of patients with eating disorder – the design process from user needs to prototype. In *Proceedings of ICEHST 2010 - International Conference on e-Health Services and Technologies*, University of Piraeus, Athens, Greece.
60. Stenros, J. and Waern, A. (2010). Games as Activity: Correcting the Digital Fallacy. In *Proceedings of "Videogames and the future of Interactive Entertainment" conference*, Oxford, U.K.
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136. Brown, B., McGregor, M., McMillan, D. (2015). Searchable Objects: Search in Everyday Conversation. In *Proceedings of CSCW 2015*, Vancouver, Canada.
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139. Ikkala, T., and Lampinen, A. (2015). Monetizing Network Hospitality: Hospitality and Sociability in the Context of Airbnb. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing* (pp. 1033-1044). ACM.
140. Lampinen, A. (2015). Networked Privacy Beyond the Individual: Four Perspectives to 'Sharing' In *Proceedings of Critical Alternatives 2015, the 5th decennial Aarhus conference*. Aarhus, Denmark.
141. McMillan, D., Loriette, A., and Brown, B. (2015). Repurposing Conversation: Experiments with the Continuous Speech Stream. In *Proceedings of CHI 2015*, Seoul, Korea.
142. McMillan, D., McGregor, M., and Brown, B. (2015). From in the Wild to in Vivo: Video Analysis of Mobile Device Use. In *Proceedings of MobileHCI 2015*, Copenhagen, Denmark.
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144. Tholander, J., Nylander, S. (2015). Snot, Sweat, Pain, Mud, and Snow - Performance and Experience in the Use of Sports Watches. In *Proceedings of CHI 2015*, Seoul, South Korea.
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151. Bergström, I., and Jonsson, M. (2016). Sarka: Sonification and Somaesthetic Appreciation Design. In *Proceedings of the 3rd International Symposium on Movement and Computing, MOCO 2016*, Thessaloniki, Greece.

152. Bergsmark M., and Fernaeus Y. (2016). From Patchwork to Appliqué: Reflections from an Interaction Design Remake. In *Proceedings of TEI 2015*, Eindhoven, the Netherlands.
153. Brown, B., Weilenmann, A., McMillan, D., and Lampinen, A. (2016). Five Provocations for Ethical HCI Research. In *Proceedings of CHI 2016*, San José, California, USA.
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155. Höök, K., Jonsson, M., Ståhl, A., and Mercurio, J. (2016). Somaesthetic Appreciation Design. In *Proceedings of CHI 2016*, San José, California, USA. **Honourable mention!**
156. Ikkala, T., and Lampinen, A. (2015). Monetizing Network Hospitality: Hospitality and Sociability in the Context of Airbnb. In *Proceedings of CSCW 2015 EA 2015*, Vancouver, Canada
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158. Juhlin, O., Zhang, Y., Wang, J., and Andersson, A. (2016). Fashionable Services for Wearables – Inventing and Investigating a New Design Path for Smart Watches. In *Proceedings of NordiCHI 2016*, Göteborg, Sweden.
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160. Lampinen, A., Bellotti, V., Cheshire, C., and Gray, M. L. (2016). CSCW and the “Sharing Economy”: The Future of Platforms as Sites of Work, Collaboration and Trust. In *Proceedings of CSCW 2016*, San Francisco, California, USA.
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163. 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!**
164. McMillan, D. and Loriette, A. Living with Listening Services: Privacy and Control in IoT. In *Proceedings of Internet Science: Second International Conference, INSCI 2015*, Brussels, Belgium.
165. McMillan, D., Brown, B., Sellen, A., Lindley, S., and Martens, R. 2015. Pick up and play: understanding tangibility for cloud media. In *Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15)*, Linz, Austria.
166. McGregor, M., Lampinen, A., Brown, B. (2016). Platform Labour: Algorithms Versus Business Ethics. In *Proceedings of CSCW 2016*, San Francisco, California, USA.
167. Pizza, S., Brown, B., McMillan, D., and Lampinen, A (2016). Smartwatch in vivo. In *Proceedings of CHI 2016*, San José, California, USA.
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169. Šimbelis, V., Ferreira, P., Vaara, E., Laaksohalmi, 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.**

170. Šimbelis, V., and Lundström A. (2015). S T R A T I C: Performing the Sampling Rate. In *Proceedings of ACE 2015*, Iskandar, Malaysia.
171. Tsaknaki, V., and Fernaeus, Y. (2016). Expanding on Wabi-Sabi as a Design Resource in HCI. In *Proceedings of CHI 2016*, San Jose, California, USA.
172. Tsaknaki, V., Fernaeus, Y., and Jonsson, M. (2016). Precious Materials of Interaction: Exploring interactive Accessories as Jewellery Items. In *Proceedings of Nordes 2015: Design Ecologies*, Stockholm, Sweden.
173. Vallgård, A., Boer, L., Tsaknaki, V., and Svanaes, D. (2016). Material Programming: a Design Practice for Computational Composites. In *Proceedings of NordiCHI 2016*, Göteborg, Sweden.

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175. Lampinen, A., and Brown, B. (2017). Market Design for HCI: Successes and Failures of Peer-to-Peer Exchange Platforms. In *Proceedings of CHI 2017*, Denver, Colorado, USA.
176. Lampinen, A., McMillan, D., Brown, B., Faraj, Z., Nemutlu Cambazoglu, D., and Virtala C. (2017). Friendly but not Friends: Designing for Spaces Between Friendship and Unfamiliarity. In *Proceedings of the 8th International Conference on Communities and Technologies (C&T '17)*, Troyes, France.
177. McGregor, M., and Tang, J. (2017). More to Meetings: Challenges in Using Speech-Based Technology to Support Meetings. In *Proceedings of CSCW 2017*, Portland, Oregon, USA.
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179. Nylander, S., and Tholander, J. (2017). Community-Based Innovation among Elite Orienteers. In *Proceedings of the 8th International Conference on Communities and Technologies (C&T '17)*, Troyes, France.
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181. Ståhl, A., Tholander, J., Laakso, J., and Vaara, E. (2017). Being, Bringing and Bridging – Three Aspects of Sketching with Nature. In *Proceedings of DIS 2017*, Edinburgh, Scotland.
182. Tsaknaki, V., and Fernaeus, Y. (2017). On the Surface of Things: Experiential Properties of the Use of Craft Materials on Interactive Artefacts. In *Proceedings of International Conference 2017 of the DRS Special Interest Group on Experiential Knowledge, EKSIG'17*, Rotterdam, Netherlands.
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1. Brown, B. et al. (2015). *IKEA Design Fiction*. Vinnova Final Presentation.



2. Brown, B. (2017). The Social Life of Autonomous Cars. *Computer*, 50(2), 92-96.
3. Elblaus, L., Tsaknaki, V., Lewandowski, V., and Bresin, R. (2015). Nebula Demo Hour ACM interactions: Volume 22 Issue 5, September-October 2015.
4. Gaver, W., and Höök, K. (2017). In search of the elusive CHI design paper. *Interactions Homepage archive* Volume 24 Issue 2, March + April 2017 Pages 22-23, ACM Press.
5. Holm, M. (2016). Running past the Internet of Things. Nordic Business Report. The 2016 magazine, pp. 53-55.
6. Holmquist, L.E. (2007). On the Edge: Mobile 2.0. *interactions*, Volume 14, Issue 2, ACM Press.
7. Holmquist, L E. (2010). The Age of the Mobile Mash-Up on the *Crunch Gear blog*.
8. Håkansson, M. (2009). On the move - sharing music, inspiration and fun. Vodafone receiver magazine, #22 Seizing the moment issue, May 2009.
9. Höök, K., Ståhl, A., Jonsson, M., Mercurio, J., Karlsson, A., and Johnson, E. C. (2015) COVER STORY: Somaesthetic design. *ACM Interactions July-August 2015 Volume XXII.4*.
10. Höök, K. et al. (2015). Report: *Building Folkhemmet with the Internet of Things*. Vinnova Final Presentation.
11. Interactions staff. (2011). Mobile Life Centre: mobile applications for fun and pleasure. *Interactions*. Volume 18 Issue 2, March + April 2011, Pages 82-86 New York, NY, USA.
12. Juhlin, O. (2015) Digitizing Fashion – Software for Wearable Devices. Featured article in *ACM Interactions May-June 2015 Volume XXII.3*.
13. Juhlin, O., Wang, J. and Zhang, Y. (2017) Fashionable Services for Wearables. *Interactions*. New York, NY, USA: ACM, 24(3), p. 88. doi: 10.1145/3077577.
14. Nylander, S., Tholander, J., Mueller, F., Marshall, J. (2015). HCI and Sports - introduction to special topic section in *ACM Interactions* March-April 2015 Volume XXII.2.
15. Tholander, J., and Jacobsson M. (2013). Ecofriends – Designing for Critical Reflection Using Social Voices. *interactions January + February*, ACM Press.
16. Vallgård, A., Boer, L., Tsaknaki, V., and Svanaes, D. (2017). *Material Programming*. *Interactions*. Volume 24. Issue 2. March + April 2017. Pages 36-41, ACM Press.
17. Wiberg, M., Ishii, H., Dourish, P., Rosner, D., Vallgård, A., Sundström, P., Kerridge, T., and Rolston, M. (2013). Materiality matters---experience materials. *Magazine interactions*. Volume 20 Issue2, pp. 54-57.

## **Workshops, interactivity, short papers, posters**

### **2007 Workshops, interactivity, short papers, posters**

1. Jacobsson, M., Ljungblad, S., Bodin J., Knurek, J., and Holmquist L.E. (2007). GlowBots: Robots That Evolve Relationships. In *Adjunct Proceedings of SIGGRAPH 2007* (Emerging Technologies exhibition), San Diego, USA, August 5-9, 2007.

### **2008 Workshops, interactivity, short papers, posters..**

2. Engström, A. Esbjörnsson, M. and Juhlin, O. (2008) Nighttime visual media production in club environments. Presented at the Night and darkness: Interaction after dark workshop, CHI 2008, Florence, Italy.
3. Engström, A. Esbjörnsson, M. Juhlin, O. and Norlin, C. (2008) Mobile Collaborative Live Video Production. Presented at the workshop Mobile Multimedia – Content Creation and Use, Mobile HCI 2008, Amsterdam, The Netherlands.

4. Östergren, M. and Juhlin, O. (2008). Sound Pryer: truly mobile joint music listening. In Creative Interactions - The MobileMusicWorkshop 2004 - 2008 (eds) Nicolaj Kirisits, Frauke Behrendt, Lalya Gaye, Atau Tanaka University for applied arts, Vienna. ISBN 978-3-200-0-1221-9.

### **2009 Workshops, interactivity, short papers, posters..**

5. Belloni, N. Holmquist, L.E. and Tholander J. (2009). See You on the Subway: Exploring Mobile Social Software. *Work in progress at CHI 2009*, April 4-9, Boston, USA.
6. Jacobsson, M. (2009). Play, Belief and Stories about Robots: A Case Study of a Pleo Blogging Community. In *Proceedings of RO-MAN 2009, IEEE International Symposium on Robot and Human Interactive Communication*, Toyama International Conference Center, Japan.
7. Kosmack Vaara, E., Höök, K., and Tholander, J. (2009). Mirroring bodily experiences over time. *Work in progress at CHI 2009*. Boston, USA.
8. Rost, M. and Belloni, N. (2009). Experiencing Mobile 2.0 with Context-Aware Applications.. In *Proceedings of MobileHCI 2009 workshop on "Context-Aware Mobile Media and Mobile Social Networks"*, MobileHCI 2009, 15-18 September 2009, Bonn, Germany.
9. Tholander, J., Laaksolahti, J., Kosmack-Vaara, E., Ferreira, P., Jaensson, T., and Fernaeus, Y. (2009). Engaging the whole body in mobile interaction. Workshop on Whole-Body Interaction at CHI2009, Boston, USA.

### **2010 Workshops, interactivity, short papers, posters**

10. Ahmet, Z. and Holmquist, L. (2010). Sharing mobile services - Beyond the app store model. Poster In *Proceedings of MobileHCI 2010*, September 7-10, Lisbon, Portugal.
11. Büttner, S., Cramer, H., Rost, M., Belloni, N., and Holmquist, L. E. (2010).  $\phi^2$ : Exploring physical Check-Ins for Location-Based Services. In *proceedings of UbiComp'10*, September 26–29, 2010, Copenhagen, Denmark.
12. Cramer, H., Belloni, N., and Rost, M. (2010). On not being a stranger: Making sense of the sociable media landscape. Presented at the 'Designing and Evaluating Affective Aspects of Sociable Media to Support Social Connectedness' workshop at CHI 2010, Atlanta, GA, USA.
13. Cramer, H., Mentis, H. and Fernaeus, Y. (2010). Serious work on playful experiences: a preliminary set of challenges. Presented at the 'Fun, seriously?' workshop at CSCW 2010, Savannah, GA, USA.
14. Cramer, H., Rost, M., Belloni, N., Chincholle, D. and Bentley, F. (2010). Research in the large: Using App Stores, Markets and other wide distribution channels in UbiComp research. *Extended Abstracts UbiComp 2010*, September 26–29, 2010, Copenhagen, Denmark.
15. Cramer, H. (2010) Bots are amongst us. Things that tweet & creatures checking in. In: *Designing Robotic Artefacts With User- And Experience-Centred Perspectives*, workshop at NordiCHI 2010, Reykjavik, Iceland.
16. Cramer, H., and Büttner. S. (2010). Things that Tweet, Check-In and are Befriended. Two Explorations on Robotics & Social Media. Poster accepted to HRI 2011 Human-Robot Interaction conference, Lausanne March 7-9.
17. Dahlström, E. (2010). Documenting and experiencing with live video - An evaluation of two mobile applications for live video editing. *Mobile Life report*.
18. Fernaeus, Y., Cramer, H., Korhonen, H. and Kaye, J. (2010). Please Enjoy!?! Workshop on Playful Experiences in Mobile HCI. In *proceedings MobileHCI 2010*, Lisbon, Portugal.

19. Holmquist, L E., Ju, W., Jonsson, M., Tholander, J., Ahmet, Z., Sumon, S I., Acholonu, U., Winograd, T. (2010). Wii Science: Teaching the laws of nature with physically engaging video game technologies. Presented in the workshop “Video Games As Research Instruments” at the ACM CHI 2010 Conference, Atlanta GA, USA.
20. Höök, K., Sundström, P., Tholander, J., Ferreira, P., Ståhl, A., Laaksolahti, J., Kosmack Vaara, E., Karlsson, A., Sanches, P., Johansson, C., Sjölander, M., Weymann, C., and Jaensson, T. (2010). Design Processes for Bodily Interaction. At the workshop Artifacts in Design: Representation, Ideation, and Process at CHI, Atlanta, USA, April 2010.
21. Munjal, D., Tsui, K., Yanco, H., Cramer, H., Kemper, N. (2010). Using the “Negative Attitude Towards Robots Scale” with Telepresence Robots, PerMIS’10, Baltimore, USA.
22. Sanches, P., Vaara, E., Sjölander, M., Weymann, C. and Höök, K. (2010). Affective Health – designing for empowerment rather than stress diagnosis. Workshop presentation in the ‘Know thyself: monitoring and reflecting on facets of one’s life’ workshop at CHI 2010, Atlanta, GA, USA.
23. Sundström, P., and Taylor A. (2010). Inspirational Bits. At the Materialities workshop at DIS’10.
24. Tholander, J. and Johansson, C., (2010). Bodies, boards, clubs and bugs: A study of bodily engaging artefacts. in CHI 2010. Extended Abstracts, Work-in-progress.
25. Zang Y., C., and Juhlin, O. (2010). A Fashion-ology of Mobile Innovation. The Culture of Ubiquitous Information. Seminar.
26. Örnevall, E., Juhlin, O., and Perry, M. (2010). TV watching at sports bars as social interaction. “Designing for crowds.” Workshop at Pervasive Computing, Helsinki, Finland.

### **2011 Workshops, interactivity, short papers, posters**

27. Chalmers, M., McMillan, D., Morrison, A., Cramer, H., Rost, M., Mackay, W. (2011). Ethics, Logs and Videotape: Ethics in Large Scale User Trials and User Generated Content, Workshop at CHI 2011.
28. Cramer, H., Ahmet, Z., Rost, M., and Holmquist, L. E. (2011). Gamification and location-sharing: some emerging social conflicts. Presented at Workshop on Gamification: Using Game Design Elements in Non-Gaming Contexts at CHI 2011, Vancouver, Canada.
29. Cramer, H., Rost, M., and Holmquist L. E. (2011). Performing a Check-in: Emerging Practices, Norms and ‘Conflicts’ in Location-Sharing Using Foursquare. In proceedings of MobileHCI’11, Stockholm, Sweden.
30. Grufberg, K. and Holmquist, L.E. (2011). Designer Experience through Magical Bits. Presented at Workshop on Designer Experience: Exploring Ways to Design in Experience at CHI 2011, Vancouver, Canada.
31. Jacobsson, M., Cramer, H. “Universal Robots as ‘Solutions’ to Wicked Problems: Debunking a Robotic Myth.” Poster accepted to HRI 2011 Human-Robot Interaction conference, Lausanne March 7-9.
32. Jamil, I., Perry, M., O’Hara, K. Karnik, A. and Subramanian, S. (2011). The Effects of Interaction Techniques on Talk Patterns in Collaborative Peer Learning around Interactive Tables. In proceedings of CHI 2011: 29th ACM Conference on Human Factors in Computing Systems, Vancouver, Canada, May 2011, ACM Press.
33. Jiménez, J., Ljungblad, S. “Experience Centred Design on a Robotic Eating Aid.” Poster accepted to HRI 2011 Human-Robot Interaction conference, Lausanne March 7-9.

34. Johansson, C. and Tholander, J. (2011). EcoFriends – the non-guilt feeling mobile system for inspiration and engagement. Presented at *Workshop on Sustainable Interaction Design in Professional Domains at CHI 2011*, Vancouver, Canada.
35. Juhlin, O., Holm, M., Höök K., and Waern A. (2011). Mobile Life VINN Excellence Centre – A model for strategic innovation of next generation mobile services. In *Proceedings of Enterprising Knowledge New forms of innovation partnerships – the business perspective*. British Embassy Berlin, Germany.
36. Juhlin, O. Reponen, E. Bentley, F. Kirk, D., Adler, M. (2011). Video interaction - Making broadcasting a successful social media. . Extended Abstracts *In Proceedings of CHI 2011: 29th ACM Conference on Human Factors in Computing Systems*. Vancouver, Canada, ACM Press.
37. Márquez S., E., Johansson, C., Moen, J. & Waern, A. (2011). Bodies, boogies, bugs & buddies: Shall we play?. Presented at Work-in-Progress Workshop at TEI 2011, Madeira, Portugal.
38. Moret Gabarro, R. and Waern, A. (2011). Performative Gestures for Mobile Augmented reality interaction. . Work-in-Progress Workshop at TEI 2011, Madeira, Portugal.
39. Sundström, P., Vaara, E., Solsona, J., Wirström, N., Lundén, M., Laaksohlahti, J., Waern, A., Höök, K., Experiential Artifacts as a Design Method for Somaesthetic Service Development, in Workshop on The Role of Design in UbiComp Research and Practice at UbiComp 2011.
40. Tholander, J., and Johansson, C. (2011). Some themes in bodily interaction. Presented at Workshop on Embodied Interaction: Theory and Practice in HCI at CHI 2011, Vancouver, Canada.
41. Weilenmann, A and Juhlin, O. (2011). Time to Revisit Mobility in Mobile HCI?. In Proceedings of Mobile HCI 2011, August 30 -September 2nd, Stockholm.
42. Westerlund, M., Normark, M. and Holmquist, L. E. (2011) Express Location: Supporting Coordination of Mobile Delivery Work. Interactive Paper accepted to CSCW 2011.
43. Zhang, Y., Juhlin O., Kashanipour M. (2011). ‘Outfit-centric Accessory’ Design in Mobile Innovation. International Workshop on Aesthetic Intelligence at AmI 2011 Amsterdam Nov, 16.

### **2012 Workshops, interactivity, short papers, posters**

44. Ahmet, Z. and Väänänen-Vainio Mattila, K. (2012). Mobile Service Distribution from the End-User Perspective - A Survey Study on Recommendation Practices. Case study paper, in Proceedings of CHI 2012, Austin, Texas, USA.
45. Aspling, F. (2013). Exploring trail camera hunting – Place awareness, efficiency and enjoyment. In *Proceedings of ITICAM 2013*, Dubai, UAE.
46. Aylett, R., Kriegel, M., Wallace, I., Márquez Segura, E., Mercurio, J., Nylander, S. (2013). Memory and the Design of Migrating Virtual Agents. In *Proceedings of AAMAS 2013*, Extended abstracts, St Paul, Minnesota, USA.
47. Back, J., Papadogoula, F.A., and Waern, A. (2012). The challenges of designing a gender-aware pervasive game. In Proceedings of CHI 2012 Workshop on identity, performativity and HCI, Austin, Texas, USA.
48. Cramer, H. (2012). Interaction and the built environment: some challenges. In Proceedings of CHI 2012 Workshop on Ar-CHI-itecture Architecture and Interaction, Austin, Texas, USA.
49. Cramer, H. (2012). Personalized and autonomous are already everywhere; let’s focus on awareness over trust. In Proceedings of CHI 2012 Workshop on Ar-CHI-itecture Architecture and Interaction,, Austin, Texas, USA.

50. Höök, K. (2012). Affective Computing. In: Soegaard, Mads and Dam, Rikke Friis (eds.). "The Encyclopedia of Human Computer Interaction, 2nd Ed.". Aarhus, Denmark: The Interaction Design Foundation. [http://www.interaction-design.org/encyclopedia/affective\\_computing.html](http://www.interaction-design.org/encyclopedia/affective_computing.html)
51. Jacobsson, M., Nylander, S. (2012). Always-On + Adoption – a method for longitudinal studies. In Proceedings of CHI 2012 Workshop on Theories, Methods and Case Studies of Longitudinal HCI Research, Austin, Texas, USA.
52. Jacobsson, M., Fernéus, Y., Nylander, S. (2012). Mobile ActDresses: Programming Mobile Devices by Accessorizing. In Proceedings of CHI Extended Abstracts, Austin, Texas, USA.
53. Mancini, C., Lawson, S., van der Linden, j., Häkkinen, J., Noz, F., Wingrave, C., Juhlin, O. Animal-Computer Interaction SIG,. (2012). Animal-Computer Interaction SIG. In Proceedings of CHI 2012 Extended Abstracts, Austin, Texas, USA.
54. Márquez Segura, E., Kriegel, M., Aylett, R., Deshmukh, A., and Cramer, H. (2012). How Do You Like Me In This: User Embodiment Preferences for Companion Agents. In *Proceedings of 12th International Conference on Intelligent Virtual Agents*, Santa Cruz, USA.
55. Márquez Segura, E., Márquez Segura, L., López Torres, C. (2012). PhySeEar. Moving Yourself to Shine and Sound in Geriatric Physiotherapy Interventions In Proceeding of Designing Pervasive Computing Technologies for Health Care 2012, May 21 - 24, San Diego, California, USA.
56. Nevelsteen, K. and Gayoso, S. (2012). GDD as a Communication Medium. Games and Innovation Research Seminar 2011 Working Papers.
57. Nylander, S. (2012). Couch Mobility – The Cell Phone’s Most Important Feature at Home is Mobility. In Proceedings of CHI 2012 Extended Abstracts, Austin, Texas, USA.
58. Nylander, S. (2012). Transfer Interviews - gathering design input to design for longitudinal use. In Proceedings of CHI 2012 Workshop on Theories, Methods and Case Studies of Longitudinal HCI Research, Austin, Texas, USA.
59. Sas, C., Frateczak, T., Rees, M., Gellersen, H., Kalnikaite, V., Coman, A. and Höök, K. (2013). AffectCam: aroşusal-augmented sensecam for richer recall of episodic memories. In *Proceedings of CHI 2013 Extended Abstracts*, Paris, France.

### **2013 Workshops, interactivity, short papers, posters**

60. Aylett, R., Kriegel, M., Wallace, I., Márquez Segura, E., Mercurio, J., and Nylander, S. (2013). Memory and the Design of Migrating Virtual Agents. In *Extended abstract AAMAS 2013*, Saint Paul, Minnesota, USA.
61. Höök, K. (2013). Affect and Experiential Approaches. *The SAGE Handbook of Digital Technology Research*, p. 174.
62. Höök, K. (2013). Commentary on: Shusterman, Richard (2013). Somaesthetics. In: Soegaard, Mads and Dam, Rikke Friis (eds.). "The Encyclopedia of Human Computer Interaction, 2nd Ed.". Aarhus, Denmark. The Interaction Design Foundation. <http://www.interaction-design.org/encyclopedia/somaesthetics.html>
63. Kerne, A., Webb, A. M., Latulipe, C., Carroll, E., Drucker, S. M., Candy, L., and Höök, K. (2013). Evaluation methods for creativity support environments. In *Proceedings of CHI 2013 Extended Abstracts*, Paris, France.
64. Leahu, L. (2013). Diffracting Big Data Discourses and Practices through Design Interventions. In *Proceedings of 4S/EASST conference*, Copenhagen, Denmark.
65. López Recio, D., Márquez Segura, E., Márquez Segura, L., and Waern, A. (2013). The NAO models for the elderly. In *Proceedings of the 8th ACM/IEEE international*

- conference on Human-robot interaction 2013*. IEEE Press, Piscataway, NJ, USA, 187-188.
66. Márquez Segura, E., Moen, J., Waern, A., and Onco Orduna, A. (2013). The Oriboos going to Nepal: a story of playful encounters. In *Proceedings of the 8th ACM/IEEE international conference on Human-robot interaction*. IEEE Press, Piscataway, NJ, USA, 411-412.
  67. Nylander, S. (2013). Social media for life style change - social with whom, and why? Workshop on social media for change. In *Proceedings of CHI 2013*, Paris, France.
  68. Nylander, S and Tholander, J (2013). Tactile feedback in real life sports: a pilot study from cross-country skiing. In the *Extended Proceedings of HAID 2012*, Lund, Sweden.
  69. Nylander, S., Tholander, J. and Kent, A. (2013). Peripheral interaction for sports – exploring two modalities for real-time feedback. In *Proceedings of the INTERACT workshop on Peripheral Interaction*. Cape Town, South Africa.
  70. Obrist, M., Wright, P. C., Kuutti, K., Rogers, Y., Höök, K., Pyla, P. S., and Frechin, J-L. (2013). Theory and practice in ux research: uneasy bedfellows? In *Proceedings of CHI 2013 Extended Abstracts*, Paris, France.
  71. Tsaknaki, V. and Fernaeus Y. (2013). Explore wearable music players with focus on subculture and style, In *Proceedings of TEI 2013*, Barcelona, Spain.
  72. Vygandas Simbelis and Kristina Höök. (2013). Metaphone: an artistic exploration of biofeedback and machine aesthetics. In *Proceedings of CHI 2013 Extended Abstracts*, Paris, France.
  73. Wilfinger, D., Meschtscherjakov, A., Tscheligi, M. and Sundström, P. (2013). Entertainment technology in transportation against frustration, aggression and irrationality. Workshop In *proceedings of MobileHCI 2013*, Munich, Germany.
  74. Zoric G., Engström A., Barkhuus L., Hidalgo J.R., and Kochale A. (2013). Gesture Interaction with Rich TV Content in the Social Setting. Workshop on Exploring and enhancing the user experience for television. In *Proceedings of CHI 2013*, Paris, France.

#### **2014 Workshops, interactivity, short papers, posters**

75. Ferreira, J., Vertesi, J., Kaye, J, Brown, B., and Perry, M. (2014). #CHIMoney: Financial Interactions, Digital Cash, Capital Exchange and Mobile Money. Workshop In *Proceedings of CHI 2014*, Toronto, Canada.
76. Mancini, C, Juhlin O. Cheok A et al, (2014). Animal-Computer Interaction: Pushing Boundaries beyond “Human”. Workshop. In *Proceedings of NordiCHI'14*, Helsinki, Finland.
77. McGregor, M., Brown, B., and McMillan, D. (2014). 100 days of iPhone Use. Work in progress, In *Proceedings of CHI 2014*, Toronto, Canada.
78. Mentis, H., Höök, K., Mueller, F., Isbister, K., Poonkhin Khut, G., and Robertson, T. (2014). Designing for the Experiential Body. Panel In *proceedings of CHI 2014*, Toronto, Canada.
79. Mueller, F., Marshall, J., Khot, R.A., Nylander, S. and Tholander, J. (2014). Jogging with Technology. Special Interest Group, In *Extended Abstract of CHI 2014*, Toronto, Canada.
80. Murer, M., Jacobsson, M., Sundström, P., and Skillgate, S., (2014). Taking Things Apart: Reaching Common Ground and Shared Material Understanding. In *Extended Abstract of CHI 2014*, Toronto, Canada.
81. Nylander, S., Jacobsson, M. and Tholander, J. (2014). RunRight – Real-Time Visual and Audio Feedback on Running. Interactivity. In *Extended Abstract of CHI 2014*, Toronto, Canada.

82. Nylander, S., Kent, A., and Tholander, J. (2014). SwingSound – Experiencing the Golf Swing through Sound. Interactivity. In *Extended Abstract of CHI 2014*, Toronto, Canada.
83. Nylander, S., Tholander, J., Mueller, F., and Marshall, J. (2014). HCI and Sports. Workshop proposal. In *Extended Abstract of CHI 2014*. Toronto, Canada.
84. Nylander, S. and Tholander, J. (2014) Designing for movement - the case of sports. In *Proceedings of International workshop on movement and computing 2014*. ACM Press.
85. Tscheligi, M., Isbister, K., Höök, K., Obrist, M., Busch, M., and Hochleitner, C. (2014). “Touch me” Workshop on Tactile User Experience Evaluation Methods. In *Proceedings of CHI 2014*, Toronto, Canada.
86. Zhu, B. T., Kürth-Landwehr, S., and Corbi, V. G. (2014). YU: an artistic exploration of interface design for home healthcare. Short paper. In *Proceedings of TEI 2014*, Munich, Germany.
87. Cheok A, Juhlin O, Mancini C Wang J., et al (2014). Expanding boundaries beyond human. *The First International Congress on Animal Human Computer Interaction, AHCI 2014*. In ACE 2014.
88. Höök, K., Dalsgaard, P., Reeves, S., Bardzell, J., Löwgren, J., Stolterman, E., and Rogers, Y. (2015, April). Knowledge Production in Interaction Design. Extended abstracts. In *Proceedings of CHI 2015*, Seoul, Korea.

#### **2015 Workshops, interactivity, short papers, posters**

89. Elblaus, L., Tsaknaki, V., Lewandowski, V., and Bresin, R. (2015). Nebula: An Interactive Garment Designed for Functional Aesthetics. In *Proceedings of CHI 2015*, Seoul, South Korea.
90. Koch, J. and Sanches, P. (2015) Imagining the future of stress therapy through a design exploration. In workshop ”Design-led inquiry for mobile lives”. In *Proceedings of CHI 2015*, Seoul, South Korea.
91. Lampinen, A., Bellotti, V., Monroy-Hernández, A., Cheshire, C., and Samuel, A. (2015). Studying the “Sharing Economy”: Perspectives to Peer-to-Peer Exchange. In *Proceedings of CSCW EA 2015*, Vancouver, Canada.
92. Mueller, F., Marschall, J., Koht, A. R., Nylander, S., and Tholander, J. (2015). SIG: Understanding Sports-HCI by Going Jogging at CHI. In *Proceedings of CHI 2015*, Seoul, Korea.
93. Morgan G. A., Brown, B., Fels. S. S., Lindtner, S., Rosner, D., K., and Vertegaal, R. (2015). Panel: 10 Years of alt.chi: Reflections and Outlook. In *Proceedings of CHI 2015*, Seoul, Korea.
94. Sanches, P. (2015) Beyond Personal Stress Management: A Reflection. In workshop ”Beyond Personal Informatics”. In *Proceedings of CHI 2015*, Seoul, South Korea.
95. Šimbelis, V., and Lundström A. (2015). S T R A T I C: Performing the Sampling Rate. In *Proceedings of ACE 2015*, Medini, Malaysia.
96. Vitak, J., Wisniewski, P., Page, X., Lampinen, A., Litt, E., De Wolf, R., Gage Kelley, P., and Sleeper, M. (2015) The Future of Networked Privacy: Challenges and Opportunities In *Proceedings of CSCW EA 2015*, Vancouver, Canada.
97. Wang J., Durrant A. and Kirk D. (2015). Designing Future Technology for the Aesthetic Experiences of Traveling. In *Proceedings of CHI 2015*, Seoul, South Korea.

#### **2016 Workshops, interactivity, short papers, posters**

98. Brown, B. (2015). IKEA Design Fiction. Vinnova Final Presentation.

99. Dillahunt, T., Lampinen, A., O'Neill, J., Terveen, L., and Kendrick, C. (2016). Does the Sharing Economy do any Good? Workshop In *Proceedings of CSCW 2016*, San Francisco, California, USA.
100. Häkkinen, J., Juhlin O., Boll S., and Colley, A. (2016). The Role and Impact of Aesthetics in Designing Mobile Devices. In *Proceedings of Mobile HCI Extended Abstracts 2016*.
101. Höök, K. (2015). Report: Building Folkhemmet with the Internet of Things. Vinnova Final Presentation.
102. Höök, K., Laaksolahti, J. (2015). Människan och maskinen Museerna och besökarna 2050 : en framtidsantologi från Riksställningar. Volante förlag, ISBN: 9789187419645.
103. Lampinen, A., Bellotti, V., Monroy-Hernández, A., Cheshire, C., and Samuel, A. (2015). Studying the “Sharing Economy”: Perspectives to Peer-to-Peer Exchange. In *Proceedings of CSCW Extended Abstracts 2015*, Vancouver, Canada.
104. Brown, B., Bleecker, J., D’Adamo, M., Ferreira, P., Formo, J., Glöss, M., Holm, M., Höök, K., Banka Johnson, E-C., Kaburuan, E., Karlsson, A., Kosmack-Vaara, E., Laaksolahti, J., Lampinen, A., Leahu, L., Lewandowski, L. (2016). The IKEA Catalogue: Design fiction in academic and industrial collaborations. In *Proceedings of Group 2016*, Sanibel Island, FL, USA.
105. Carlson, S., Holm, M., Formo, J., Laaksolahti, J., Tholander, J., Karlsson, A., et al. (2016). *Welcome to the smartest city in the world*. Design Fiction brochure, Stockholm City.
106. Hirschy-Douglas, I., Read, J., Juhlin, O. Vääätäjä, H., Pons, P., Hvasshovd. S-O. (2016) Where HCI meets ACI. Workshop. In *Proceedings of NordiCHI 2016*, Göteborg, Sweden.
107. Höök, K., Jonsson, M., Ståhl, A., Tholander, J., Robertson, T., Marti, P., Svanaes, D., Graves Petersen, M., Forlizzi, J., Schiphorst, T., Isbister, K., Hummels, C., Klooster, S., Loke, L., Khut, G. (2016). Move to be Moved. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. Pages 3301-3308.
108. Jonsson, M., Ståhl, A., Mercurio, J., Karlsson, A., Naveen, R. and Höök, K. (2016). The aesthetics of heat: Guiding Awareness with Thermal Stimuli. In *Proceedings of Tangible, Embedded and Embodied Interaction (TEI)*, Eindhoven, Netherlands.
109. Lampinen, A., and Lehmuskallio, A. (2016) Teachers' Experiences of Boundary Turbulence: The Case of Wilma in Finnish Schools. Extended abstract presented at AoIR 2016, the annual conference of the Association of Internet Researchers.
110. Nylander, S. and Tholander, J. (2016). Drifting Off Course – how Sports Technology Can Use Real-Time Data to Add New Dimensions to Sports. In *Proceedings of MUM 2016*, Rovaniemi, Finland. ACM Press.
111. Šimbelis, V., and Lundström A. (2016). Synthesis in the Audiovisual CHI Interactivity. In *CHI Extended Abstract 2016*, San Jose, California, USA.
112. Ståhl, A., Jonsson, M., Mercurio, J., Karlsson, A., Höök, K., and Banka Johnson, E-C. (2016). The Soma Mat and Breathing Light. In *CHI Extended Abstract 2016*, San José, California, USA.
113. Tholander, J., and Nylander, S. (2016). Measures for collaborative running. In workshop, Wearable for Sports. In *Proceedings of Ubicomp 2016*, Heidelberg, Germany.
114. Tsaknaki, V., Cohn, M., Boer, L., Fernaeus, Y., and Vallgård, A. (2016). Things Fall Apart: Unpacking the Temporalities of Impermanence for HCI. Workshop paper In *Proceedings of NordiCHI 2016*, Göteborg, Sweden.



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