Publikationer

Pregnancy Cubes: A design process to cultivate tensions

Designing with Emerging Science: Developing an Alternative Frame for Self-Tracking
Jenkins, T., Boer, L., Homewood, S., Almeida, T. & Vallgårda, A., 2 dec. 2020, 32nd Australian Conference on Human-Computer Interaction. Association for Computing Machinery

Gut-Tracking as Cultivation

Putting Phenomenological Theories to Work in the Design of Self-Tracking Technologies

Removal as a Method: A Fourth Wave HCI Approach to Understanding the Experience of Self-Tracking

Designers in White Coats: Deploying Ovum, a Fertility Tracking Device

Careful Devices: A design manifesto for humane domestic healthcare technology

Doing Things with Research through Design: With What, with Whom, and Towards What Ends?

A Design Perspective on Future Healthcare Services for the Home Environment

Time, Temporality, and Slowness: Future Directions for Design Research

Experimental Engineering: Articulating and Valuing Design Experimentation
Giving Form to a Hedonic Haptics Player

Provoking Performing Objects: Expanding the Design Space for Soft Robotics

The Hedonic Haptics Player: A Wearable Device to Experience Vibrotactile Compositions

The Things of Design Research: Diversity in Objects and Outcomes

Embodied Design Ideation Methods: Analysing the Power of Estrangement

Material Programming

The Hedonic Haptic Player

Material Programming: a Design Practice for Computational Composites

Things Fall Apart: Unpacking the Temporalities of Impermanence for HCI
Tsaknaki, V., Cohn, M., Boer, L., Fernaeus, Y. & Vallgårda, A., 23 okt. 2016, Proceedings of the 9th Nordic Conference on Human-Computer Interaction (NordiCHI ’16). New York, USA: Association for Computing Machinery, 3 s. 141

FeltRadio: Sensing and Making Sense of Wireless Traffic

Material Programming: A New Interaction Design Practice

Attending to Objects as Outcomes of Design Research

A basic form-language for shape-changing interfaces
Computational composites