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## Publications

### **Craft as a matter of care to inspire the design of computational things**

Tsaknaki, V. & Vallgård, A., 2023, *Nordes 2023: This Space Intentionally Left Blank, 12-14 June, Linköping University, Norrköping, Sweden*. Design Research Society

### **PregnancyCubes: A design process to cultivate tensions**

Vallgård, A., Wagner-Eckert, C., Mølhave, C. B. & Bewley, H., 8 Oct 2022, In: *Proceedings of NordiCHI*. p. 1 13 p., 94.

### **Designing with Emerging Science: Developing an Alternative Frame for Self-Tracking**

Jenkins, T., Boer, L., Homewood, S., Almeida, T. & Vallgård, A., 2 Dec 2020, *32nd Australian Conference on Human-Computer Interaction*. Association for Computing Machinery

### **Gut-Tracking as Cultivation**

Boer, L., Bewley, H., Jenkins, T., Homewood, S., Almeida, T. & Vallgård, A., 6 Jul 2020, *DIS '20: Proceedings of the 2020 ACM Designing Interactive Systems Conference*. Association for Computing Machinery, p. 561-574

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

Homewood, S. & Vallgård, A., 3 Jul 2020, *DIS '20: Proceedings of the 2020 ACM Designing Interactive Systems Conference*. Association for Computing Machinery, p. 1833-1846

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

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

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### **Careful Devices: A design manifesto for humane domestic healthcare technology**

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

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### **A Design Perspective on Future Healthcare Services for the Home Environment**

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

Odom, W., Lindley, S., Pschetz, L., Tsaknaki, V., Vallgård, A., Wiberg, M. & Yoo, D., 9 Jun 2018, *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems*. New York, NY: Association for Computing Machinery, p. 383-386 4 p. (Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems).

### **Experimental Engineering: Articulating and Valuing Design Experimentation**

Vallgård, A., Grönvall, E. & Fritsch, J., 10 Jun 2017, *Proceedings of the 2017 ACM Conference Companion Publication on Designing Interactive Systems*. Association for Computing Machinery, p. 197-201 4 p.

### **Giving Form to a Hedonic Haptics Player**

Boer, L., Vallgård, A. & Cahill, B., 10 Jun 2017, *DIS '17: Proceedings of the 2017 Conference on Designing Interactive Systems*. Association for Computing Machinery, p. 903-914 12 p.

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

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### **The Things of Design Research: Diversity in Objects and Outcomes**

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### **Embodied Design Ideation Methods: Analysing the Power of Estrangement**

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### **Material Programming**

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### **The Hedonic Haptic Player**

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### **Material Programming: a Design Practice for Computational Composites**

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### **FeltRadio: Sensing and Making Sense of Wireless Traffic**

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### **Material Programming: A New Interaction Design Practice**

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### **A basic form-language for shape-changing interfaces**

Winther, M. T. & Vallgård, A., Feb 2016, *Proceedings of the 10th International Conference on Tangible, Embedded, and Embodied Interaction: TEI '16*. New York: Association for Computing Machinery, p. 193-201

### **Temporal form in interaction design**

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### **Interaction Design as a Bricolage Practice**

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### **Materiality Matters-Experience Materials**

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### **"Material interactions": from atoms & bits to entangled practices**

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### **A Material Focus: Exploring Properties of Computational Composites**

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### **Material focus: Exploring properties of computational composites**

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**Computational composites**

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