Employment

Publications

Reconfiguring the Smartphone to Support Intentional Use

BGM Diary: Supporting Subjective Experience in Blood Glucose Management Training

Fabulating Biodata Futures for Living and Knowing Together

Fostering Creative Confidence with SCD in Interaction Design Education

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Gut-Tracking as Cultivation

Designers in White Coats: Deploying Ovum, a Fertility Tracking Device
Careful Devices: A design manifesto for humane domestic healthcare technology

Design Research Themes for Mindful Interaction

Ovum: Designing for Fertility Tracking as a Shared and Domestic Experience

How Was it Made? Social Robotic Donuts

Social Robotic Donuts

Designing Blo-nut: Design Principles, Choreography and Otherness in an Expressive Social Robot

Reconfiguring the Appearance and Expression of Social Robots by Acknowledging their Otherness

Giving Form to a Hedonic Haptics Player

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

Move Closer: Towards Design Patterns To Support Initiating Social Encounters

Material Programming

The Hedonic Haptic Player

Material Programming: a Design Practice for Computational Composites

Things Fall Apart: Unpacking the Temporalities of Impermanence for HCI

Material Programming: A New Interaction Design Practice
Playful interactive mirroring to support bonding between parents and children with Down Syndrome

The speculative and the mundane in practices of future-making – Exploring relations between design anthropology and critical design
Kjærsgaard, M. G. & Boer, L., 23 Jan 2015.

Embodied Technology: Unraveling Bodily Action with Normative Types

Really Eating Together: A Kinetic Table To Synchronise Social Dining Experiences

The Toilet Companion: A toilet brush that should be there for you and not for others

Challenging industry conceptions with prototypes

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Provotypes for Participatory Innovation

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Participatory Provocation?