Employment

Publications

**Touchy Tap: a Slow Technology for Shared Reflections on Water Consumption**
Nakamura, N., Mitchell, R. & Boer, L., 21 Nov 2022, *EAI International Conference on ArtsIT, Interactivity & Game Creation*. Springer, Cham, p. 54

**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**

**From "Explainable AI" to "Graspable AI"**

**Smörgåsbords for Physical Computing**

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

**Challenges and Opportunities for Designing with Biodata as Material**

**The Future Supermarket: A Case Study of Ethnographic Experiential Futures**

**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 Bio-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 provotypes

Giving critical form to organizational vision as tool for introspection

Provotypes for Participatory Innovation

How Provotypes Challenge Stakeholder Conceptions in Innovation Projects

Grasping social dynamics of participatory innovation: A case of playing a game

Actionable Ethnography in Participatory Innovation: A Case Study

A development support bubble for children

Participatory Provocation?