

The student

publication list

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CONFERENCE PUBLICATIONS (2017 – 2019)

IT Product Design student names and paper titles are marked in **bold**.

Aleksejeva, J., Biedermann, P., Gavriiliuc, I, Orlovaite, O., Wilde, D. (2019, March). **Crafting Bioplastics: Materially Reconfiguring Everyday Food Practices.** RTD2019 Research Through Design Conference. Rotterdam.

Bertran, F. A. (2017, April). **The Interactive Role of the Diner in Gastronomic Restaurants: Spectator, Actor or Co-Creator?** In SIDeR '17: The Design Virus. 13th Student Interaction Design Research Conference. Delft.

Bertran, F. A., Lanzani, S. E., Torralba, A., & Funk, M. (2017, June). **The Grumpy Bin: Reducing Food Waste Through Playful Social Interactions.** In Proceedings of the 2017 ACM Conference Companion Publication on Designing Interactive Systems. ACM. Edinburgh.

Beuthel, J. M., Wilde, D. (2017, June). **Wear.x: Developing Wearables That Embody Felt Experience.** In Proceedings DIS2017, ACM Conference on Designing Interactive Systems. ACM. Edinburgh.

Biedermann, P. Aleksejeva, J., Mikkonen, J., Wilde, D. (2018, October). **Sensepack: An In-Between Wearable for Body-Backpack Communication.** NordiCHI EA'18. Extended Abstracts of the Nordic Conference on Human Computer Interaction. ACM (2018). Oslo.

Biedermann, P., Aleksejeva, J. (2018, May). **Smart Wearable Design - Exploring Body and Technology Interaction Through Tangible Interfaces.** In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.

Buur, J., Mortensen, K., Nielsen, C. F., & Wagner, J. (2018, January). **Emergent Meaning & Innovative Insights With Figurines.** In 5th Participatory Innovation Conference. Eskilstuna.

Buur, J., Mosleh, S. S., & Fyhn, C. (2018, October). **Physicalizations of Big Data in Ethnographic Context.** In Ethnographic Praxis in Industry Conference Proceedings (EPIC). Honolulu.

Christensen, D., Adomaviciute, G., Pedersen, M. (2018, May). **Designing Trackers for Unique Individuals With Focus on Personalization.** In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.

- *Fog, I. O., *Piskor, P. (2019, September). **Wearable Synaesthesia: Speculative Design for Dissability**. SIDeR2019. 15th Student Interaction Design Research Conference, Kiel. *both first authors
- Hansen, N. E., Orlovaite, O. (2018, May). **Submerge. Learning About Collaboration Through Play**. In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.
- Jørgensen, D. M. (2017, April). **Value Sensitive Design From a Cultural Artefact Design Perspective**. In SIDeR '17: The Design Virus. 13th Student Interaction Design Research Conference. Delft.
- Mezofi, V. (2018, May). **Biosonar Skin – Reimagining Human Vision**. In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.
- Mitchell, R., Giannousi, A., Nielsen, C. F., Shi, A., Yufeng, F., Nägele, L., BNUX, L. V. S. (2018, July). **Towards Fostering Play Between Separate Spaces in a Public Venue**. In Proceedings of the 32nd International BCS Human Computer Interaction Conference. Belfast.
- Mosleh, S. S., Adomaviciute, G. (2018, May). **Unleash Your Care**. In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.
- Mosleh, S. S., Storvang, P. (2018). **Future Based Learning: The Incoherent Front of the Fuzzt Front End of the Innovation Process**. In 19th International CINet Conference International CINet Conference. Continuous Innovation Network. Dublin.
- Nielsen, C. F., & Buur, J. (2019, June). **A Tangible Understanding of Chronic Pain**. In 8th biannual Nordic Design Research Society (Nordes) Conference. Helsinki.
- Nägele, L., Jessen, R., & Mitchell, R. (2018, July). **Swirly: For Technology Supported Collaborative Pretend Play, Just Add Water**. In Proceedings of the 32nd International BCS Human Computer Interaction Conference (p. 121). BCS Learning & Development Ltd. Belfast
- Nägele, L., Ryöppy, M., Wilde, D. (2018, October). **PDFi: Participatory Design Fiction with Vulnerable Users**. NordiCHI EA'18. Extended Abstracts of the Nordic Conference on Human Computer Interaction. ACM (2018). Oslo.
- Orlowski, R., Wang, F., Høier, N. C. (2019, September). **Comnection – Sparking a Positive Interaction Among Commuters**. SIDeR2019. 15th

Student Interaction Design Research Conference. Kiel.

Schmidt, N., Halabura, K., Buur, J. (2018, May). **Exploring 'Citizen Design Research'**. In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.

Strihhartsuk, A., Arieti, G., Andersen, N. S. (2018, May). **Kill the Mosquito: Game for Collaborative Technology in the Dark.** In Proceedings of SIDeR '18 - FLUX. 14th Student Interaction Design Research Conference. Helsinki.

Sypniewski, J. Rybar, J., Beck, S. (2017, April). **The Channel Surfers: Dynamic Swapped-Perspective Collaborative Game for Dissolving Interpersonal Boundaries.** In SIDeR '17: The Design Virus. 13th Student Interaction Design Research Conference. Delft.

Sypniewski, J., Klingberg, S. B., Rybar, J., & Mitchell, R. (2018, April). **Towards Dynamic Perspective Exchange in Physical Games.** In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. ACM. Montreal.

Sypniewski, J., Sapounidis, A., Tunsts, K. (2017, April). **PY.VI - Platform For Audience-Controlled Dynamic Visualization.** In SIDeR '17: The Design Virus. 13th Student Interaction Design Research Conference. Delft.

Vannucci, E., Beuthel, J. M., Giannousi, A. (2017, April). **Accessing New Skills Through the Making Process.** In SIDeR '17: The Design Virus. 13th Student Interaction Design Research Conference. Delft.

Wang, F. (2019, September). **The Effectiveness of Data Physicalization.** SIDeR2019. 15th Student Interaction Design Research Conference. Kiel.

Worm, K. L., Vagner, D., Schibsbye, C., & Mitchell, R. (2018, July). **Light Saver: Wearable LEDs to Hunt, Reward, Show Off and Equalise.** In Proceedings of the 32nd International BCS Human Computer Interaction Conference. Belfast.

BOOK CHAPTERS

Bertran, F. A., Wilde, D. (2018) **Playing with Food: Reconfiguring the Gastronomic Experience Through Play.** In Experiencing Food: Designing Dialogues. Carrilho Bonacho, R. M. (ed.) CRC Press (Taylor and Francis).