

Research Papers

Ethnography

- Unruh et al., Transforming Clinic Environments into Information Workspaces for Patients, CHI 2010
- Hinman and Matovu, Opportunities and Challenges for Mobile-based Financial Services in Rural Uganda, CHI 2010
- Swan and Taylor, Notes on Fridge Surfaces, CHI 2005
- Odom, Zimmerman and Forlizzi, Teenagers and Their Virtual Possessions: Design Opportunities and Issues, CHI 2011

Health interfaces #1; Older Adults

- Choe et al., Opportunities for Computing Technologies to Support Healthy Sleep Behaviors, CHI 2011
- Purpura et al., Fit4Life: The Design of a Persuasive Technology Promoting Healthy Behavior and Ideal Weight, CHI 2011
- Keyani et al., DanceAlong: Supporting Positive Social Exchange and Exercise for the Elderly Through Dance, CHI 2005
- Chu Yew Yee et al., Investigating Narrative in Mobile Games for Seniors, CHI 2010
- Piper, Campbell, Hollan, Exploring the Accessibility and Appeal of Surface Computing for Older Adult Health Care Support, CHI 2010
- Bickmore, Caruso, Clough-Gorr, Acceptance and Usability of a Relational Agent Interface by Urban Older Adults, CHI 2005

Interface Design Tools & Toolkits

- ~~Chang, Yeh, and Miller, GUI Testing Using Computer Vision, CHI 2010~~ Nick & Troy
- Li, Hong, and Landay, Topiary: A Tool for Prototyping Location-Enhanced Applications, UIST 2004
- Kumar et al., Bricolage: Example-Based Retargeting for Web Design, CHI 2011
- Ashbrook and Starner, MAGIC: A Motion Gesture Design Tool, CHI 2010
- MacIntyre et al., DART: A Toolkit for Rapid Design Exploration of Augmented Reality Experiences, SIGGRAPH 2005
- Landay and Meyers, Sketching Interfaces: Toward More Human Interface Design, IEEE Computer 2001

Design Skills

- Dow et al, Parallel Prototyping Leads to Better Design Results, More Divergence, and Increased Self-Efficacy, TOCHI 2010
- Davidoff et al., Rapidly Exploring Application Design through Speed Dating, UbiComp 2007
- Brandt, Designing Exploratory Design Games: A Framework for Participation in Participatory Design?, Participatory Design Conference 2006
- Tohidi et al., User Sketches: A Quick, Inexpensive, and Effective way to Elicit More Reflective User Feedback, NordCHI 2006

Health interfaces #2

- Lee, Kiesler, and Forlizzi, Mining Behavioral Economics to Design Persuasive Technology for Healthy Choices, CHI 2011
- Iqbal et al., Hang on a Sec! Effects of Proactive Mediation of Phone Conversations While Driving, CHI 2011
- Lee and Dey, Reflecting on Pills and Phone Use: Supporting Awareness of Functional Abilities for Older Adults, CHI 2011
- Maitland and Chalmers, Designing for Peer Involvement in Weight Management, CHI 2011

Graphic Design; Tangible interfaces; Games

- Harrison et al., Kineticons: Using Iconographic Motion in Graphical User Interface Design, CHI 2011
- Badshah et al., Interactive Generator: A Self-Powered Haptic Feedback Device, CHI 2011
- ~~Andersen et al., Placing a Value on Aesthetics in Online Casual Games, CHI 2011 — Liam & Thomas~~
- ~~Linchan et al., Practical, Appropriate, Empirically Validated Guidelines for Designing Educational Games, CHI 2011 — Andrew & Brittani~~

Mobile

- ~~Mistry, Maes, and Chang, WUW — Wear Ur World — A Wearable Gestural Interface, CHI 2009 — Chris & Brandon~~
- Findlater, Wobbrock, and Wigdor, Typing on Flat Glass: Examining Ten-Finger Expert Typing Patterns on Touch Surfaces, CHI 2011
- Williamson, Murray-Smith, and Hughes, Shoogle: Excitatory Multimodal Interaction on Mobile Devices, CHI 2007
- Hinckley and Song, Sensor Synaesthesia: Touch in Motion, and Motion in Touch, CHI 2011
- ~~Patrick, Griswold, Raab, Intille, Health and the Mobile Phone, AJPM 2008~~

Anthropomorphic interfaces; Speech Interfaces

- Bickmore, Pfeifer, and Jack, Taking the Time to Care: Empowering Low Health Literacy Hospital Patients with Virtual Nurse Agents, CHI 2009
- Patel et al., Avaaj Otalo — A Field Study of an Interactive Voice Forum for Small Farmers in Rural India, CHI 2010
- Vertanen and MacKay, Speech Dasher: Fast Writing using Speech and Gaze, CHI 2010
- Dahlback et al., Similarity is More Important than Expertise: Accent Effects in Speech Interfaces, CHI 2007

CSCW

- ~~Kirman et al., Improving Social Game Engagement on Facebook through Enhanced Socio-Contextual Information, CHI 2010 — Ryan & Kai~~
- Mamykina et al., Design Lessons from the Fastest Q&A Site in the West, CHI 2011
- Komanduri et al., Of Passwords and People: Measuring the Effect of Password-Composition Policies, CHI 2011
- Bernstein et al., Soylent: A Word Processor with a Crowd Inside, UIST 2010

Affective interfaces; Ubicomp

- Diakopoulos and Shamma, Characterizing Debate Performance via Aggregated Twitter Sentiment, CHI 2010
- Nacke et al., Biofeedback Game Design: Using Direct and Indirect Physiological Control to Enhance Game Interaction, CHI 2011
- Puri et al., StressCam: Non-contact Measurement of Users' Emotional States through Thermal Imaging, CHI 2005
- Cohn et al., Your Noise is My Command: Sensing Gestures Using the Body as an Antenna, CHI 2011

Miscellaneous

- Chetty et al., Why is My Internet Slow?: Making Network Speeds Visible, CHI 2011
- Huang, White, and Dumais, No Clicks, No Problem: Using Cursor Movements to Understand and Improve Search, CHI 2011
- Kane, Wobbrock, and Ladner, Usable Gestures for Blind People: Understanding Preference and Performance, CHI 2011