Augusto Esteves

Curriculum Vitae

PERSONAL INFORMATION

Date of birth	July 2, 1985	a.esteves@napier.ac.uk
Nationality	Portuguese	+44 (0)131 455 2991
Position	Assistant Professor	http://hci.soc.napier.ac.uk

EDUCATION

Ph.D. Informatics Engineering (Human-Computer Interaction) January 2015
M.Sc. Informatics Engineering July 2010
B.Sc. Informatics Engineering July 2008
University of Madeira

WORK EXPERIENCE

Assistant Professor at Edinburgh Napier University November 2015 – current
School of Computing (United Kingdom)

Research Visit to Ludwig Maximilian University of Munich (LMU) August 2018
Funded by the Scottish Informatics and Computer Science Alliance (Germany)

Research Visit to Ulsan National Institute of Science and Technology May – June 2018
Funded by Samsung Electronics (Republic of Korea)

Founding Partner at Prsma September 2015 – Dec. 2017
Madeira Interactive Technologies Institute (Portugal)

Visiting Researcher at Lancaster University February – December 2016
InfoLab21, School of Computing and Communications (United Kingdom)

Research Fellow at Siemens Corporation May – October 2015
Healthcare Technology Centre (United States of America)

Research Associate, Postdoctoral Fellow at Lancaster University September 2014 – May 2015
InfoLab21, School of Computing and Communications (United Kingdom)

Visiting Researcher at the Ulsan National Institute of Science and Technology Feb. 2013 – Feb. 2014
Interactions Lab, School of Design & Human Engineering (Republic of Korea)

Visiting Researcher at the Eindhoven University of Technology February – June 2012
User Centred Engineering, Department of Industrial Design (Netherlands)

Research Intern at the Korea Advanced Institute of Science and Technology June – September 2011
Telerobotics and Control Lab, Department of Mechanical Engineering (Republic of Korea)

Research Assistant at the SINAIS Project – Carnegie Mellon | Portugal
Madeira Interactive Technologies Institute (Portugal) April 2010 – May 2011
Carnegie Mellon University (United States of America) July – September 2009

PROFESSIONAL ACTIVITY

Fellowship

Royal Society for the Encouragement of Arts, Manufactures, and Commerce (RSA)

Higher Education Academy (HEA)

Organizing Committee

ACM SIGCHI Symposium on Spatial User Interaction (SUI '17)

ACM SIGCHI Conference on Designing Interactive Systems (DIS '17)

ACM International Conference on Tangible, Embodied and Embedded Interaction (TEI '16)

Program Committee

ACM International Conference on Creativity & Cognition (CC '19)

ACM International Conference on Interactive Surfaces and Spaces (ISS '16, ISS '18)

ACM International Conference on Tangible, Embodied and Embedded Interaction (TEI '14-15, TEI '19)

ACM SIGCHI Conference on Human Factors in Computing Systems (CHI '17) – *Video Showcase*

British Human Computer Interaction Conference (BHCI '17) – *Work in Progress*

IFIP Conference on Sustainable Internet and ICT for Sustainability (SustainIT '17)

ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp '15) – *Workshop*

International Conference on Affective Computing and Intelligent Interaction (ACII '15) – *Workshop*

Workshops and Demos

SICSA DEMOfest
Our Dynamic Earth, Edinburgh (2017-18)
Technology & Innovation Centre, University of Strathclyde (2016)

Gaze Interaction for the Internet-of-Everything (9 participants)
School of Computing, Edinburgh Napier University (2016)

IT4U: Eye-tracking (60 participants, three sessions)
School of Computing, Edinburgh Napier University (2016)

1st DHE Camp (24 participants)
School of Design & Human Engineering, UNIST (2014)

Experiencing DHE – Digital Workshop (25 participants)
School of Design & Human Engineering, UNIST (2013)

Invited Talks, Seminars and Guest Lectures

2018 *Motion Matching: A New Interaction Paradigm for the IoT*
Centre for Design Informatics, University of Edinburgh
4th Aslla Symposium, Korea Institute of Science and Technology
Department of Computer and Information Sciences, Northumbria University
Department of Informatics Engineering, University of Lisbon
Glasgow Interactive SysTems (GIST), University of Glasgow

2017 *Motion Matching: A New Interaction Paradigm for the IoT*
Human-Computer Interaction research group, University of Bath
Computer Science Department, Nova University of Lisbon (NOVA)
Department of Industrial Design, Eindhoven University of Technology (TU/e)
School of Design & Human Engineering, Ulsan National Institute of Science and Technology (UNIST)

2016 *Orbits: Gaze Interaction for Smart Watches Using Smooth-Pursuit Eye Movements*
UIST Reprise, ACM SIGGRAPH 2016

2015 *Internal Seminar*
Healthcare Technology Centre, Siemens Corporation

2014 *TouchCloud: An Exploratory Study in Physically Tagging the Cloud*
Madeira Interactive Technologies Institute (M-ITI), University of Madeira (UMa)

2013 *Creating Physical Interfaces to Digital Problems*
School of Design & Human Engineering, Ulsan National Institute of Science and Technology (UNIST)

2012 *Graduate student seminar*
User Centered Engineering group, Eindhoven University of Technology (TU/e)

2011 *Internal seminar*
Telerobotics and Control Laboratory, Korean Advanced Institute of Science and Technology (KAIST)

Current Supervision

2018 Stefanie Meitner – MSc thesis co-supervisor
Co-supervisor: Dr Ken Pfeuffer
Ludwig Maximilian University of Munich (LMU)

Andrew McKelvey – MRes thesis co-supervisor
Co-supervisors: Dr Richard Hetherington, Dr Grégory Leplâtre
Edinburgh Napier University

Federica Vinella – Research Assistant supervisor
Co-supervisor: Dr Iain McGregor
Edinburgh Napier University

2016 Karen Darragh – PhD co-supervisor (*Expected graduation: 2020*)
Co-supervisors: Dr Grégory Leplâtre, Dr Tom Flint
Edinburgh Napier University

Past Supervision

Select BSc thesis	Eva Babette Mackamul, Carl Bishop, *Jessica Bissett* (with Professor Kenny Mitchell, Disney Research), and *Martin Hering* (with Professor Hans Gellersen[1], Lancaster University)
MSc thesis	*David Verweij* (with Dr Saskia Bakker and Dr Vasillis-Javed Khan, Eindhoven University of Technology), *Markus Wirth* (with Professor Hans Gellersen[1], Lancaster University), *Paulo Baula* (with Dr Ian Oakley[1], University of Madeira)
PhD and Postdoc	Gopal Jamnal (with Professor Xiaodong Liu, Edinburgh Napier University), *Christopher Clarke* and *Alessio Bellino* (with Professor Hans Gellersen[1], Lancaster University)
Research Interns	Hector Macleod, Pierre Ruiz, Frida Lindblad, Colin Thomson, Nicholas Sawford, Carl Bishop, *Joaquim Perez* (co-supervised with Dr Filipe Quintal, University of Madeira), *Pedro Mendes*, *Fábio Luis*, *Vitor Baptista* (with Dr Filipe Quintal and Dr Marry Barreto, Prsma), and *Rasel Islam* (with Dr Ian Oakley[1], Ulsan National Institute of Science and Technology)

TEACHING EXPERIENCE

Programme Leadership

2016 BSc (Hons) Creative Computing (*ongoing*)
School of Computing
Edinburgh Napier University

Lectures

2016 Ubiquitous Computing – Undergraduate programme (*ongoing*)
Edinburgh Napier University

Playful Interaction – Undergraduate programme (*ongoing*)
Edinburgh Napier University

Divergent Interaction – Postgraduate programme (*ongoing*)
Edinburgh Napier University

BSc (Hons) Final Project supervision (*ongoing*)
Edinburgh Napier University

Responsive Environments – Undergraduate programme
Edinburgh Napier University

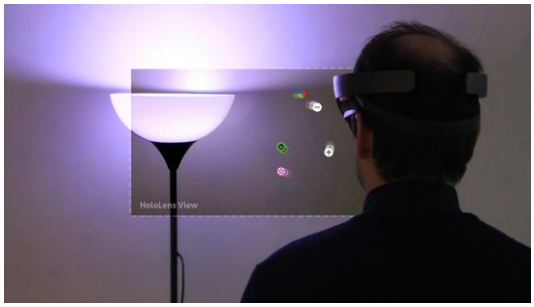
2014 Vector Graphics – Undergraduate programme
Teaching Assistant for Dr Yoram Chisik, University of Madeira

IxD – Postgraduate programme
Teaching Assistant for Dr Monchu Chen, University of Madeira

[1] Temporary supervision on my part.

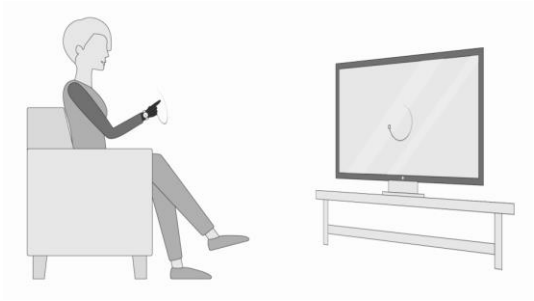
SmoothMoves: Smooth Pursuits Head Movements for Augmented Reality
Centre for Interaction Design, Edinburgh Napier University
https://www.youtube.com/watch?v=vd4tXIetAz4

SmoothMoves is an interaction technique for augmented reality (AR) based on smooth pursuits head movements. It works by computing correlations between the movements of on-screen targets and the user's head while tracking those targets. We report error rates and acquisition times on different types of AR devices: head-mounted (2.6%, 1965ms) and hand-held (4.9%, 2089ms). We also present an interactive lighting system prototype that demonstrates the benefits of using smooth pursuits head movements in interaction with AR interfaces.



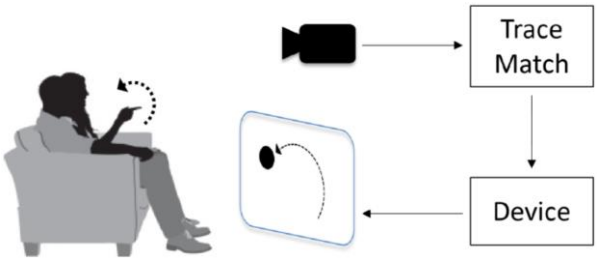
Multi-User Motion Matching Interaction for Interactive Television using Smartwatches
Centre for Interaction Design, Edinburgh Napier University
https://www.youtube.com/watch?v=jQQFWEWVvrg

Motion matching input, following continuously moving targets by performing bodily movements, offers new interaction possibilities in multiple domains. Unlike optical motion matching input systems, our technique utilizes a smartwatch to record motion data from the users' wrists, providing robust input regardless of lighting conditions or momentary occlusions. We demonstrate an implementation of motion matching input using smartwatches for interactive television, that allows multi-user input using bodily movements and offers new interaction possibilities by means of a second screen as extension on TV display.



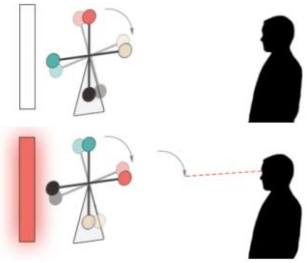
Remote Control by Body Movement in Synchrony with Orbiting Widgets
Centre for Interaction Design, Edinburgh Napier University
https://www.youtube.com/watch?v=ffRmXRGcC5M

We consider how users can use body movement for remote control with minimal effort and maximum flexibility. TraceMatch is a novel technique where the interface displays available controls as circular widgets with orbiting targets, and where users can trigger a control by mimicking the displayed motion. The technique uses computer vision to detect circular motion as a uniform type of input, but is highly appropriable as users can produce matching motion with any body part.



AmbiGaze: Direct Control of Ambient Devices by Gaze
Centre for Interaction Design, Edinburgh Napier University
https://www.youtube.com/watch?v=CoIR6FFEGS4

AmbiGaze is a smart environment that employs the animation of targets to provide users with direct control of devices by gaze only through smooth pursuit tracking. AmbiGaze enables robust gaze-only interaction with many devices, from multiple positions in the environment, in a spontaneous and comfortable manner.

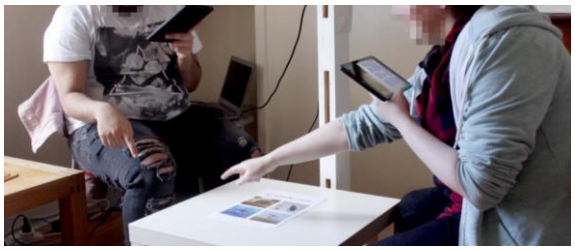


Head-Mounted Displays as Opera Glasses
Centre for Interaction Design, Edinburgh Napier University

This work explores the use of head-mounted displays (HMDs) to deliver a front row experience to any audience member during a live event. To do so, it presents a two-part user study that compares participants reported sense of presence across three experimental conditions: front row, back row, and back row with HMD (displaying 360° video captured live from the front row). Data was collected using the Temple Presence Inventory (TPI), which measures presence across eight factors. The reported sense of presence in the HMD condition was significantly higher in five of these measures, including spatial presence, social presence (SP), passive SP, active SP, and social richness.

A Look at the Effects of Handheld and Projected Augmented-reality on a Collaborative Task
Centre for Interaction Design, Edinburgh Napier University

We designed a comparative study between handheld and projected augmented-reality (AR) systems during a collocated, collaborative game-inspired task. The goal of the work is to start a body of knowledge that describes the effects of different AR approaches in users' experience and performance; i.e., to look at AR not as a single entity with uniform characteristics. This includes engagement, collaboration strategies, and performance.



Orbits: Gaze Interaction for Smart Watches
InfoLab21, Lancaster University
https://www.youtube.com/watch?v=x6hbicxEFbg

Orbits is a novel technique that enables gaze-only input in a design that accounts for both the limited display space of smart watches and the spontaneous nature of glancing at a watch. Orbits relies on interface controls that contain targets that move continuously in circular trajectories. Each target performs a distinct function and can be activated by following it with the eyes for a certain amount of time. They can be used for both discrete control (by treating each Orbits activation as a command) and continuous control (by using the time following the target to modify the value of the controlled parameter). Each Orbits widget comprises a trajectory, one or multiple targets, and feedback elements.

The ATB Framework
Interactions Lab, Ulsan National Institute of Science and Technology

The ATB (Artifact, Tool and Body) framework contributes to our understanding of how epistemic actions are used in human problem-solving tasks, providing researchers with a video-coding tool to more systematically assess this complex type of behavior in tangible interaction. In terms of HCI, this tool has two objectives. Firstly, it is intended as a mechanism to evaluate tangible systems in terms of the type, diversity and appropriateness of the epistemic actions they support, and in terms of the impact these actions can have on more traditional metrics such as performance time or errors. Secondly, we argue that a series of such evaluations will result in a corpus of knowledge describing the use of epistemic actions in real tasks.

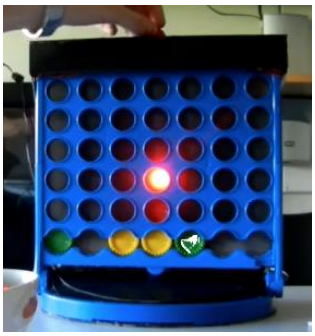
Beats: Tapping Gestures for Smart Watches
Interactions Lab, Ulsan National Institute of Science and Technology
https://www.youtube.com/watch?v=7Dkbfv_JQD0

Beats is a new type of multi-finger input that is specifically designed for the very small touch screens of smartwatches. It is based on what we term beating gestures, pairs of simultaneous or rapidly sequential touches (and optionally one or more releases) made by the index and middle finger of one hand. Essentially, instead of tapping a single finger to a screen, a beating gesture involves adjacent screen contact (and optionally release) with two fingers and in three closely controlled intervals: either simultaneously or with one event immediately preceding the other as part of a single coordinated movement.

Touchcloud
Interactions Lab, Ulsan National Institute of Science and Technology
https://www.youtube.com/watch?v=9HkVjlG10eE

Touchcloud is novel service that enables users to tag their physical environment with their Dropbox files. This is achieved through a set of bespoke NFC stickers and an application running on NFC-enabled Android mobile phones. The system is simple. Firstly, users attach the stickers to, on or in objects in their environment. Secondly, they choose specific Dropbox files or folders to physically tag and select the Touchcloud command from a context menu (available via the *Share* Dropbox menu on Android devices).

Physical Games or Digital Games?
User Centred Engineering, Eindhoven University of Technology



This work explored how different interfaces to a problem-solving task affect how users perform it. Specifically, it focused on a customised version of the game of Four-in-a-row and compared play on a physical, tangible game board with that conducted in mouse and touch-screen driven virtual versions. This was achieved through a repeated measures study involving a total of 36 participants and which explicitly assessed aspects of cognitive work through measures of time task, subjective workload, the projection of mental constructs onto external structures and the occurrence of explanatory epistemic actions. The results highlight the relevance of projection and epistemic action to this problem-solving task and suggest that the different interface forms afford instantiation of these activities in different ways.

MEDIA

2017 Esteves, A. (2017, October 18). When VR meets reality – how live concerts could be enhanced by 21st-century opera glasses. Retrieved from http://www.independent.co.uk/life-style/gadgets-and-tech/how-live-concerts-could-be-enhanced-by-21st-century-opera-glasses-a8002606.html

Esteves, A. (2017, October 10). When VR meets reality – how live concerts could be enhanced by 21st-century opera glasses. Retrieved from http://theconversation.com/when-vr-meets-reality-how-live-concerts-could-be-enhanced-by-21st-century-opera-glasses-85409

Esteves, A. (2017, October 10). When VR meets reality – how live concerts could be enhanced by 21st-century opera glasses. Retrieved from http://www.econotimes.com/When-VR-meets-reality--how-live-concerts-could-be-enhanced-by-21st-century-opera-glasses-942132

2016 BBC (2016, March 2). Controlling a smartwatch with your eyes. Retrieved from http://www.bbc.co.uk/news/technology-35578976

Boxall, A. (2016, January 25). See how eye-tracking may make your smartwatch easier to use in the future. Retrieved from http://finance.yahoo.com/news/see-eye-tracking-may-smartwatch-131903743.html

Burgess, M. (2016, January 22). Scientists create eye tracking software for smart watches (Wired UK). Retrieved from http://www.wired.co.uk/news/archive/2016-01/22/eye-tracking-smartwatch

Esteves, A., Velloso, E., Bulling, A. and Gellersen, H., 2016. 2. Orbits: Gaze Interaction for Smart Watches. *interactions, 23*(1), 9.

HONOURS

2017 Excellent Reviewer Recognition, ACM Conference on Human Factors in Computing Systems (CHI '17)
2016 Computing Reviews: Notable Computing Books and Articles of 2015
2015 Best paper award, ACM Symposium on User Interface Software and Technology (UIST '15)
2014 Marie Curie Early Stage Researcher (Scholarship, Computing and Communications)
2011 PhD studentship, Portuguese Foundation of Science and Technology (FCT)
2010 First place in the Fraunhofer Portugal Challenge 2010 (for MSc thesis)
2009 Semi-finalist in the Mobile Design category of the Adobe Design Achievement Awards 2009

PATENTS

2015 Oakley, I, Lee, D.Y., MD Rasel, I., and Esteves, A. Method for providing user interface according to beats touch based on mobile terminal, 10-1695940-0000, 2017.01.13, **Issued**, Korean Patent Office.

PUBLICATIONS

Mackamul, E. and Esteves, A. 2018. A Look at the Effects of Handheld and Projected Augmented-reality on a Collaborative Task. To appear in *Symposium on Spatial User Interaction* (SUI '18). ACM, New York, NY, USA.

Clarke, C., Bellino, A., Esteves, A., and Gellersen, H. 2017. Remote Control by Body Movement in Synchrony with Orbiting Widgets: an Evaluation of TraceMatch. In *Proceedings of the ACM Conference on Interactive, Mobile, Wearable and Ubiquitous Technologies* (IMWU '17). 1, 3: 45:1–45:22.

Esteves, A., Verweij, D., Suraiya, L., Islam, R., Lee, Y., and Oakley, I. 2017. SmoothMoves: Smooth Pursuits Head Movements for Augmented Reality. In *Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology* (UIST '17). ACM, New York, NY, USA, 167-178.

Bishop, C., Esteves, A., and McGregor, I. 2017. Head-Mounted Displays as Opera Glasses: Using Mixed-Reality to Deliver an Egalitarian User Experience During Live Events**.** In *Proceedings of 19th ACM International Conference on Multimodal Interaction* (ICMI'17). ACM, New York, NY, USA, 360-364.

Velloso, E., Carter, M., Newn, J., Esteves, A., Clarke, C. and Gellersen, H. 2017. Motion Correlation: Selecting Objects by Matching Their Movement. *ACM Transactions on Computer-Human Interaction* (TOCHI), 24(3), 22.

Verweij, D., Esteves, A., Khan, V.J., and Bakker, S. 2017. WaveTrace: Motion Matching Input using Wrist-Worn Motion Sensors. In *Extended Abstracts of 35th Annual ACM Conference on Human Factors in Computing Systems* (CHI '17). ACM, New York, NY, USA, 2180-2186. [**Research award by Design United**] [**Selected for exhibition at the Dutch Design Week 2017**].

Quintal, F., Barreto, M., Luis, F., Baptista, V., and Esteves, A. 2017. Studying the Immediacy of the Eco-Feedback Through Plug Level Consumption Information. In *the Fifth IFIP Conference on Sustainable Internet and ICT for Sustainability* (SustainIT '17). [**Best Work-in-Progress award – Audience vote**]

Verweij, D., Esteves, A., Khan, V.J., and Bakker, S. 2017. Smart Home Control using Motion Matching and Smart Watches. In *Proceedings of the 2017 ACM International Conference on Interactive Surfaces and Spaces* (ISS '17). ACM, New York, NY, USA, 466-468.

Verweij, A., Khan, V.J., Esteves, A., and Bakker, S. 2017. Multi-User Motion Matching Interaction for Interactive Television using Smartwatches. In *Adjunct Proceedings of the ACM Interactive Experiences for Television and Online Video* (TVX '17). ACM, New York, NY, USA, 67-68.

Clarke, C., Bellino, A., Gellersen, H., Esteves, A., Velloso, E. 2016. TraceMatch: a Computer Vision Technique for User Input by Tracing of Animated Controls. In *Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing* (UbiComp '16). ACM, New York, NY, USA, 298-303.

Velloso, E., Wirth, M., Weichel, C., Esteves, A. and Gellersen, H. 2016. AmbiGaze: Direct Control of Ambient Devices by Gaze. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (DIS '16). ACM, New York, NY, USA, 812-817.

Esteves, A., Velloso, E., Bulling, A., and Gellersen, H. 2015. Orbits: Gaze Interaction for Smart Watches using Smooth Pursuit Eye Movements. In *Proceedings of the 28th Annual ACM Symposium on User Interface Software and Technology* (UIST '15). ACM, New York, NY, USA, 457-466. [**Best paper award**] [**Computing Reviews: Notable Computing Books and Articles of 2015**]

Dionisio, M., Gujaran, A., Pinto, M., & Esteves, A. 2015. Fall of Humans: Interactive Tabletop Games and Transmedia Storytelling. In *Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces* (ITS '15). ACM, New York, NY, USA, 401-404.

Oakley, I., Lee, D., Islam, R., and Esteves, A. 2015. Beats: Tapping Gestures for Smart Watches. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* (CHI '15). ACM, New York, NY, USA, 1237-1246.

Esteves, A., Bakker, S., Antle, A., May, A., Warren, J. and Oakley, I. 2015. The ATB Framework: Quantifying and Classifying Epistemic Strategies in Tangible Problem-Solving Tasks. In *Proceedings of the 9th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '15). ACM, New York, NY, USA, 13-20.

Esteves, A., Velloso, E., Bulling, A., and Gellersen, H. 2015. Orbits: Enabling Gaze Interaction in Smart Watches using Moving Targets. In the *Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers* (UbiComp/ISWC'15 Adjunct). ACM, New York, NY, USA, 419-422.

Esteves, A., Bakker, S., Antle, A., May, A., Warren, J. and Oakley, I. 2014. Classifying Physical Strategies in Tangible Tasks: A Video-Coding Framework for Epistemic Actions. In *Extended Abstracts of the 32nd ACM Conference on Human Factors in Computing Systems* (CHI '14), ACM, 1843-1848.

Esteves, A., Quintal, F. and Oakley, I. 2014. TouchCloud: An Exploratory Study in Physically Tagging the Cloud. In *Extended Abstracts of the 8th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '14). [**Winner of the Devpost Internet of Things Hackathon 2015**]

Esteves, A., Quintal, F. and Oakley, I. 2014. TouchCloud: 클라우드에 저장된 데이터로 실제 사물들을 강화할 수 있게 해주는 서비스. 한국 HCI 학회 학술대회, 777-779.

Esteves, A., Quintal, F. and Oakley, I. 2013. jamTable: Can Physical Interfaces Support the Collaboration between Novice and Experienced Musicians? In *I. Oakley and S. Brewster (eds) Haptic and Audio IxD*, 7989, 99-108.

Esteves, A., Hoven, E. van den and Oakley I. 2013. Physical Games or Digital Games? Comparing Support for Mental Projection in Tangible and Virtual Representations of a Problem Solving Task. In *Proceedings of the 7th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '13). ACM, NY, USA, 167-174.

Esteves, A., Scott, M. and Oakley I. 2013. Supporting Offline Activities on Interactive Surfaces. In *Proceedings of the 7th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '13). ACM, NY, USA, 147-154.

Oakley, I. & Esteves, A. 2013. On and Offline Tangible Interaction: Studying the Secret Lives of Augmented Objects. In *IEEE International Symposium on Ubiquitous Virtual Reality* (ISUVR '13), 5-6.

Augusto Esteves. 2012. Designing tangible interaction for embodied facilitation. In *Proceedings of the 6th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '12). ACM, NY, USA, 395-396.

Esteves, A. & Oakley I. 2011. Informing Design by Recording Tangible Interaction. In *Extended Abstracts of the of the 29th Annual ACM Conference on Human Factors in Computing Systems* (CHI '11), ACM, NY, USA, 2077-2082.

Esteves, A. & Oakley I. 2011. Design for interface consistency or embodied facilitation? In *Adjunct Proceedings of the 29th Annual ACM Conference on Human Factors in Computing Systems* (CHI '11), Workshop on Embodied Interaction: Theory and Practice in HCI, 37-40.

Esteves, A. & Oakley I. 2011. Eco Planner: A Tabletop System for Scheduling Sustainable Routines. In *Extended Abstracts of the 5th International Conference on Tangible, Embedded and Embodied Interaction* (TEI '11).

Esteves, A. & Oakley I. 2010. Mementos: A Tangible Interface Supporting Travel. In *Proceedings of the 6th Nordic Conference on Human-Computer interaction* (NordiCHI '10). ACM, New York, NY, USA, 643-646.

GRANTS

2018 SICSA: Postdoctoral and Early Career Researcher Exchanges (PECE)
Principal Investigator

Research Funding Competition (*internal*)
Principal Investigator

2017 H2020-LCE-02-2016: Secure, Clean and Efficient Energy
Co-Investigator (Prsma)

Research Funding Competition (*internal*)
Principal Investigator

2016 Carnegie Research Incentive Grant
Principal Investigator

Santander Mobility Grant
Principal Investigator

Summer Internship Scheme (*internal*)
Principal Investigator

H2020-SMEINST-1-2015: SME Instrument Award
Co-Investigator (Prsma)