About the Contributors

**Joanna Lumsden** (PhD) is a lecturer/researcher in the School of Engineering & Applied Sciences at Aston University (Birmingham, UK). Prior to moving to Aston in 2009, Joanna was a researcher with the National Research Council of Canada (NRC) and the designer and lab manager for a state-of-the-art mobile human computer interaction (HCI) evaluation lab within the NRC facility. Joanna is also an adjunct professor with the Faculty of Computer Science at the University of New Brunswick (Canada). She obtained her BSc in software engineering (Hons) from the University of Glasgow (Scotland, 1996), where she also later achieved her PhD in HCI in 2001. Her research interests and expertise are mainly in mobile HCI and associated evaluation techniques. She has served on program committees for several international HCI/general computer science conferences and was also editor of the *Handbook of Research on User Interface Design and Evaluation for Mobile Technology*.

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**Mark Baillie** is a research fellow in the computer and information sciences department at the University of Strathclyde, Glasgow, Scotland. His research spans a range of research areas such as applied statistical modelling, epidemiology, knowledge discovery and information access, with particular focus on aspects such as data-mining of large databases, content-based indexing, and the integration of user context in information retrieval and management systems.

**Russell Beale** leads the Advanced Interaction Group in the School of Computer Science at the University of Birmingham, an interdisciplinary team specialising in intelligent user support, user-centred design, and distributed, mobile and ubiquitous systems. His current focus centres on synergistic interaction, combining artificial intelligence with user-centred design to produce more effective, usable systems. Russell’s active research themes include using artificial intelligence techniques to assist interaction, with particular interests in ubiquitous, pervasive and mobile systems; affect and personality in interaction; design approaches; HCI theory; and agent-based interaction, though his interests range across all aspects of the border between modern computer and communications technology and society. Russell has commercial and management experience, having held senior positions in both large and small technology organisations. His entrepreneurial, ‘can-do’ approach is exemplified by the fact that he has also founded four hi-tech companies and run two of them. When not working Russell races sailing yachts, and used to climb and mountain bike before having a toddler which now takes up most of his time.
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Enrico Bertini is a post-doc researcher at the University of Fribourg, Switzerland. He holds a PhD in Computer Engineering from the University of Rome “La Sapienza”. His research interests span across the whole spectrum of Human-Computer Interaction. In recent years, he has explored issues related to usability in mobile computing, devising novel methodologies for evaluation and adaptation/personalization techniques. Information Visualization is also one of his main research interests.

Stephen Brewster is a Professor of Human-Computer Interaction in the Department of Computing Science at the University of Glasgow, UK. Brewster joined Glasgow in 1995, before that working as an EU-funded ERCIM fellow in Finland and Norway. Brewster’s work is in the area of multimodal human computer interaction (HCI), using multiple sensory modalities to make human-computer interaction more effective. He has directed his research towards sound, touch and smell. His work on sound has focused around the design and use of Earcons, or structured non-speech sounds. His research in this area is now on the use of spatial sound in mobile computing, where the lack of screen space means audio plays an important role. Brewster has also worked on gestural interfaces for mobile devices. One other strand of his work is in haptic (touch-based) interaction, here focusing on applications for visually-impaired people and medical simulation. Brewster is currently an EPSRC Advanced Research Fellow.

Gary Burnett has been conducting Human-Computer Interaction (HCI) and Human Factors research and development relating to advanced technology within road-based vehicles since 1992. He is currently an Associate Professor in Human Factors at the University of Nottingham in the UK. He has also worked as a lecturer in HCI at the University of Nottingham and a Research Fellow at the HUSAT Research Institute at Loughborough University. His work addresses key safety, usability and acceptability issues for a number of in-car systems, and he has worked on a number of large-scale collaborative projects within this area (funded by the EU and the UK government). He also acted as a consultant to many of the major car manufacturers and system suppliers (e.g. Honda, Ford/Jaguar, Toyota, Nissan, Alpine). He has published over 50 papers in peer-reviewed journals, conferences and edited works.

Tiziana Catarci received her PhD in Computer Science from the University of Rome, where she is currently a Full Professor. She has published over 100 papers and 10 books in a variety of subjects comprising User Interfaces for Databases, 2D and 3D Data Visualization, Adaptive Interfaces, Visual Metaphors, Usability Testing, Data Quality, Cooperative Database Systems, Database Integration, Web Access. Dr. Catarci is regularly in the programming committees of the main database and Human-Computer Interaction conferences and is associate editor of ACM SIGMOD Digital Symposium Collection (DiSC), VLDB Journal, World Wide Web Journal, and Journal of Data Semantics.

Matthew Chalmers is a Reader in Computer Science at the University of Glasgow, UK. After a PhD at U. East Anglia on ray tracing and object-oriented toolkits for distributed memory multiprocessors, he worked at Xerox PARC and EuroPARC. He ran an information visualisation group at UBS Ubilab, in Zurich, and then had a fellowship at U. Hokkaido, Japan, before starting at U. Glasgow in 1999. He mostly works in ubiquitous computing, leading the social/ubiquitous/mobile (SUM) group, but also maintains an active interest in information visualisation. His work aims to take account of social and perceptual issues in the design and theory of computer systems.
**Keith Cheverst** is a Senior Lecturer with Lancaster University’s Computing Department. His research over the last decade has focused on exploring the obdurate problems associated with the user-centered design of interactive systems (typically these systems utilise mobile and/or ubicomp technologies) in complex or semi-wild settings and the deployment and longitudinal study of these systems in order to gain insights into issues of adoption and appropriation by users. He has published over 100 research articles, served on numerous program committees and co-founded a series of workshops on HCI in mobile guides. Keith is also the chair of the MobileHCI conference steering group.

**Andrew Crossan** is a Research Assistant in the Department of Computing Science at the University of Glasgow. One major focus of his work has been on multimodal interaction, with the main applications being in virtual reality veterinary medical training systems and in developing accessible interfaces for visually impaired people. He previously worked as a research assistant at the Hamilton Institute, National University of Ireland, Maynooth, studying continuous control interaction techniques with mobile devices where the basis for this work was completed. His current interests are in novel interaction mechanisms with mobile devices, combining gesture with audio and tactile interfaces to provide eyes-free and hands-free interaction.

**Alan Dix** is Professor in the Department of Computing, Lancaster University, UK. He was a mathematician by training, and mathematics is still his first love, but he has worked in Human-Computer Interaction since 1984, has published over 300 articles and is author of one of the key textbooks in the area. He has worked in several universities, agricultural engineering research, local government and hi-tech start-ups. His interests are eclectic: formalisation and design, physicality and digitality, the economics of information, structure and creativity and the modeling of dreams. Recently he and a colleague have developed technology for autonomous pixels that can be configured and turn any surface or space into a two or three dimensional display.

**Mark Dunlop** is a senior lecturer in the Department of Computing and Information Sciences at the University of Strathclyde in Glasgow, Scotland. He has investigated many aspects of mobile technology including visualisation of complex information, text entry and use of mobile devices to support lectures. He is a member of the international steering committee for MobileHCI and the editorial board of Personal and Ubiquitous Computing, and an associate editor of Advances in Human Computer Interaction. Prior to Strathclyde, Mark was a lecturer at The University of Glasgow and a senior researcher at Risø National Laboratory, Denmark.

**Mari Ervasti** works as a researcher at VTT Technical Research Centre of Finland, and is a PhD student at Tampere University of Technology. Her research deals with adoption and user experience of mobile services especially in the context of special-need users, such as children in school environment, and medication management for older and vision impaired users. She received her Master’s degree from the Department of Electrical Engineering at University of Oulu.

**Daniel Fitton** is a Senior Research Associate in the Computing Department at Lancaster University and gained his PhD at Lancaster in 2006. His main research interests concern the exploration of Human Computer Interaction in the areas of Ubiquitous and Mobile computing. A key theme in Daniel’s work has been the design and development of prototypes to be taken out of the lab for investigation of use.
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and evaluation in the ‘real world’. Daniel is currently working on a project concerned with the ‘Internet of Things’ with particular focus on user interaction with smart everyday objects.

Silvia Gabrielli got a PhD in Cognitive Sciences from the University of Padova (I) and since 1994 has been working in the field interaction design and usability evaluation of ICT. In recent years, her research focus has been on methodologies for usability and accessibility evaluation of mobile applications, as well as on the design and evaluation of educational environments. Silvia is currently working as a research fellow at HCI Lab (University of Udine, Italy).

Anthony P. Glascock is currently Professor of Anthropology in the Department of Culture and Communication at Drexel University, Philadelphia, PA. As President of Behavioral Informatics, Inc. from 1999-2009, he patented, developed, commercialized and eventually sold to General Electric a behavioral monitoring system aimed at improving the quality of life of at-risk older adults. His interest in the quality of life of the elderly grew out of extensive research on home health care conducted over the last two decades in Ireland, Canada, the Netherlands, Great Britain and the United States. This and his other research in Kenya and Somalia have been supported by funding from the National Institute of Aging, the National Science Foundation, and the World Health Organization, as well as corporate and private funding. He has published over 75 articles and book chapters and his book, The Aging Experience: Diversity and Commonality Across Cultures, was honored with the Kalish Innovative Publication Award presented by the Behavioral and Social Science Section of the Gerontological Society of America. Dr. Glascock has also served as Dean of Arts and Sciences and Vice-Provost for Academic Affairs and was awarded Drexel University’s Research Award as the University’s outstanding researcher.

Minna Isomursu is a Research professor of social media and networked servides at VTT Technical Research Centre of Finland, Oulu. Her research explores the use of technology in services supporting various contexts of everyday life, such as ambient assisted living solutions. She is especially interested in the possibilities of integrating social media into services. She has almost 20 years of research experience both from industrial (e.g. Nokia Mobile Phones and Solid Information Technologies) and academic (e.g. Professor of Digital Media at University of Oulu) contexts. She received her Master’s and Doctoral degree from the Department of Information Processing Science at University of Oulu.

Francis Jambon is Assistant Professor of Computer Science at University Joseph Fourier (Grenoble, France). He acquired an electronic engineer diploma in 1992 and a PhD in Computer Science in 1996. Member of the Laboratory of Applied Computer Science at University of Poitiers (France) from 1997 to 2002, he was working on test tools and formal methods for verification and validation of user interfaces. He is now member of the MultiCom research group of the Grenoble Informatics Laboratory (France). The group research interests are usability evaluation methods and tools. He participated to the creation of the group usability platform. His research interests are automated usability evaluation, mobile devices, user interface verification and validation.

Dhaval Joshi is a Design Researcher based at Nokia Research Center-India. His areas of interest are UI for illiterates, UX in Emerging markets, Mobile Internet UX, and Naturalized interactions. Prior to joining Nokia Research, Dhaval worked with Motorola India Research Labs, where he worked on projects related to naturalized Interactions, and Mobile Internet Experiences. Dhaval has Masters Degree from the National Institute of Design, India with specialization in User Interface Design.
Eija Kaasinen acts as a Research Co-ordinator at VTT Technical Research Centre of Finland. She has over 10 years’ experience in leading usability and user acceptance studies related to the development of mobile devices and services. She has been studying mobile Internet, personal navigation, mobile media, ubiquitous computing, mobile infrastructures and mobile cloud services. Eija Kaasinen has published several scientific articles on usability, user acceptance, human-centred design and mobile services. Based on the integrated results of several field studies, Eija Kaasinen published in 2005 a framework to study user acceptance of mobile services. The framework, a Technology Acceptance Model for Mobile Services, has by now been applied in many projects.

Anne Kaikkonen works as user interface product manager at Nokia. She has worked with Nokia for 10 years in different user experience positions in research, implementation, and product management. In her work, Anne has been focusing on the usability of and user experience with mobile Internet and mobile applications. Before Nokia she worked in ICL Personal Systems, Fujitsu Computers, and Helsinki University. Anne was general secretary of MobileHCI in 2006; she has been a member of the Mobile HCI Conference International Steering Committee since 2003, and chaired the committee during 2007-2008.

Stephen Kimani is currently an academic and research member of Jomo Kenyatta University of Agriculture and Technology (Kenya) and is affiliated with the University of Rome “La Sapienza”. He has been a post-doctoral researcher with the University of Rome “La Sapienza” (2004-2006). He holds PhD in Computer Engineering (University of Rome “La Sapienza”, Italy) and MSc in Advanced Computing (University of Bristol, UK). His main research interest is in Human-Computer Interaction (HCI). In particular, as HCI relates to areas/aspects such as: User Interfaces, Usability, Accessibility, Visualization, Visual Information Access, Visual Data Mining, Digital Libraries, and Ubiquitous Computing.

Tuomo Kivinen works as a research scientist at VTT Technical Research Centre of Finland. He has been involved in user acceptance and usability research of mobile and ubiquitous computing services and applications for five years. His interest areas include mobile and ubiquitous services as well as augmented reality.

Evan Koblentz is a technology historian and journalist in New Jersey, USA. His specialty is the history of portable computers. He is the president of Mid-Atlantic Retro Computing Hobbyists, a board member of the InfoAge Science Center, and a member of the Society for the History of Technology’s Special Interest Group for Computers, Information, and Society. Evan is also a researcher for VintageTech Inc. and serves as producer of the Vintage Computer Festival East.

Antonio Krüger is an associate professor for Geoinformatics and Computer Science at Münster University, Germany. He received a diploma in computer science and economics at Saarland University in 1995. Afterwards he joined the Cognitive Science Graduate Programme of the same University and finished it with a doctoral degree in 1999. His doctoral thesis was on the “Automated Abstraction of 3D-Graphics”. He was early involved in several Artificial Intelligence projects at the German Research Centre for AI (DFKI GmbH), and later from 1999-2003 at the Intelligent Systems Lab of Saarland University as a Senior Researcher. In 2000 he co-founded the University spin-off Eyed GmbH, a company focusing on mobile computing solutions. Antonio’s main research areas include Intelligent User Interfaces
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and Mobile Context-aware Systems. He worked on the automatic generation of graphics for technical
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David M. Kutzik is currently Professor of Sociology in the Department of Culture and Communication at Drexel University, Philadelphia, PA. Specializing in gerontology, his research interests focus on developing and integrating appropriate technologies into care models designed to maximize independence and functional health of elderly and chronically ill populations. As Vice President of Behavioral Informatics from 1999-2009, Dr. Kutzik played a leading role in the development of non obtrusive behavioral monitoring techniques which have lead to a variety of patent protected technologies as and products, including GE-QuietCare®. He has authored and coauthored dozens of articles, chapters and presentations on topics ranging from medication adherence and cognitive impairment to assistive technologies for the elderly. He currently serves as a convener for the Technology and Aging Group of the Gerontological Society of America and coordinates Sociology programs at Drexel University.

Hanna Lammi (born Strömberg) works as a research scientist at VTT Technical Research Centre of Finland. She has been involved in user experience and usability research of mobile and ubiquitous computing services and applications for ten years. Her interest areas include end-user needs, requirements and values. Hanna Lammi has published several scientific articles on user-centred design.

Gitte Lindgaard, PhD, is Director of the Human Oriented Technology Lab (HOTLab) and a full professor in the Department of Psychology, Carleton University, Ottawa. She holds the prestigious Canadian Natural Science & Engineering Research Council’s NSERC/Cognos Senior Industry Research Chair in User-Centred Product Design, Previously, she was Principal Scientist and Head of the Human Factors Team at Telstra Research Laboratories, Australia for 15 years. She was Chair of CHISIG of the Ergonomics Society of Australia (ESA) (1986-1992; 1998-2000) where she founded the OZCHI conference in 1986. She is on the permanent steering committee for the IFIP (International Federation for Information Processing) Technical Committee 13, Human computer Interaction, conference INTERACT and a vice-chair of TC13. She is a Fellow of the HF&ESA, the deputy editor of Interacting with Computers, and associate editor of several international HCI journals such as the International Journal of Human-Computer Studies and The International Journal of Mobile HCI. Her research interests include multimedia/multimodal and mobile technologies, aesthetics and emotion in computing, and human decision making, especially in diagnostic medicine. She has published over 200 refereed papers, books, and book chapters.

Wolfgang Maehr is an Interaction Designer at Opera Software ASA in Oslo, Norway or anywhere he can move around to. As a computer scientist he has specialized in Interaction Design and browsers. In his day job he works on mobile web browsing, (mobile) widgets and Opera’s developer tools. At night he turns into an idealistic travel junkie that loves observing people’s quirks and osmosing different cultures and lifestyles.

Michelle Montgomery Masters is a researcher in the Department of Computing and Information Sciences at the University of Strathclyde in Glasgow, Scotland, and is Usability Director for PyrusMalus™ software design company. She has expertise in designing and conducting usability evaluations on web, desktop and mobile applications. Michelle has a history of research into computer support
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Julie Maitland is a Research Officer in the People-Centered Technologies group at NRC-IIT and Adjunct Professor at the University of New Brunswick. She comes from a healthcare background, having trained and worked as a Registered Nurse, and holds a PhD in Computer Science from the University of Glasgow (UK). Her PhD topic area was the application of mobile and pervasive technologies in the health and wellbeing domain. Her technical areas of expertise are Human Computer Interaction and Pervasive Healthcare Technology.

Elina Mattila received the MSc (Tech.) and DSc (Tech.) degrees in computing and electrical engineering at Tampere University of Technology in 2004 and 2010, respectively. She works as a research scientist at VTT Technical Research Centre of Finland. Her research interests include personal health systems and mobile technologies in well-being management. Elina Mattila published her PhD dissertation “Design and Evaluation of a Mobile Phone Diary for Personal Health Management” in 2010.

Kaisa Väänänen-Vainio-Mattila is a Professor of Usability in Tampere University of Technology, unit of Human-Centered Technology. Kaisa has over 15 years experience in human-centered design, both in university and industry, including 10 years with Nokia Inc. Kaisa’s research interests cover user experience and user-centered design methods in product development, with emphasis on design and evaluation of mobile communication products and services. Kaisa has been actively involved in the international research environment, where she is contributing especially to the Mobile HCI community. Currently Kaisa is also a part-time visiting professor at Nokia Research Center, focusing on service user experience.

Alistair Morrison is a Research Associate at the University of Glasgow’s School of Computing Science. His background is in information visualisation and his PhD, obtained under the supervision of Matthew Chalmers at the University of Glasgow, focussed on methods for exploring high dimensional data sets. In his PhD thesis he described novel dimensional reduction algorithms based on force-directed placement that offered a significant reduction in computational complexity of earlier techniques while offering comparable accuracy of produced layouts. His subsequent research turned to tools and techniques for analyzing data collected from trials of ubiquitous and mobile computing systems, including the Replayer software for combining recorded trial video data with system logs and allowing automated filtering of video to show salient information. More recently he has studied mass participation ubiquitous computing trials, running several studies involving tens of thousands of users and examining the issues surrounding the release of trial software through public ‘App Store’-style software repositories.

Jörg Müller is a PhD student at the University of Münster. His research interests include the design, adoption and evaluation of Context Adaptive Digital Signage, digital public displays that adapt to time, location, audience, etc. During his thesis research he deployed two digital signage systems, the MobiDiC system and, together with Oliver, the iDisplays system. He obtained a Masters degree in Computer Science in 2005 from Saarland University with a thesis on car driver workload estimation (together with
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Daimler) and a Bachelors degree from the same university in 2004 with a thesis on music visualization (together with Sony). Jörg also founded the open source Mind Mapping program FreeMind.

Bojan Musizza received his BSc in 2003 from the Faculty of Electrical Engineering, University of Ljubljana. Currently he is a PhD student working at the “Jozef Stefan” Institute at the Department of Systems and Control. His research interests are complex oscillatory systems and their interactions. His work mainly focuses on detecting interactions between cardiorespiratory oscillations and brain waves during anaesthesia in humans.

Sheila Narasimhan is an MA graduate from Carleton University in Human Computer Interaction with ten years of industry experience. She currently leads the usability team at the Canada Revenue Agency and is involved with the design and development of the CRA website and other internal software products. Sheila has previously worked at a number of companies including Nortel, Microsoft, Rebel.com, CUPE, and the Auditor Generals’ Office to aid in UI design and development. She has also participated in a number of research projects at Carleton University including: SSHRC’s Cybercartography project where she aided in the UI design for an online based Atlas as well as testing the best rotation algorithm for users of GPS software in a lab study, the S4 potential project which involved research on adapting information for software based on users learning style preference and personality traits, and, research seeking to find innovative ways to aid first responders in an emergency situation for the CBRNE.

Oliver Paczkowski is a PhD Student at the University of Münster. He received his Diploma-degree in Geoinformatics in 2007. His Diploma-thesis was titled “Presenting and Interacing with Actionables on Situated Public Displays”. Since then Oliver is employed at the Institute for Geoinformatics at the University of Münster. His main research topics are user interaction and user attention estimation in intelligent environments, especially in the public display and automotive field. Currently Oliver is working in the project “Modelling of learning systems for parameterization of attention identification methods” that is part of the BMWI project aktiv and is done in cooperation with Daimler AG.

Antti Pirhonen is a senior researcher and the deputy head of the Department of Computer Science and Information Systems in the University of Jyväskylä (Finland). His doctorate was in educational sciences, and he has worked as a teacher in Finnish primary schools for many years. He is currently preparing a second thesis, this time in computer science. Antti has strong connections to the British HCI community, having worked as a visiting researcher in the University of Glasgow, Department of Computing for two years. He has been a scientific leader of several user-interface sound related research projects since 1999. Many of the applications in the projects have concerned mobile devices. Most importantly, he is a father of three quick-witted youngsters who have made him question many things which are usually taken as given in our western culture.

Judith Ramey is a professor in the Department of Human-Centered Design & Engineering and adjunct professor in the Information School and the Department of Industrial and Systems Engineering at the University of Washington. She specializes in user research methods and usability, with recent special interests in eye-tracking technologies for user research, the mobile user experience, and techniques for workflow analysis in public-health informatics. She is founder and director of the department’s Laboratory for Usability Testing and Evaluation, which won the 2007 Diana Award from the ACM Special
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**Janet Read** is the director of the Child Computer Interaction (ChiCI) Group at the University of Central Lancashire in Preston, UK. Her research interests focus on the design and evaluation of technologies for children with a specific interest in pen/handwriting based interaction, text input and the investigation of novel evaluation and design methods. Since 2008 she has been involved in the EU UMSIC project, a transnational study of the usability of mobile music technology with a specific focus on the possibilities of the technology to improve social inclusion for children.

**Stuart Reeves** is a Research Fellow in Computer Science at the University of Nottingham. He is interested in the design of interactive technologies situated in public and semi-public settings, with particular focus on issues such as spectatorship. In his work he has been involved in developing, deploying and evaluating interaction in a variety of settings such as museums and galleries, crowded urban locations, and artistic or performance events taking place anywhere from city streets to dedicated venues.

**Kristin Roloff** is a Strategy Manager at Swisscom (Switzerland) Ltd. She has a fifteen years background in telecommunications. Her former positions include Head of Personal Information Management and Senior Product Strategy Manager at Product Marketing of Swisscom Mobile AG, Switzerland. Before, amongst others, she worked in the marketing department of VIAG Interkom GmbH & Co, Germany, (today O2 Germany) as Head of Standard Services.

**Virpi Roto** is a Principal Scientist with Nokia Research Center, Finland. Her background is in computer science, but she has made a long career in human-computer interaction field. Since 2001, she has investigated user experience of Internet on handheld devices. Her doctoral dissertation about mobile web browsing user experience was accepted with distinction in December 2006 and is now considered as an elemental piece of work in the MIUX field. The most visible outcome of her research is the Mini-map web page visualization method, currently used in the Web browser of Nokia S60 mobile phones.

**Nancy Samuels** is a Web site designer focusing on the user experience and information architecture. Her particular interests are conducting qualitative research to understand and describe Web site users within their contexts and building on the knowledge by drawing from social anthropology, cognitive science, and visual communication to design Web sites that users find easy and enjoyable to use. She holds a Master’s of Science from the University of Washington’s Department of Human-Centered Design & Engineering.

**Giuseppe Santucci** graduated in Electrical Engineering from the University of Rome “La Sapienza,” Rome, Italy, on 1987. Since 1987 he has been teaching courses in Computer Science at Italian universities. From 1987 to 1991 he was a research assistant at the University of Roma “La Sapienza”, where he is now an associate professor with the Department of Computer Science. His main research activity concerns both theoretical and practical aspects of visual query languages and user interfaces. He is a member of the Steering Committee of the International Workshop on Advanced Visual Interfaces (AVI). He is a member of the Institute of Electrical and Electronics Engineers (IEEE).
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Scott Sherwood is a research assistant in the Sumgroup at the University of Glasgow. On the Augmented Stadium project he carried out significant work in sports fan culture including both user studies and system development. He has also been central to the mass participation research of the Contextual Software project, working on several user trials with over 10,000 participants. This project focuses on the use of contextual information to aid the variety of stakeholders involved in a Ubicomp trial, including users, evaluators, and even developers. Sherwood has a strong history in application and infrastructure, development including Feeding Yoshi, Ego, FelxKit and FlexiFill. He has also forged strong links with industry and continues to use these links to explore large-scale system development and trials.

Sujan Shrestha is a research student from Brunel University, UK. His research focuses on improving user experience of mobile web browsing. Recent usability evaluations indicate that the biggest problems for mobile users are difficulties in finding what they were looking for. The aim of this ongoing research is to develop an adaptive method that will keep a consistent navigational structure of websites which will help people visualize their current location and options, and minimize guesswork.

Elizabeth Sillence is a senior lecturer in Psychology at Northumbria University in the UK and is also a member of the Psychology and Communication Technologies (PaCT) Lab. With a background in computer mediated communication and online communities her current research interests focus on trust and personalization in social technologies. She is involved in e-health and e-security research and has an interest in qualitative research methods. Elizabeth has published widely on the issues of trust and e-health and regularly presents her work at national and international conferences. As a mother of two young children she is both amazed and alarmed at their proficiency with technology.

Roderick Murray-Smith is a Reader in the Department of Computing Science at the University of Glasgow, and he is a senior researcher at the Hamilton Institute, National University of Ireland, Maynooth. He heads the Dynamics & Interaction research group, and his interests are in gesture recognition, mobile computing, manual control systems, Gaussian processes, and machine learning. He received a BEng and a PhD from the University of Strathclyde, UK.

Carol Taylor is the Director of User Experience for Motricity, a leading mobile service provider powering the mobile lifestyle, where she manages the research and design for new mobile products. Carol’s research interest lies in the qualitative study of mobile user experiences and lifestyles. She holds a Master’s of Science from the University of Washington’s Department of Human-Centered Design & Engineering where she received an academic achievement award for her various research publications. Carol was previously responsible for the user experience for T-Mobile USA’s commercial Web properties and was a principal in both MAGI Interactive and Sakson & Taylor, Inc.

Nick Taylor is a PhD student at Lancaster University and his main research interests involve situated displays, particularly their utilisation for the benefit of communities. He has published a number of research articles in this area and is a co-organiser of the 2008 international workshop on “Public and Situated Displays to Support Communities”. Nick is funded by a Microsoft Research European PhD Scholarship and obtained his masters degree in computer science from Lancaster in 2007.
**Pasi Välkkynen** works as a research scientist at VTT Technical Research Centre of Finland. He has been involved in user interaction research and software development for over ten years, mostly related to mobile phone based services in ubiquitous computing environments. Pasi Välkkynen published his PhD dissertation “Physical Selection in Ubiquitous Computing” in 2007, compiling his research about RFID based mobile interactions.

**Teija Vainio** is a Student of Architecture, and a Researcher in the field of human-computer interaction at Tampere University of Technology (at the Unit of Human-Centered Technology) in Finland. She has been involved in a number of research projects in mobile human computer interaction with special research interests relating to navigation and mobile work. Her PhD thesis (in progress) addresses the design of navigation aids for mobile users and how urban planning praxis can be applied for such design.

**Elina Vartiainen** works as Senior Researcher in User Experience with Nokia Research Center, Finland, where her work mainly consists of user research and interaction design. Her recent projects include the Minimap Web page visualization method (http://www.nokia.com/browser), currently used in the Web browser of Nokia S60 mobile phones, and Nokia Image Exchange (http://imageexchange.nokia.com/), an innovative solution for mobile photo sharing. She received a Doctor of Science degree in computer science from Helsinki University of Technology in 2009. The doctoral thesis introduced design implications for mobile user interfaces of Internet services.