
References

- Ackerman, D. (1990). *A Natural History of the Senses*. New York: Vintage Books.
- Adam, A., & Richardson, H. (2001). Feminist philosophy and information systems, *Information Systems Frontiers*, 3(2), Springer, 143-154.
- Adams, L.S. (1996). *The Methodologies of Art: An Introduction*. Colorado: Westview Press.
- Adler, J. (2002). *Offerings From the Conscious Body: The Discipline of Authentic Movement*. Vermont: Inner Traditions.
- Adler, P.S. (1992). *Usability: Turning Technologies into Tools*. Oxford University Press.
- Agre, P.E. (1997). *Computation and Human Experience*. Cambridge, UK: Cambridge University Press.
- Alben, L. (1996). Quality of experience: defining the criteria for effective interaction design, *interactions*, 3(3), New York: ACM Press, 11-15.
- Alexander, C. (2002). *The Nature of Order: An Essay on the Art of Building and the Nature of the Universe, Book One: The Phenomenon of Life*. Berkeley: The Center for Environmental Structure.
- Alexander, F.M. (1918). *Man's Supreme Inheritance: Conscious Guidance and Control in Relation to Human Evolution in Civilization*. New York: E.P. Dutton.
- Alexander, F.M. (1932). *The Use of the Self*. New York: E.P. Dutton.
- Andersen, K., Jacobs, M., & Polazzi, L. (2003). Playing Games in the Emotional Space, in *Funology: from usability to enjoyment*. M.A. Blythe, K. Overbeeke, A.F. Monk, & P.C. Wright (eds.) Dordrecht, The Netherlands: Kluwer Academic Publishers, 151-164.
- Andreassi, J.L. (2000). *Psychophysiology: Human Behavior & Physiological Response*. Lawrence Erlbaum Associates.
- Aroyo, L., Nack, F., Schiphorst, T., Schut, T., & KauwATjoe, M. (2007). Personalized ambient media experience: move.me case study, *International Conference on Intelligent User Interfaces 2007 (IUI 2007)*, Hawaii, January 28-31.
- Ascott, R. (2003). *Telematic Embrace: Visionary Theories of Art, Technology, and Consciousness*. Berkeley: University of California Press.
- Ascott, R. (2006). Technoetic pathways toward the spiritual in art: a transdisciplinary perspective on connectedness, coherence and consciousness. *Leonardo*, 39(1), Cambridge, Massachusetts: MIT Press, 65-69.
- Ascott, R., Cox, D., Dolinsky, M., Gromala, D., Novak, M., Rogala, M., et al. (2004). Artist Round Tables. *ACM SIGGRAPH 2004 Art Gallery* (Los Angeles, California, August 08-12, 2004). SIGGRAPH '04. New York: ACM Press, 131-134.
- Atwater, P.M.H. (1999). *Future Memory*. Charlottesville, Virginia: Hampton Roads.
- Awada, J. (2001). Animating on stage. *SIGGRAPH Comput. Graph.*, 35(2), May 2001, 42-44.
- Bach Y Rita, P. (1962). *Brain Mechanisms in Sensory Substitution*. New York: Academic Press.
- Barba, E., & Savarese, N. (1991). *A Dictionary of Theatre Anthropology: The Secret Art of the Performer*. London, UK: Routledge.

- Barlow, M. (1995). A Conversation with Marjory Barlow, in Johnson, D.H. (ed.). *Bone, Breath and Gesture: Practices of Embodiment*. Berkeley: North Atlantic Books.
- Barlow, W. (1973). *The Alexander Principle*. New York: Knopf.
- Bartenieff, I., Davis, M., & Pauley, F. (1970). *Four Adaptations of Effort Theory in Research and Training*. Dance Notation Bureau Publication.
- Bartenieff, I., & Lewis, D. (1980). *Body Movement: Coping with the Environment*. New York: Gordon and Breach Science Publishers.
- Bateson, G. (1972). *Steps to an Ecology of Mind*. San Francisco: Chandler Publishing.
- Beckhaus, S. (2006). Seven factors to foster creativity among university HCI students, *HCI Educators Workshop 2006*, Volume inventivity: Teaching theory, design and innovation in HCI, Limerick, Ireland.
- Behnke, E.A. (2008). Interkinaesthetic affectivity: a phenomenological approach. *Continental Philosophy Review*, 41(2). p. 143-161.
- Behnke, E.A. (1995). Matching, in Johnson, D.H. (ed.). *Bone, Breath and Gesture: Practices of Embodiment*, Berkeley: North Atlantic Books.
- Beinfield, H., & Korngold, E. (1991). *Between Heaven and Earth: A Guide to Chinese Medicine*. New York: Ballantine Books.
- Benford, S., Greenhalgh, C., Reynard, G., Brown, C., & Koleva, B. (1998). Understanding and constructing shared spaces with mixed-reality boundaries. *ACM Trans. Comput.-Hum. Interact.*, 5(3), September 1998, 185-223.
- Benford, S., Schnädelbach, H., Koleva, B., Anastasi, R., Greenhalgh, C., Rodden, T., et al. (2005). Expected, Sensed, and Desired: A Framework for Designing Sensing-Based Interaction, in *ACM Transactions on Computing-Human Interaction (TOCHI)*, 12(1), 3-30.
- Bergson, H. (1988). *Matter and Memory*. (N.M. Paul & W.S. Palmer, Trans.). New York: Zone Books.
- Berridge, M.E., & Davis, V. (n.d.). *Body Harmony: Use and Misuse of the Body*. YWCA.
- Berzowska, J. (2005). Memory rich clothing: second skins that communicate physical memory, *Proceedings of the 5th conference on Creativity and Cognition (C&C 05)*, London, April 12-15, 32-40.
- Besnard, D. (2009). Imaz, M. and Benyon, D: Designing with blends [Review of the book *designing with blends*]. *Cognition, Technology & Work*, 11(3). Springer, 241-244.
- Bickmore, T., & Schulman, D. (2007). Practical approaches to comforting users with relational agents, *Conference on Human Factors in Computing Systems: CHI '07 Extended Abstracts on Human Factors in Computing Systems*, New York: ACM Press, 2291-2296.
- Blackwell, A.F. (2006). The reification of metaphor as a design tool. *ACM Trans. Comput.-Hum. Interact.*, 13(4), New York: ACM Press, 490-530.
- Blom, L.A., & Chaplin, L.T. (1982). *The Intimate Act of Choreography*. Pittsburgh: University of Pittsburgh Press.
- Blythe, M.A., & Jones, M. (2004). Human computer (sexual) interactions, *interactions*, 11(5), New York: ACM Press, 75-76.
- Blythe, M.A., Monk, A.F., Overbeeke, K., & Wright, P.C. (eds.) (2003). *Funology: From Usability to Enjoyment*. The Netherlands: Kluwer Academic Publishers.
- Boal, A. (1992). *Games For Actors and Non-Actors*. London, UK: Routledge.
- Boal, A. (1995) *The Rainbow of Desire: The Boal Method of Theatre and Therapy*. London: Routledge.

- Bødker, S. (1990). *Through the Interface: A Human Activity Approach to User Interface Design*. Hillsdale, New Jersey: Lawrence Erlbaum Associates.
- Bødker, S. (2006). When second wave HCI meets third wave challenges, *NordiCHI '06*, 189. New York: ACM Press, 1-8.
- Boehner, K., DePaula, R., Dourish, P., & Sengers, P. (2005). Affect: from information to interaction, *Proceedings of the 4th Decennial Conference on Critical Computing: Between Sense and Sensibility*. New York: ACM Press, 59-68.
- Bogart, A. & Landau, T. (2005). *The Viewpoints Book: A Practical Guide to Viewpoints and Composition*. New York: Theatre Communications Group.
- Boztepe, S. (2007). User value: competing theories and models, *International Journal of Design*, 1(2), 55-63.
- Bratman, M.E. (1999). *Faces of Intention: Selected Essays on Intention and Agency*. Cambridge, UK: Cambridge University Press.
- Brennan, R. (1996). *The Alexander Technique Manual: A Step by Step Guide to Improve Breathing, Posture and Well-Being*. Boston: Journey Editions.
- Brewer, J., Williams, A., & Wyche, S. (2006). Sexual interactions: why we should talk about sex in HCI, *Conference on Human Factors in Computing Systems*, New York: ACM Press, 1695-1698.
- Bruderlin, A., Schiphorst, T., & Calvert, T. (1990). The animation of human movement: how visual can we get? *Computer Graphics 8*. SIGGRAPH '90, New York: ACM Press, 245-260.
- Buchanan, R. (1995). Wicked problems in design thinking. In V. Margolin & R. Buchanan (eds.), *The Idea of Design: a design issues reader*. Cambridge, Massachusetts: MIT Press.
- Buchenau, M., & Suri, J.F. (2000). Experience prototyping. *Proc. CHI 2000*, New York: ACM Press, 424-433.
- Buckland, T.J. (1999). *Dance In the Field: Theory, Methods, and Issues in Dance Ethnography*. London, UK: Macmillan Press.
- Buddhananda (1996). *Moola Bandha: The Master Key*. Bihar, India: Yoga Publications Trust.
- Bugental, J. (1988). *The Search for Authenticity: an Existential-Analytic Approach to Psychotherapy*. Irvington Publishers.
- Burns, C., Dishman, E., Verplank, W., & Lassiter, B. (1994). Actors, hairdos & videotape—informance design. *Conference Companion on Human Factors in Computing Systems* (Boston, Massachusetts, United States, April 24-28, 1994). CHI '94. New York: ACM Press, 119-120.
- Burrow, T. (1999). *The Social Basis of Consciousness*. London, UK: Routledge.
- Bush, V. (1945). As we may think. *The Atlantic Monthly*, 176(1), 101-108.
- Buxton, W. (1995). Gesture and Marking. Chapter 7 in Baecker, R.M., Grudin, J., Buxton, W., Greenberg, S. (eds.), *Readings in Human Computer Interaction: Toward the Year 2000*. San Francisco: Morgan Kaufmann Publishers.
- Calais-Germain, B. (2005). *Anatomy of Breathing*. Seattle: Eastland Press.
- Calvert, T.W., Bruderlin, A., Dill, J., Schiphorst, T., & Weilman, C. (1993). Desktop animation of multiple human figures, *IEEE Comput. Graph. Appl.*, 13(3), May 1993, 18-26.
- Calvert, T.W., Bruderlin, A., Mah, S., Schiphorst, T., & Welman, C. (1993). The evolution of an interface for choreographers. *Proceedings of the INTERCHI '93 Conference on Human Factors in Computing Systems (Amsterdam, The Netherlands)*. Amsterdam, The Netherlands: IOS Press, 115-122.

- Calvert, T.W., Welman, C., Gaudet, S., Schiphorst, T. & Lee., C. (1991). Composition of multiple figure sequences for dance and animation. *Vis. Comput.*, 7(2-3), May 1991, 114-121.
- Candy, F.J., & Edmundson, C.J. (2006). Personal style: designing for the embodied, lived aesthetics of use, rather than the inert, aesthetics of artefacts, in *Proc. of Design and Emotion*, Gothenburg.
- Carlson, R.A. (1997). *Experienced Cognition*. Philadelphia: Lawrence Erlbaum Associates.
- Caplan, M. (2002). *To Touch Is To Live: The Need for Genuine Affection in an Impersonal World*. Prescott, Arizona: Hohm Press.
- Cassell, J., Bickmore, T., et al. (2001). More than just a pretty face: conversational protocols and the affordances of embodiment, In *Knowledge-Based Systems*, 14, 55-64.
- Ch'ing, C.M. (1995). *Cheng Tzu's Thirteen Treatises on T'ai Chi Ch'uan*. (B.P.J. Lo & M. Inn, Trans.). Berkeley: North Atlantic Books.
- Chaiklin, S., & Lave, J. (eds.) (1996). *Understanding Practice: Perspectives on Activity and Context*. Cambridge, UK: Press Syndicate of the University of Cambridge.
- Chalmers, M. (2002). Awareness, representation and interpretation, *Computer Supported Cooperative Work (CSCW)*, 11(3-4), September 2002, The Netherlands: Kluwer Academic Publishers, 389-409.
- Chandler, C.D., Lo, G., & Sinha, A.K. (2002). Multimodal theater: extending low fidelity paper prototyping to multimodal applications. *CHI '02 Extended Abstracts on Human Factors in Computing Systems* (Minneapolis, Minnesota, USA, April 20-25, 2002). CHI '02. New York: ACM Press, 874-875.
- Chen, T., Fels, S., & Schiphorst, T. (2002). FlowField: investigating the semantics of caress. *ACM SIGGRAPH 2002 Conference Abstracts and Applications* (San Antonio, Texas, July 21-26, 2002). SIGGRAPH '02. New York: ACM Press, 185.
- Clark, A. (1998). *Being There: Putting Brain, Body, and World Together Again*. Cambridge, Massachusetts: MIT Press.
- Clark, R.W. (1971). *Einstein: The Life and Times*, World Publishing Company.
- Classen, C. (1998). *The Color of Angels: Cosmology, Gender and the Aesthetic Imagination*. London, UK: Routledge.
- Classen, C. (ed.) (2005). *The Book of Touch*. New York: Berg.
- Clynes, M. (1977). *Sentics*. Garden City, New York: Anchor Press.
- Cohen, B.B. (1993). *Sensing, Feeling, and Action: The Experiential Anatomy of Body-Mind Centering*. Northampton, Massachusetts: Contact Editions.
- Cohen, M., & Fernando, O.N.N. (2009). Awareware: Narrowcasting Attributes for Selective Attention, Privacy, and Multipresence. In P. Markopoulos et al. (eds.), *Awareness Systems*, Human-Computer Interaction Series, London, UK: Springer-Verlag, 259-289.
- Coleman, R. (1993). *Design Research for Our Future Selves*. London, UK: Royal College of Art.
- Conrad, E. (2007). *Life on Land: The Story of Continuum*. Berkeley: North Atlantic Books.
- Coyne, R. (1997). *Designing Information Technology in the Postmodern Age: From Method to Metaphor*. Cambridge, Massachusetts: MIT Press.
- Crary, J. (1990). *Techniques of the Observer*. Cambridge, Massachusetts: MIT Press.

- Crary, J. (2000). *Suspensions of Perception: Attention, Spectacle, and Modern Culture*. Cambridge, Massachusetts: MIT Press.
- Criswell, E. (1995). *Biofeedback and Somatics*. Novato, California: Freeperson Press.
- Cross, N. (1995). Discovering Design Ability. In R. Buchanan & V. Margolin (eds.), *Discovering Design: Explorations in Design Studies*, Chicago: University of Chicago Press.
- Csikszentmihalyi, M. (1990). *Flow: the psychology of optimal experience*. Harper & Row.
- Csikszentmihalyi, M., & Robinson, R.E. (1990). *The Art of Seeing: An Interpretation of the Aesthetic Encounter*. J. Paul Getty Trust.
- Cunningham, M. (1968). *Changes, Notes on Choreography*. F. Starr (ed.) New York: Something Else Press.
- Damasio, A. (1994). *Descartes Error*. New York: Avon Books.
- Damasio, A. (2001). *The Feeling of What Happens*. New York: Harcourt.
- Damasio, A. (2003). *Looking for Spinoza: Joy, Sorrow, and the Feeling Brain*. New York: Harcourt.
- Davies, E. (2006). *Beyond Dance: Laban's Legacy of Movement Analysis*. New York: Routledge.
- Davis, M. (2003). Theoretical foundations for experiential systems design. In *Proceedings of the 2003 ACM SIGMM Workshop on Experiential Telepresence* (Berkeley, California). ETP '03. New York: ACM Press, 45-52.
- Davis, M., & Travis, M.A. (2003). A brief overview of the Narrative Intelligence Reading Group, in M. Mateas, & P. Sengers, (eds.), *Narrative Intelligence*, Amsterdam: John Benjamins Publishing Co., 27-38.
- de Certeau, M. (1984). *The Practice of Everyday Life*. University of California Press.
- de Ruyter, B., & Aarts, E. (2004). Ambient intelligence: visualizing the future. In *Proceedings of the Working Conference on Advanced Visual interfaces* (Gallipoli, Italy, May 25-28, 2004). AVI '04. New York: ACM Press, 203-208.
- Deikman, A.J. (1983). *The Observing Self: Mysticism and Psychotherapy*. Boston: Beacon Press.
- Deleuze, G., & Guattari, F.A. (1987). *Thousand Plateaus: Capitalism and Schizophrenia*. Minneapolis: University of Minnesota Press.
- Dell, C. (1970). *A Primer for Movement Description: Using Effort-Shape and Supplementary Concepts*. New York: Dance Notation Bureau Press.
- Dell, C. (1977). The Space Factor: Changes in the Quality of Spatial Focus or Attention, Becoming Either Indirect or Direct, *A Primer for Movement Description Using Effort-Shape and Supplementary Concepts*, New York: Dance Notation Bureau Press.
- Dennett, D. (1989). *The Intentional Stance*. Cambridge, Massachusetts: MIT Press.
- Denning, P.J. (ed.) (2002). *The Invisible Future: The Seamless Integration of Technology Into Everyday Life*. McGraw-Hill.
- Denning, P.J., & Yaholkovsky, P. (2008). Getting to "we". *Comm. ACM*, 51(4). New York: ACM Press, 19-24.
- Denton, H.G. (1997). Multi-disciplinary team-based project work: planning factors. *Design Studies*, 18(2), Amsterdam: Elsevier Press, 155-170.
- Depraz, N., Varela, F.J., & Vermersch, P. (2003). *On Becoming Aware, A Pragmatics of Experiencing (Advances In Consciousness Research, 43)*. Amsterdam: Jon Benjamins Publishing.

- Deray, K. (2001). Avatars: a shifting interaction. *Proceedings of the Pan-Sydney Area Workshop on Visual Information Processing - 11* (Sydney, Australia). ACM International Conference Proceeding Series, 147. Darlinghurst, Australia: Australian Computer Society, 129-138.
- Desmet, P., & Hekkert, P. (2007). Framework of product experience, *International Journal of Design*, 1(1). 57-66.
- Desmond, J.C. (ed.) (1997). *Meaning in Motion: New Cultural Studies of Dance*. Durham, North Carolina: Duke University Press.
- Dewey, J. (1927). *The Public and its Problems*. Athens, Ohio: Swallow Press.
- Dewey, J. (1932). Introduction to Alexander, F.M. *The Use of the Self*. New York: E.P. Dutton.
- Dewey, J. (1934). *Art As Experience*. Carbondale, Illinois: Southern Illinois University Press.
- Dewey, J. (1958). *Experience and Nature*. New York: Dover Publications.
- Dewey, J. (1989). *Freedom and Culture*. Amherst, New York: Prometheus Books.
- Dewey, J. (1997). *Experience and Education*. New York: Simon & Schuster.
- Dewey, J. (1997). *How We Think*. New York: Dover Publications.
- Dewey, J. (2002). *Human Nature and Conduct*. New York: Dover Publications.
- Djajadiningrat, T., Matthews, B., & Stienstra, M. (2007). Easy doesn't do it: skill and expression in tangible aesthetics. *Personal Ubiquitous Comput.*, 11(8), New York: ACM Press, 657-676.
- Dong, Q., & Collaco, C.M. (2009). Overcome ethnocentrism and increase intercultural collaboration by developing social intelligence. In *Proceedings of the 2009 International Workshop on Intercultural Collaboration* (Palo Alto, California, USA, February 20-21, 2009). IWIC '09. New York: ACM Press, 215-218.
- Dourish, P. (2001). *Where the Action Is: The Foundations of Embodied Interaction*. Cambridge, Massachusetts: MIT Press.
- Dowd, I. (1981). *Taking Root to Fly: Seven Articles on Functional Anatomy*. New York: Contact Collaborations.
- Druckrey, T., & Ars Electronica (eds.) (1999). *Ars Electronica Facing the Future*. Cambridge, Massachusetts: MIT Press.
- Dunne, A. (2005). *Hertzian Tales: Electronic Products, Aesthetic Experience, and Critical Design*. Cambridge, Massachusetts: MIT Press.
- Dunne, A., & Gaver, W.W. (1997). The pillow: artist-designers in the digital age, *CHI Proceedings*, March 1997, 361-362.
- Dunne, A., & Raby, F. (2001). *Design Noir: The Secret Life of Electronic Objects*. August/Birkhäuser.
- Ebenreuter, N. (2006). Transference of dance knowledge through interface design. *CHI '06 Extended Abstracts on Human Factors in Computing Systems* (Montréal, Québec, Canada, April 22-27, 2006). CHI '06. New York: ACM Press, 1739-1742.
- Eco, U. (1989). *The Open Work*. Cambridge: Harvard University Press.
- Edelman, G.M. (1989). *The Remembered Present: A Biological Theory of Consciousness*. New York: Basic Books.
- Edelman, G.M. (2004). *Wider Than the Sky: The Phenomenal Gift of Consciousness*. Yale University Press.
- Edelman, G.M. (2006). *Second Nature: Brain Science and Human Knowledge*. Yale University Press.

- Edelman, G.M., & Tononi, G. (2000). *A Universe of Consciousness: How Matter Becomes Imagination*. Basic Books.
- Egan, K. (1997). *The Educated Mind: How Cognitive Tools Shape Our Understanding*. Chicago: University of Chicago Press.
- Eisner, E.W. (1998). *The Enlightened Eye: Qualitative Inquiry and the Enhancement of Educational Practice*. Upper Saddle River, New Jersey: Prentice Hall.
- Eisner, E.W. (2002). *The Arts and the Creation of Mind*. New Haven, Connecticut: Yale University Press.
- El-Nasr, M.S., & Vasilakos, A.V. (2008). DigitalBeing - using the environment as an expressive medium for dance. *Inf. Sci.*, 178(3), February 2008, 663-678.
- Elias, J., & Ketcham, K. (1998). *Chinese Medicine for Maximum Immunity: Understanding the Five Elemental Types for Health and Well-Being*. New York: Three Rivers Press.
- Elkins, J. (1996). *The Object Stares Back: On the Nature of Seeing*. New York: Simon & Schuster.
- Embree, L.E. (1972). *Life-World and Consciousness: Essays for Aron Gurwitsch*. Evanston, Illinois: Northwestern University Press.
- Engestrom, Y., Miettinen, R., & Punamaki, R.-L. (eds.) (1999). *Perspectives on Activity Theory*. Cambridge, UK: Cambridge University Press.
- Ericsson, K.A., & Crutcher, R.J. (1991). Introspection and verbal reports on cognitive processes – two approaches to the study of thinking: a response to Howe. *New Ideas in Psychol.*, 9(1), 57-71.
- Esptein, M. (2003). *A Theory of Immediate Awareness: Self-Organization and Adaptation in Natural Intelligence*. The Netherlands: Kluwer Academic Publishers.
- Extreme programming (2006). <<http://www.extremeprogramming.org/>>.
- Fallman, D. (2003a). Design-oriented human-computer interaction. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (Ft. Lauderdale, Florida, USA, April 05-10, 2003). CHI '03. New York: ACM Press, 225-232.
- Fallman, D. (2003b). Enabling physical collaboration in industrial settings by designing for embodied interaction. In *Proceedings of the Latin American Conference on Human-Computer Interaction* (Rio de Janeiro, Brazil, August 17-20, 2003). CLIHC '03, 46. New York: ACM Press, 41-51.
- Fallman, D. (2008). The interaction design research triangle of design practice, design studies, and design exploration. *Design Issues*, 24(3), Cambridge, Massachusetts: MIT Press, 4-18.
- Farhi, D. (1996). *The Breathing Book: Good Health and Vitality Through Essential Breath Work*. New York: Henry Holt and Company.
- Farooq, U., Carroll, J.M., & Ganoe, C.H. (2007). Supporting creativity with awareness in distributed collaboration. In *Proceedings of the 2007 international ACM Conference on Supporting Group Work* (Sanibel Island, Florida, USA, November 04-07, 2007). GROUP '07. New York: ACM Press, 31-40.
- Feldenkrais, M. (1949). *Body and Mature Behavior: A Study of Anxiety, Sex, Gravitation, and Learning*. Berkeley: Frog Limited.
- Feldenkrais, M. (1972). *Awareness Through Movement*. San Francisco: Harper.
- Feldenkrais, M. (1985). *The Potent Self: A Study of Spontaneity and Compulsion*. Harper & Row.
- Ferguson, E.S. (1997). *Engineering and the Mind's Eye*. Cambridge, Massachusetts: MIT Press.

- Fernaeus, Y., & Tholander, J. (2006). Designing for programming as joint performances among groups of children. *Interact. Comput.*, 18(5), September 2006, 1012-1031.
- Feyerabend, P. (1987). *Farewell to Reason*. London, UK: Verso.
- Fiore, S., & Wright, P. (2005). Designing invisible objects: a case study in empathy and appropriation, *Understanding and Designing for Aesthetic Experience Workshop*, HCI 2005, the 19th British HCI Group Annual Conference.
- Fiore, S., Wright, P., & Edwards, A. (2005). A pragmatist aesthetics approach to the design of a technological artifact, *Proceedings of the 4th Decennial Conference on Critical Computing*, Aarhus, Denmark, 129-132.
- Forlizzi, J., & Battarbee, K. (2004). Understanding experience in interactive systems. *Proceedings of the 5th Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques*, New York: ACM Press, 261-268.
- Forlizzi, J., & Ford, S. (2000). The building blocks of experience: an early framework for interaction designers, *Proceedings of the 3rd Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques*, New York: ACM Press, 419-423.
- Fourmentraux, J-P. (2006). Internet artworks, artists and computer programmers: sharing the creative process. *Leonardo*, 39(1), Cambridge, Massachusetts: MIT Press, 44-50.
- Fortunati, L., Katz, J.E., & Riccini, R. (eds.) (2003). *Mediating the Human Body: Technology, Communication and Fashion*. Mahwah, New Jersey: Lawrence Erlbaum Associates.
- Foucault, M. (1988a). *The Final Foucault*. Cambridge, Massachusetts: MIT Press.
- Foucault, M. (1988b). *The Care of the Self: Volume 3 of the History of Sexuality*. London, UK: Vintage Books.
- Foucault, M. (1988c). Technologies of the Self, in *Technologies of the Self, A Seminar with Michel Foucault*. University of Massachusetts Press.
- Foucault, M. (2004). *The Hermeneutics of the Subject: Lectures at the Collège de France 1981-1982*. F. Gros (ed). New York: Palgrave Macmillan.
- Fraleigh, S.H. (1991). A vulnerable glance: seeing dance through phenomenology, *Dance Research Journal*, 23(1), Spring 1991, 11-16.
- Fraleigh, S.H. (1996). The spiral dance: toward a phenomenology of somatics, *Somatics*, 10(4), Spring/Summer 1996, 14-19.
- Fraleigh, S.H. (2000). Consciousness Matters, *Dance Research Journal*, 32(1), Summer 2000, 54-62.
- Fraleigh, S.H. (2004). *Dancing Identity: Metaphysics in Motion*. University of Pittsburgh Press.
- Fraleigh, S.H., & Hanstein P. (eds.) (1999). *Researching Dance: Evolving Modes of Inquiry*. University of Pittsburgh Press.
- Frank, A. (1990). Bringing bodies back in: a decade review. *Theory, Culture, Society* 7, 131-162.
- Frayling, C. (1993). Research in art and design. *Royal College of Art Research Papers*, 1(1), 1-5.
- Friedman, B., & Kahn, P.H. Jr. (2000). New directions: a value-sensitive design approach to augmented reality, *Proceedings of DARE 2000 on Designing Augmented Reality Environments*. New York: ACM Press, 163-164.
- Friedman, L., & Moon, S. (eds.) (1997). *Being Bodies: Buddhist Women on the Paradox of Embodiment*. Boston: Shambhala.

- Frost, R. (2002). *Applied Kinesiology: A Training Manual and Reference Book of Basic Principles and Practices*. Berkeley: North Atlantic Books.
- Fuller, M. (2005). *Media Ecologies: Materialist Energies in Art and Technoculture*. Cambridge, Massachusetts: MIT Press.
- Gallagher, S. (2005). *How The Body Shapes The Mind*. Oxford, UK: Clarendon Press.
- Gaver, B. (2002). Provocative awareness, *Computer Supported Cooperative Work (CSCW)*, 11(3-4), September 2002, The Netherlands: Kluwer Academic Publishers, 475-493.
- Gaver, W., Beaver, J., & Benford, S. (2003). Ambiguity as a resource for design, *CHI Letters, Proc. CHI 2003*, New York: ACM Press, 233-240.
- Gelb, M.J. (1981). *Bodywork Learning: Regain Your Natural Poise*. New York: Henry Hold & Company.
- Gendlin, E.T. (1981). *Focusing*. New York: Bantam.
- Gendlin, E.T. (1996). *Focusing-Oriented Psychotherapy: A Manual of the Experiential Method*. New York: The Guilford Press.
- Gemeinboeck, P. (2005). Constituting, traversing and perforating boundaries: embodied interaction in immersive virtual spaces. *Proceedings of the 5th Conference on Creativity & Cognition* (London, United Kingdom, April 12-15, 2005). C&C '05. New York: ACM Press, 41-48.
- Gennaro, R.J. (2008). Representationalism, peripheral awareness, and the transparency of experience. *Philosophical Studies*, 139(1), The Netherlands: Springer, 39-56.
- Gibbs, R.W. Jr., (2005). *Embodiment and Cognitive Science*. Cambridge, UK: Cambridge University Press.
- Gibbs, M.R., Vetere, F., Bunyan, M., & Howard, S. (2005). Sychromate: a phatic technology for mediating intimacy, *Proceedings of the 2005 Conference on Designing for user experience (DUX '05)*, November 2005, 2-6.
- Gibson, J.J. (1962). Observations on active touch, *Psychological Review*, 69(6), 477-491.
- Gibson, J.J. (1966). *The Senses Considered as Perceptual Systems*. Westport, Connecticut: Greenwood Press.
- Gibson, J.J. (1986). *The Ecological Approach to Visual Perception*. Hillsdale, New Jersey: Lawrence Erlbaum Associates.
- Gilroy, A. (2006). *Art Therapy, Research and Evidence-Based Practice*. Sage Publications.
- Gindler, E. (1995). Gymnastik for Peoples Whose Lives are Full of Activity, in Johnson, D.H. (ed.). *Bone, Breath and Gesture: Practices of Embodiment*. Berkeley: North Atlantic Books.
- Ginsberg, C. (1999). Body-image, movement and consciousness: examples from a somatic practice in the Feldenkrais Method, *Journal of Consciousness Studies*, 6(2-3), 79-91.
- Ginsberg, C. (2005). First-person experiments, *Journal of Consciousness Studies, Imprint Academic*, 12(2), 22-42.
- Goldstine, H.H. (1972). *The Computer: from Pascal to von Neumann*. Princeton, New Jersey: Princeton University Press.
- Goodill, S.W. (2005). *An Introduction to Medical Dance / Movement Therapy*. London, UK: Jessica Kingsley Publishers.
- Goyen, W. (1999). *The House of Breath*. Triquarterly Books.

- Grau, O. (ed.) (2007). *Media Art Histories*. Cambridge, Massachusetts: MIT Press.
- Gray, C., & Malins, J. (2004). *Visualizing Research: A Guide to the Research Process in Art and Design*. Ashgate Publishing UK.
- Green, J.J., & McDonald, J.J. (2006). An event-related potential study of supramodal attentional control and crossmodal attention effects, *Psychophysiology*, 43(2), 161-171.
- Grosz, E. (1994). *Volatile Bodies: Toward a Corporeal Feminism*. Indiana University Press.
- Grudin, J. (2005). Three faces of human-computer interaction, *IEEE Ann. Hist. Comput.*, 27(4), October 2005, 46-62.
- Guest, A.H. (1983). *Your Move: A New Approach to the Study of Movement and Dance*. New York: Gordon and Breach.
- Hall, L., Paiva, A., Aylett, R., & Woods, S. (2004). Empathy in human computer interaction, *Proceedings of HCI2004*, the 18th British HCI Group Annual Conference, 6-10.
- Hallnäs, L., Melin, L., & Redström, J. (2002). Textile displays: using textiles to investigate computational technology as design material. *NordiCHI '02*, 31. New York: ACM Press, 157-166.
- Hallnäs, L., & Redström, J. (2001). Slow technology – designing for reflection, *Personal and Ubiquitous Computing*, 5(3), London, UK: Springer, 201-212.
- Hallnäs, L., & Redström, J. (2002). From use to presence: on the expressions and aesthetics of everyday computational things, *ACM Transactions on Computer-Human Interaction*, 9, 106-124.
- Hanna, T. (1962). *The Lyrical Existentialists*. Novato, California: Freeperson Press.
- Hanna, T. (1970). *Bodies in Revolt: A Primer in Somatic Thinking*. Novato, California: Freeperson Press.
- Hanna, T. (1979). *The Body of Life: Creating New Pathways for Sensory Awareness and Fluid Movement*. Rochester, Vermont: Healing Arts Press.
- Hanna, T. (1980). *Somatics: Reawakening The Mind's Control of Movement, Flexibility, and Health*. Addison-Wesley Publishing.
- Hanna, T. (1986). What is somatics?, *Somatics Journal of the Bodily Arts and Sciences*, 5(4), Spring/Summer 1986, 4-8.
- Hannaford, C. (1995). *Smart Moves: Why Learning Is Not All In Your Head*. Arlington, Virginia: Great Ocean Publishers.
- Hansen, L. (2005). Contemplative interaction: alternating between immersion and reflection, *Proceedings of the 4th decennial conference on Critical computing: between sense and sensibility (CC '05)*, 125-128.
- Hansen, M.B.N. (2006). *Bodies In Code: Interfaces With Digital Media*. New York: Routledge.
- Harrison, B. (1997). Position Paper for Ubiquitous Computing Workshop, *Proc. CHI 1997, Workshop on Ubiquitous Computing: The Impact of Future Interaction Paradigms and HCI Research*, New York: ACM Press.
- Harrison, M. (1998). *The Language of Theatre*. New York: Routledge.
- Hartelius, G. (2007). Quantitative somatic phenomenology: toward an epistemology of subjective experience, *Journal of Consciousness Studies*, 14(12), p. 24–56.
- Hartley, L. (1989). *Wisdom of the Body Moving: An Introduction to Body-Mind Centering*. Berkeley: North Atlantic Books.

- Hayes-Roth, B., Sincoff, E., Brownston, L., Huard, R., & Lent, B. (1995). Directed improvisation with animated puppets, *Conference on Human Factors in Computing Systems*, New York: ACM Press, 79-80.
- Hayles, N.K. (1999). *How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics*. Chicago: University of Chicago Press.
- Hayles, N.K. (2002). *Writing Machines*. Cambridge, Massachusetts: MIT Press.
- Heath, C., & Luff, P. (2000). *Technology In Action*. Cambridge, UK: Cambridge University Press.
- Heath, C., Svensson, M.S., Hindmarsh, J., Luff, P., & vom Lehn, D. (2002). Configuring awareness, *Computer Supported Cooperative Work (CSCW)*, 11(3-4), September 2002, The Netherlands: Kluwer Academic Publishers, 317-347.
- Heidegger, M. (1977). *The Question Concerning Technology and Other Essays*. New York: Harper & Row.
- Heinrich, F., (2007). The aesthetics of interactive artifacts: thoughts on performative beauty, in *Proceedings of the 2nd International Conference on Digital Interactive Media in Entertainment and Arts* (Perth, Australia, September 19-21, 2007). DIMEA '07, 274. New York: ACM Press, 58-64.
- Henderson, K. (1999). *On Line and On Paper: Visual Representations, Visual Culture, and Computer Graphics in Design Engineering*. Cambridge, Massachusetts: MIT Press.
- Hendrocks, G. (1995). *Conscious Breathing: Breathwork for Health, Stress Release, and Personal Mastery*. Bantam Books.
- Hirschi, G. (2000). *Mudras: Yoga in Your Hands*. Boston: Weiser Books.
- Hofmeester, G.H., Kemp, J.A.M., & Blankendaal, A.C.M. (1996). Sensuality in product design: a structured approach, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems: Common Ground*, New York: ACM Press, 428-435.
- Höök, K. (2004). Active co-construction of meaningful experiences: but what is the designer's role?, *Proceedings of the Third Nordic Conference on Human-Computer Interaction*. New York: ACM Press, 1-2.
- Höök, K., Sengers, P., Andersson, G. (2003). Sense and sensibility: evaluation and interactive art, *CHI '03, Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, New York: ACM Press, 241-248.
- Hornecker, E., Marshall, P., Dalton, N.S., & Rogers, Y. (2008). Collaboration and interference: awareness with mice or touch input. In *Proceedings of the ACM 2008 Conference on Computer Supported Cooperative Work* (San Diego, CA, USA, November 08-12, 2008). CSCW '08. New York: ACM Press, 167-176.
- Horvitz, E., Kadie, C., Paek, T., & Hovel, D. (2003). Models of attention in computing and communication: from principles to applications, *Commun. ACM*, 46(3), March 2003, 52-59.
- Hourizi, R. & Johnson, P. (2004). Designing to support awareness: a predictive, composite model. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (Vienna, Austria, April 24-29, 2004). CHI '04. New York: ACM Press, 159-166.
- Hughes-Freeland, F. (ed.) (1998). Ritual, Performance, Media. London, UK: Routledge.
- Human Computer Interaction Consortium (HCIC) (2005). *Design and Emotion*. Park City, Colorado, <<http://www.hcic.org/>>.

- Hummels, C., Overbeeke, K.C., & Klooster, S. (2007). Move to get moved: a search for methods, tools and knowledge to design for expressive and rich movement-based interaction. *Personal Ubiquitous Comput.*, 11(8), New York: ACM Press, 677-690.
- Hummels, C., Overbeeke, K., & van der Helm, A. (2003). The Interactive Installation ISH: In Search of Resonant Human Product Interaction, in *Funology: From Usability to Enjoyment*, Blythe, M.A., Monk, A.F., Overbeeke, K., Wright, P.C. (eds.), The Netherlands: Kluwer Academic Publishers, 265-274.
- Hummels, C., & van der Helm, A. (2004). ISH and the search for resonant tangible interaction, *Personal and Ubiquitous Computing*, 8(5), London, UK: Springer, 385-388.
- Hurtienne, J., & Israel, J.H. (2007). Image schemas and their metaphorical extensions – intuitive patterns for tangible interaction, *Proc TEI 2007*, New York: ACM Press, 127-134.
- Husserl, E. (1929). *Cartesian Meditations*. (D. Cairns, Trans.). (reprinted 1960), The Hague, Netherlands: Martinus Nijhoff.
- Husserl, E. (1936). Die Krisis der europäischen Wissenschaften und die transzentale Phänomenologie: Eine Einleitung (The Crisis of the European Sciences and Transcendental phenomenology), in die Phänomenologische Philosophie. *Philosophia 1*. (reprinted 1970), (D. Carr, Trans.) Evanston, Illinois: Northwestern University Press, 77-176.
- Husserl, E. (1964). *The Idea of Phenomenology*. The Netherlands: Kluwer Academic Publishers.
- Iacucci, G., Iacucci, C., & Kuutti, K. (2002). Imagining and experiencing in design, the role of performances. *Proceedings of the Second Nordic Conference on Human-Computer Interaction* (Aarhus, Denmark, October 19-23, 2002). NordiCHI '02, 31. New York: ACM Press, 167-176.
- Ihde, D. (1986). *Experimental Phenomenology: An Introduction*. Albany, New York: State University of New York Press.
- Ihde, D. (2001). *Bodies in Technology*. Minneapolis: University of Minnesota Press.
- Isbister, K., Höök, K., Sharp, M., & Laaksolahti, J. (2006). The sensual evaluation instrument: developing an affective evaluation tool, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 1163-1172.
- Ishii, H. & Ullmer, B. (1997). Tangible bits: towards seamless interfaces between people, bits and atoms. *ACM Computer Human Interaction Conference (CHI '97)*, New York: ACM Press.
- Jackson, P.W. (1998). *John Dewey and the Lessons of Art*. Yale University Press.
- Jacucci, C. (2006). Guiding design with approaches to masked performance, *Interacting with Computers*, 18(5), Amsterdam: Elsevier Press, 1032-1054.
- Jacucci, C., Jacucci, G., Wagner, I., & Psik, T. (2005). A manifesto for the performative development of ubiquitous media. *Proceedings of the 4th Decennial Conference on Critical Computing: between Sense and Sensibility* (Aarhus, Denmark, August 20-24, 2005). CC '05. New York: ACM Press, 19-28.
- Jain, R. (2003). Experiential computing, *Commun. ACM*, 46(7). New York: ACM Press, 48-55.
- Jakobsson, M. (1996). Badis as theatre - putting the drama perspective to the test, *Proceedings of IRIS 19 "The Future"*, Gothenburg.
- James, W. (1999). *The Varieties of Religious Experience*. Modern Library.
- James, W. (2003). *Essays in Radical Empiricism*. London, UK: Dover Publications.

- Janesick, V.J. (2004). *Stretching Exercises for Qualitative Researchers*. Thousand Oaks, California: Sage Publications.
- Jensen, M.D. (2007). A physical approach to tangible interaction design, *Proc TEI 2007*, New York: ACM Press, 241-244.
- Jensen, M.V., Buur, J., & Djajadiningrat, T. (2005). Designing the user actions in tangible interaction. In *Proceedings of the 4th Decennial Conference on Critical Computing: between Sense and Sensibility* (Aarhus, Denmark, August 20-24, 2005). O.W. Bertelsen, N.O. Bouvin, P.G. Krogh, & M. Kyng, (eds.) CC '05. New York: ACM Press, 9-18.
- Jeremijenko, N., Schiphorst, T., Mateas, M., Strauss, W., Wright, W., & Kerne, A. (2002). Extending interface practice: an ecosystem approach. *ACM SIGGRAPH 2002 Conference Abstracts and Applications* (San Antonio, Texas, July 21-26, 2002). SIGGRAPH '02. New York: ACM Press, 90-92.
- Jin, G.H., Lee, S.B., & Lee, T.S. (2008). Context awareness of human motion states using accelerometer. *J. Med. Syst.*, 32(2), New York: Plenum Press, 93-100.
- Johansson, G. (1973). Visual perception of biological motion and a model for its analysis, *Perception and Psychophysics*, 14, 201-211.
- Johnson, D.H. (1994). *Body, Spirit and Democracy*. Berkeley: North Atlantic Books.
- Johnson, D.H. (ed.) (1995). *Bone, Breath and Gesture: Practices of Embodiment*. Berkeley: North Atlantic Books.
- Johnson, D.H. (ed.) (1997). *Groundworks: Narratives of Embodiment*. Berkeley: North Atlantic Books.
- Johnson, D.H., & Grand, I.J. (ed.) (1998). *The Body in Psychotherapy: Inquiries in Somatic Practice*. Berkeley: North Atlantic Books.
- Johnson, M. (1987). *The Body in the Mind: The Bodily Basis of Meaning, Imagination and Reason*. Chicago: University of Chicago Press.
- Johnson, M. (2007). *The Meaning of the Body: Aesthetics of Human Understanding*. Chicago: University of Chicago Press.
- Johnson, P. (2004). Interactions, collaborations and breakdowns. In *Proceedings of the 3rd Annual Conference on Task Models and Diagrams* (Prague, Czech Republic, November 15-16, 2004). TAMODIA '04, 86. New York: ACM Press, 1-3.
- Johnson, R. (2000). *Elemental Movement: A Somatic Approach to Movement Education*. Dissertation.com.
- Juhan, D. (1987). *Job's Body: A Handbook for Bodywork*. Barrytown, New York: Station Hill Press.
- Juhan, D. (1994). *Touched by the Goddess: The Physical, Psychological & Spiritual Powers of Bodywork*. Barrytown, New York: Station Hill Press.
- Kallio, T. (2003). Why we choose the more attractive looking objects - somatic markers and somaesthetics in user experience, *ACM DPPI'03*, June 23-26, Pittsburgh, Pennsylvania, 142-143.
- Kant, I. (1781). *Critique of Pure Reason*. Tr. N. Kemp Smith (1964). London: Macmillan.
- Kaye, J. (2006). I just clicked to say I love you: rich evaluations of minimal communication, *CHI 06 extended abstracts on Human factors in computing systems (CHI '06)*, April 2006, Montreal, Quebec, 363-368.
- Keleman, S. (1985). *Emotional Anatomy: The Structure of Experience*. Berkeley: Center Press.
- Kelly, T. (2001). *The Art of Innovation: Lessons in Creativity From IDEO, America's Leading Design Firm*. New York: Random House.

- Kelly, T., & Littman, J. (1966). *The Senses Considered as Perceptual Systems*. Westport, Connecticut: Greenwood Press.
- Kemp, S. (ed.) (2007). *Research RCA*. London, UK: Royal College of Art.
- Kendon, A. (2004). *Gesture: Visible Action as Utterance*. Cambridge, UK: Cambridge University Press.
- Kjöllerberg, J. (2004). Designing full body movement interaction using modern dance as a starting point. *Proceedings of the 5th Conference on Designing interactive Systems: Processes, Practices, Methods, and Techniques* (Cambridge, MA, USA, August 01-04, 2004). DIS '04. New York: ACM Press, 353-356.
- Klemmer, S.R., Hartmann, B., & Takayama, L. (2006). How bodies matter: five themes for interaction design. *Proceedings of the 6th Conference on Designing Interactive Systems*, New York: ACM Press, 140-149.
- Klemmer, S.R., Verplank, B., & Ju, W. (2005). Teaching embodied interaction design practice, *Proceedings of the 2005 Conference on Designing for User Experience*, New York: American Institute of Graphic Arts (AIGA).
- Knaster, M. (1996). *Discovering the Body's Wisdom*. New York: Bantam Books.
- Knickmeyer, R.L., & Mateas, M. (2005). Preliminary evaluation of the interactive drama facade. *CHI '05 Extended Abstracts on Human Factors in Computing Systems* (Portland, OR, USA, April 02-07, 2005). CHI '05. New York: ACM Press, 1549-1552.
- Knörig, A. (2006). *Free the body and the mind will follow: An investigation into the role of the human body in creativity, and its application to HCI*. Diploma Thesis, University of Applied Sciences Wedel. <<http://andreknoerig.de/projects/free-the-body>> [2008, March 15]
- Knörig, A. (2007). The bodily aspect in computer-supported creativity. *Proceedings of the 6th ACM SIGCHI Conference on Creativity & Cognition*, New York: ACM Press, 287.
- Knowles, J.G., & Cole, A.L. (2008). *Handbook of the Arts in Qualitative Research: Perspectives, Methodologies, Examples and Issues*. Thousand Oaks, California: Sage Publications.
- Koleva, B., Taylor, I., Benford, S., Fraser, M., Greenhalgh, C., Schnädelbach, H., et al. (2001). Orchestrating a mixed reality performance. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (Seattle, Washington, United States). CHI '01. New York: ACM Press, 38-45.
- Krois, J.M., Rosengren, M., Steidele, A., & Westerkamp, D. (eds.) (2007). *Embodiment in Cognition and Culture*. Amsterdam: John Benjamins Publishing.
- Kuhn, T.S. (1962). *The Structure of Scientific Revolutions, Third Edition*. Chicago: University of Chicago Press.
- Kuniavsky, M. (2003). *Observing the User Experience: A Practitioner's Guide to User Research*. San Francisco: Morgan Kaufmann.
- Kurvinen, E., Koskinen, I., & Battarbee, K. (2008). Prototyping social interaction. *Design Issues*, 24(3), Cambridge, Massachusetts: MIT Press, 46-57.
- Kuutti, K., Iacucci, G., & Iacucci, C. (2002). Acting to know: improving creativity in the design of mobile services by using performances. *Proceedings of the 4th Conference on Creativity & Cognition* (Loughborough, UK, October 13-16, 2002). C&C '02. New York: ACM Press, 95-102.
- Laban, R. (1950). *The Mastery of Movement*. Plymouth, UK: Macdonald and Evans.
- Laban, R. (1966). *The Language of Movement: A Guidebook to Choreutics*. Boston: Plays Inc.

- Laban, R. (1975). *A Life For Dance: Reminiscences*. London, UK: Macdonald and Evans.
- Laban, R., & Lawrence, F.C. (1947). *Effort*. Plymouth, UK: Macdonald and Evans.
- Laban, R., & Lawrence, F.C. (1974). *Effort: Economy of Human Movement*. Plymouth, UK: Macdonald and Evans.
- Laclau, E., & Mouffe, C. (1985). *Hegemony and Socialist Strategy, Towards a Radical Democratic Politics*. London: Verso Press.
- Laing, R.D. (1983). *The Voice of Experience: Experience, Science and Psychiatry*. Pelican Books.
- Lakoff, G. (1987). *Women, Fire, and Dangerous Things: What Categories Reveal About the Mind*. Chicago: University of Chicago Press.
- Lakoff, G., & Johnson, M. (1980). *Metaphors We Live By*. Chicago: University of Chicago Press.
- Lakoff, G., & Johnson, M. (1999). *Philosophy in the Flesh: The Embodied Mind and Its Challenge to Western Thought*. Basic Books.
- Larssen, A.T. (2004). Physical computing: representations of human movement in human-computer interaction. *Lecture Notes in Computer Science, 3101*. Heidelberg: Springer, 661-665.
- Larssen, A.T., Robertson, T., & Edwards, J. (2006). How it feels, not just how it looks: when bodies interact with technology, *Proceedings of the 20th Conference of the Computer-Human Interaction Special Interest Group (CHISIG) of Australia on Computer-Human Interaction: Design, Activities, Artefacts and Environments*, New York: ACM Press, 329-332.
- Larssen, A.T., Robertson, T., & Edwards, J. (2007). The feel dimension of technology interaction: exploring tangibles through movement and touch, *Proc TEI 2007*, New York: ACM Press, 271-278.
- Laurel, B. (1992). *Computers as Theatre*. Cambridge, Massachusetts: MIT Press.
- Laurel, B. (ed.) (2003). *Design Research: Methods and Perspectives*. Cambridge, Massachusetts: MIT Press.
- Leder, D. (1990). *The Absent Body*. Chicago: University of Chicago Press.
- Leopoldseder, H., & Schopf, C. (1996). *Prix Ars Electronica: International Compendium for the Computer Arts*. New York: SpringerWien.
- Leopoldseder, H., Schopf, C., & Stocker, G. (2004). *Ars Electronica: 1979-2004*. Germany: Hatje Cantz Verlag.
- Lepecki, A. (ed.) (2007). *Of the Presence of the Body: Essays on Dance and Performance Theory*. Wesleyan University Press.
- Levine, S. (2000). Topology of awareness: therapeutic implications of logical modalities of multiple levels of awareness, *Journal of Poetry Therapy, 14(2)*, The Netherlands: Springer, 79-95.
- Lewis, D. (1998). *The Tao of Natural Breathing: For Health, Well-Being and Inner Growth*. Delhi: Full Circle.
- Lewontin, R.C. (1991). *Biology as Ideology*, New York: Harper Perennial
- Libet, B., Freeman, A., & Sutherland, K. (eds.) (1999). *The Volitional Brain: Towards a Neuroscience of Free Will*. Imprint Academic UK.
- Lilja, E. (2005). *Dance – For Better, For Worse: On Pleasure, Revulsion, Expectations and Other Things That Make Life Worth Living*, Words On Dance, Sweden: eld Publishers.

- Lim, Y.-K., Stolterman, E., Jung, H., & Donaldson, J. (2007). Interaction gestalt and the design of aesthetic interactions, *Proceedings of the 2007 Conference on Designing Pleasurable Products and Interfaces*, New York: ACM Press, 239-254.
- Loke, L., Larssen, A.T., & Robertson, T. (2005). Labanotation for design of movement-based interaction. *Proceedings of the Second Australasian Conference on interactive Entertainment* (Sydney, Australia, November 23-25, 2005). ACM International Conference Proceeding Series, 123. Sydney, Australia: Creativity & Cognition Studios Press, 113-120.
- Loke, L., Larssen, A.T., Robertson, T., & Edwards, J. (2007). Understanding movement for interaction design: frameworks and approaches. *Personal Ubiquitous Comput.*, 11(8), December 2007, 691-701.
- Loupe, L. (1991). *Danses Tracées: Dessins et notations des Choréographes*. Paris: Ed. Dis Voir.
- Lowe, E.J. (1996). *Subjects of Experience*. Cambridge, UK: Cambridge University Press.
- Löwgren, J. (2007). Fluency as an Experiential Quality in Augmented Spaces, *International Journal of Design*, 1(3), 1-10.
- Löwgren, J., & Stolterman, E. (2004). *Thoughtful Interaction Design: A Design Perspective on Information Technology*. Cambridge, Massachusetts: MIT Press.
- Lunenfeld, P. (2000). *The Digital Dialectic: New Essays on New Media*. Cambridge, Massachusetts: MIT Press.
- Macaulay, C., Jacucci, G., O'Neill, S., Kankaineen, T., & Simpson, M. (2006). Editorial: The emerging roles of performance within HCI and interaction design. *Interact. Comput.*, 18(5), September 2006, 942-955.
- Maclead, K., & Holdridge, L. (eds.) (2001). *Thinking Through Art: Reflections on Art as Research*. New York: Routledge.
- Macnaughton, I. (2004). *Body, Breath, and Consciousness: A Somatics Anthology*. Berkeley: North Atlantic Books.
- Madsen, K.H. (2000). Magic by metaphors, *Proceedings of DARE 2000 on Designing Augmented Reality Environments*. New York: ACM Press, 167-169.
- Maeda, J. (2006). *The Laws of Simplicity*. Cambridge, Massachusetts: MIT Press.
- Maitland, J. (1995). *Spacious Body: Explorations in Somatic Ontology*. Berkeley: North Atlantic Books.
- Mandryk, R.L., Atkins, M.S., & Inkpen, K.M. (2006). A continuous and objective evaluation of emotional experience with interactive play environments, *Proceedings of the SIGCHI conference on Human Factors in computing systems*, New York: ACM Press, 1027-1036.
- Mann, S. (1997). Wearable computing: a first step toward personal imaging. *Computer: innovative technology for computer professionals*, 30(2), IEEE Computer Society.
- Manovich, L. (2001). *The Language of New Media*. Cambridge, Massachusetts: MIT Press.
- Marks, L. (2000). *The Skin of Film: Intercultural Cinema, Embodiment, and the Senses*. Durham, North Carolina: Duke University Press.
- Marks, L. (2002). *Touch: Sensuous Theory and Multi-sensory Media*. Minneapolis: University of Minnesota Press.
- Massumi, B. (2002). *Parables for the Virtual: Movement, Affect, Sensation*. Durham, North Carolina: Duke University Press.

- Mateus, M., & Sengers, P. (2003). *Narrative Intelligence*. Amsterdam: John Benjamin Publishers.
- Matthews, B., Stienstra, M., & Djajadiningrat, T. (2008). Emergent interaction: creating spaces for play. *Design Issues*, 24(3), Cambridge, Massachusetts: MIT Press, 108-110.
- Maturana, H.R., & Varela, F.J. (1987). *The Tree of Knowledge: The Biological Roots of Human Understanding*. Boston: Shambhala Publications.
- Maxwell, J.A. (2005). *Qualitative Research Design: An Interactive Approach*. Thousand Oaks, California: Sage Publications.
- McCarthy, J., & Wright, P. (2003). The Enchantments of Technology, in *Funology: From Usability to Enjoyment*. M.A. Blythe, K. Overbeeke, A.F. Monk, & P.C. Wright, (eds.) Dordrecht, the Netherlands: Kluwer, 81-90.
- McCarthy, J., & Wright, P. (2004). *Technology as Experience*. Cambridge, Massachusetts: MIT Press.
- McCarthy, J., & Wright, P. (2005). Putting 'felt-life' at the centre of human-computer interaction (HCI), *Cognition, Technology & Work*, 7(4), 262-271.
- McCarthy, J., Wright, P., Wallace, J., & Dearden, A. (2006). The experience of enchantment in human-computer interaction, *Personal and Ubiquitous Computing*, 10(6), London, UK: Springer, 369-378.
- McGinn, C. (2002). *The Making of a Philosopher: My Journey Through Twentieth Century Philosophy*. New York: Harper Collins.
- McLuhan, M. (1964). *Understanding Media: The Extensions of Man*. New York: McGraw Hill.
- McNeil, D. (1992). *Hand and Mind: What Gestures Reveal About Thought*. Chicago: University of Chicago Press.
- McNeil, D. (2005). *Gesture and Thought*. Chicago: University of Chicago Press.
- McNiff, S. (1998). *Art Based Research*. Jessica Kingsley Publishers.
- Mehto, K., Kantola, V., Tiitta, S., & Kankainen, T. (2006). Interacting with user data - theory and examples of drama and dramaturgy as methods of exploration and evaluation in user-centered design. *Interact. Comput.*, 18(5), September 2006, 977-995.
- Melillo, J.V., Schiphorst, T., & Vaughan, D. (2004). Four Key Discoveries, *Theatre*, Durham, North Carolina: Duke University Press.
- Merleau-Ponty, M. (1964). *Sense and Non-Sense*. Evanston, Illinois: Northwestern University Press.
- Merleau-Ponty, M. (1964). *The Primacy of Perception*. Evanston, Illinois: Northwestern University Press.
- Merleau-Ponty, M. (1968). *The Visible and the Invisible*. Evanston, Illinois: Northwestern University Press.
- Merleau-Ponty, M. (1983). *The Structure of Behavior*. (A.L. Fisher, Trans.). Pittsburgh, Pennsylvania: Duquesne University Press.
- Merleau-Ponty, M. (1992). *Phenomenology of Perception*. New York: Routledge.
- Merrell, F. (2003). *Sensing Corporeally: Toward a Posthuman Understanding*. Toronto, Ontario: University of Toronto Press.
- Metzinger, T., & Gallese, V. (2003). The emergence of a shared action ontology: Building blocks for a theory, *Consciousness and Cognition*, 12, 549-571.
- Miell, D., & Littleton, L. (eds.) (2004). *Collaborative Creativity: Contemporary Perspectives*. London: Free Association Books.

- Miles, M.B., & Huberman, A.M. (1994). *Qualitative Data Analysis: An Expanded Sourcebook*, Thousand Oaks, CA: Sage Publications.
- Miles-Board, T., Deveril, Lansdale, J., Carr, L., & Hall, W. (2003). Decentering the dancing text: from dance intertext to hypertext. *Proceedings of the Fourteenth ACM Conference on Hypertext and Hypermedia* (Nottingham, UK, August 26 - 30, 2003). HYPERTEXT '03. New York: ACM Press, 108-119.
- Milne, H. (1995). *The Heart of Listening: A Visionary Approach to Craniosacral Work*. Berkeley: North Atlantic Books.
- Mindell, A. (1993). *The Shaman's Body: A New Shamanism for Transforming Health, Relationships, and the Community*. San Francisco: Harper.
- Mindell, A. (2002). *The Dreambody in Relationships*. Portland, Oregon: Lao Tse Press.
- Minett, G. (2004). *Exhale: An Overview of Breathwork*. Edinburgh: Floris Books.
- Moen, J. (2005). Towards people based movement interaction and kinaesthetic interaction experiences, Critical Computing: *Proceedings of the 4th Decennial Conference on Critical Computing: Between Sense and Sensibility*, 20(24), 121-124.
- Moen, J. (2007). From hand-held to body-worn: embodied experiences of the design and use of a wearable movement-based interaction concept, *Proc TEI 2007*, New York: ACM Press, 251-258.
- Moggridge, B. (1999). Expressing experiences in design, *Interactions*, 6(4), New York: ACM Press, 17-25.
- Moggridge, B. (2007). *Designing Interactions*. Cambridge, Massachusetts: MIT Press.
- Montagu, A. (1971). *Touching: The Human Significance of the Skin*. New York: Harper & Row.
- Moore, C.L. (1978). *Executives in Action: A Guide to Balanced Decision-Making in Management*. Plymouth, UK: Macdonald and Evans.
- Morgan, M., & Newell, A.F. (2007). Interface between two disciplines – the development of theatre as a research tool, *Lecture Notes in Computer Science*, 4550, Heidelberg: Springer, 184-193.
- Moser, M.A. (1996). *Immersed in Technology: Art and Virtual Environments*. Cambridge, Massachusetts: MIT Press.
- Motamedi, N. (2007a). Keep in touch: a tactile-visual intimate interface, *Proc TEI 2007*, New York: ACM Press, 21-22.
- Motamedi, N. (2007b). The aesthetics of touch in interaction design. *Proceedings of the 2007 International Conference on Designing Pleasurable Products and Interfaces (DPPI '07)*, Helsinki, Finland. New York: ACM Press, 455-460.
- Moustakas, C. (1994). *Phenomenological Research Methods*. Thousand Oaks, CA: Sage Publications.
- Murphy, M. (1992). *The Future of the Body: Explorations Into the Further Evolution of Human Nature*. New York: Putnam Publishing.
- Nack, F., Schiphorst, T., Obrenovic, Z., KauwATjoe, M., de Bakker, S., Rosillio, A.P., & Aroyo, L. (2007). Pillows as adaptive interfaces in ambient environments. *Proceedings of the international Workshop on Human-Centered Multimedia* (Augsburg, Bavaria, Germany, September 28-28, 2007). HCM '07. New York: ACM Press, 3-12.
- Nadel, M.H. and Miller, C. M. (eds.) (1978). *The Dance Experience: Readings in Dance Appreciation*, New York: Universe Books, 33-48.
- Nardi, B.A. (2001). Activity Theory and Human Computer Interaction, *Context and Consciousness*, Cambridge, Massachusetts: MIT Press, 7-16.

- Nardi, B.A., & O'Day, V.L. (1999). *Information Ecologies: Using Technology with Heart*. Cambridge, Massachusetts: MIT Press.
- Neisser, U. (1988). Five Kinds of Self-Knowledge, *Philosophical Psychology*, London: Routledge, 1:1, 35-59.
- Nettleton, S., & Watson, J. (eds.) (1998). *The Body in Everyday Life*. New York: Routledge.
- Neuman, Y. (2003). *Processes and Boundaries of the Mind: Extending the Limit Line*. New York: Kluwer Academic.
- Neuman, Y. (2007). *Reviving the Living, Meaning Making in Living Systems* (Volume 6 Studies in Multidisciplinarity), Amsterdam: Elsevier Press.
- Newell, A.F. (2004). HCI and Older People, *HCI and the Older Population*, Glasgow, Scotland, 29-30.
- Newell, A.F., Carmichael, A., Morgan, M., & Dickinson, A. (2006). The use of theatre in requirements gathering and usability studies. *Interact. Comput.*, 18(5), September 2006, 996-1011.
- Newlove, J. (1993). *Laban for Actors and Dancers: Putting Laban's Movement Theory into Practice*. New York: Routledge.
- Newman, M.W., Sedivy, J.Z., Neuwirth, C.M., Edwards, W.K., Hong, J.I., Izadi, S., et al. (2002). Designing for serendipity: supporting end-user configuration of ubiquitous computing environments, *Proceedings of the Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques*. New York: ACM Press, 147-156.
- Noë, A. (2004). *Action In Perception*. Cambridge, Massachusetts: MIT Press.
- Norman, D. (2004). *Emotional Design: Why We Love (or hate) Everyday Things*. New York: Basic Books.
- North, M. (1971). *An Introduction to Movement Study and Teaching*. London, UK: Macdonald and Evans.
- Nunez, R., & Freeman, W.J. (eds.) (1999). *Reclaiming Cognition: The Primacy of Action, Intention and Emotion*. Imprint Academic UK.
- O'Connell, S. (1970). *Mindreading: An Investigation Into How We Learn to Love and Lie*. New York: Doubleday.
- Oddey, A. (1994). *Devising Theatre: A Practical and Theoretical Handbook*. London, UK: Routledge.
- Oida, Y., & Marshall, L. (1997). *The Invisible Actor*. New York: Routledge.
- Otto, O., Roberts, D., & Wolff, R. (2006). A review on effective closely-coupled collaboration using immersive CVE's. In *Proceedings of the 2006 ACM international Conference on Virtual Reality Continuum and Its Applications* (Hong Kong, China). VRCIA '06. New York: ACM Press, 145-154.
- Panayi, M.N., & Roy, D.M. (1998). BodyTek: technology enhanced interactive physical theatre for people with cognitive impairment. *Proceedings of the Sixth ACM international Conference on Multimedia: Technologies For interactive Movies* (Bristol, United Kingdom, September 13-16, 1998). MULTIMEDIA '98. New York: ACM Press, 35-38.
- Patton, P. (ed.) (1996). *Deleuze: A Critical Reader*. Oxford, UK: Blackwell Publishers.
- Paulos, E., & Beckmann, C. (2006). Sashay: designing for wonderment, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 881-884.
- Pearson, M., & Shanks, M. (2001). *Theatre / Archeology*. London, UK: Routledge.

- Pentland, A. (2000). Perceptual intelligence, *Communications of the ACM*, 43(3). New York: ACM Press, 35-44.
- Perlin, K., & Goldberg, A. (1996). Improv: a system for scripting interactive actors in virtual worlds. *Proceedings of the 23rd Annual Conference on Computer Graphics and interactive Techniques SIGGRAPH '96*. New York: ACM Press, 205-216.
- Pert, C.B. (1997). *Molecules of Emotion: The Science Behind Mind-Body Medicine*. Simon & Schuster.
- Petersen, M.G., Iversen, O.S., Krogh, P.G., & Ludvigsen, M. (2004). Aesthetic interaction: a pragmatist's aesthetics of interactive systems, in *Proc. DIS 2004*, 269-276.
- Petitot, J., Varela, F.J., Pachoud, B., & Roy, J.-M. (eds.) (1999). *Naturalizing Phenomenology: Issues in Contemporary Phenomenology and Cognitive Science*, Stanford, Connecticut: Stanford University Press.
- Philips Research: Photonic pillow,
[http://www.research.philips.com/password/archive/24/pw24_new.html#sms.>](http://www.research.philips.com/password/archive/24/pw24_new.html#sms.)
- Picard, R. (1997). *Affective Computing*. Cambridge, Massachusetts: MIT Press.
- Pilates, J.H., & Miller, W.J. (1945). *Pilates: Return to Life Through Contrology*. J.J. Augustin.
- Pine, B.J.P. II, & Gilmore, J.H. (1999). *The Experience Economy: Work is Theatre and Every Business is a Stage*. Boston: Harvard Business School Press.
- Pinhanez, C.S., & Bobick, A.F. (1998). It/I: an experiment towards interactive theatrical performances. *CHI '98 Conference Summary on Human Factors in Computing Systems* (Los Angeles, California, United States, April 18-23, 1998). CHI '98. New York: ACM Press, 333-334.
- Pink, S. (2007). *Doing Visual Ethnography, Second Edition*. Sage Publications.
- Pobiner, S.G., & Mathew, A.P. (2007). Who killed design?: addressing design through an interdisciplinary investigation. In *CHI '07 Extended Abstracts on Human Factors in Computing Systems* (San Jose, CA, USA, April 28-May 03, 2007). CHI '07. New York: ACM Press, 1925-1928.
- Polyani, M. (1958). *Personal Knowledge: Towards a Post-Critical Philosophy*. Chicago: University of Chicago Press.
- Polanyi, M. (1983). *The Tacit Dimension*. Gloucester, Massachusetts: Peter Smith.
- Polanyi, M., & Prosch, H. (1975). *Meaning*. Chicago: University of Chicago Press.
- Popat, S., Ng, K., & Smith-Autard, J. (2000). Hands-on dance project (poster session): creative dance collaborations online. *Proceedings of the Third International Conference on Collaborative Virtual Environments* (San Francisco, California, United States). CVE '00. New York: ACM Press, 203-204.
- Post, E.R., & Orth, M. (1997). Smart fabric, or washable computing, *First IEEE International Symposium on Wearable Computers*, Cambridge, Massachusetts.
- Preece, J. (1998). Empathic communities: reaching out across the web, *interactions*, 5(2), New York: ACM Press, 32-43.
- Preece, J., Rogers, Y., & Sharp, H. (2002). *Interaction Design: Beyond human-computer interaction*. John Wiley & Sons.
- Preskill, H., & Catsambas, T.T. (2006). *Reframing Evaluation Through Appreciative Inquiry*. Sage Publications.
- Preston-Dunlop, V. (1963). *A Handbook for Dance in Education*. Plymouth, UK: Macdonald and Evans.

- Putnam, H. (1981). *Reason, Truth and History*. Cambridge, UK: Cambridge University Press.
- Plyshyn, Z.W. (2003). *Seeing and Visualizing: It's Not What You Think*. Cambridge, Massachusetts: MIT Press.
- Radha, S. (1992). *Kundalini Yoga*. Delhi: Motilal Banarsi Dass Publishers.
- Rama, Ballantine, R., & Hayes, A. (1979). *Science of Breath: A Practical Guide*. Honesdale, Pennsylvania: The Himalayan Institute Press.
- Ramachandran, V.S. (2004). *The Emerging Mind*, London, UK: Profile Books.
- Ramachandran, V.S., & Blakeslee, S. (1998). *Phantoms in the Brain: Probing the Mysteries of the Human Mind*. New York: William Morrow.
- Ramacharaka, Y. (1904). *Science of Breath*. Chicago: Yogi Publication Society.
- Rathbone, J.L., & Hunt, V.V. (1965). *Corrective Physical Education*. Philadelphia: W.B. Saunders.
- Reeves, S., Benford, S., O'Malley, C., & Fraser, M. (2005). Designing the spectator experience. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (Portland, Oregon, USA, April 02-07, 2005). CHI '05. New York: ACM Press, 741-750.
- Rehman, K., Stajano, F., & Coulouris, G. (2002). Interfacing with the invisible computer, *Proc NordCHI, 2002*, New York: ACM Press, 213-216.
- Reilly, J.P. (1998). *Applied Bioelectricity: From Electrical Stimulation to Electropathology*, New York: Springer-Verlag.
- Rice, M., Newell, A., & Morgan, M. (2007). Forum theatre as a requirements gathering methodology in the design of a home telecommunication system for older adults, *Behaviour & Information Technology*, 26(4), Taylor & Francis, 323-331.
- Richards, T. (1995). *At Work With Gotowski: On Physical Actions*. London, UK: Routledge.
- Riegelsberger, J., Vasalou, A., Bonhard, P., & Adams, A. (2007). Reinventing trust, collaboration and compliance in social systems, *Proc CHI 2007*. New York: ACM Press, 1687-1690.
- Riseberg, J., Klein, J., Fernandez, R., & Picard, R.W. (1998). Frustrating the user on purpose: using biosignals in a pilot study to detect the user's emotional state. *Conference on Human Factors in Computing Systems*. New York: ACM Press, 227-228.
- Rittenbruch, M., Mansfield, T., & Viller, S. (2009). Design and Evaluation of Intentionally Enriched Awareness. In P. Markopoulos et al. (eds.), *Awareness Systems*, Human-Computer Interaction Series, London, UK: Springer-Verlag, 367-395.
- Roche, L. (2001). *Breath Taking: Lessons in Breathing to Enhance Your Health and Joy of Living*. Rodale.
- Rodríguez, J., Diehl, J.C., & Christiaans, H. (2006). Gaining insight into unfamiliar contexts: a design toolbox as input for using role-play techniques, *Interacting with Computers*, 18(5), Amsterdam: Elsevier Press, 956-976.
- Rogers, Y., & Sharp, H. (2002). *Interaction Design: Beyond Human-Computer Interaction*. John Wiley and Sons.
- Rokeby, D. (1996). *Transforming mirrors: subjectivity and control in interactive media*, <<http://homepage.mac.com/davidrokeby/mirrors.html>>.
- Rosen, L. (ed.) (1995). *Other Intentions: Cultural Contexts and the Attribution of Inner States*. Santa Fe, New Mexico: School of American Research Press.

- Rosen, M., & Brenner, S. (2003). *Rosen Method Bodywork: Accessing the Unconscious Through Touch*. Berkeley: North Atlantic Books.
- Rosen, R. (2002). *The Yoga of Breath: A Step-by-Step Guide to Pranayama*. Boston: Shambhala.
- Ross, S.D. (ed.) (1984). *An Anthology of Aesthetic Theory*. Albany, New York: State University of New York Press.
- Royal College of Art (1994). *Research Methods for Mphil & PhD students in Art and Design: Contrasts and Conflicts*. London, UK: Royal College of Art.
- Russo, B., & Hekkert, P. (2007). On the experience of love: the underlying principles, *Proceedings of the 2007 Conference on Designing Pleasurable Products and Interfaces*. New York: ACM Press, 12-19.
- Sachs, P. (1995). Transforming work: collaboration, learning, and design. *Commun. ACM*, 38(9), New York: ACM Press, 36-44.
- Sales, A., & Fournier, M. (2007). *Knowledge, Communication and Creativity*. London, UK: Sage Publications.
- Salter, C.L., & Wei, S.X. (2005). Sponge: a case study in practice-based collaborative art research. In *Proceedings of the 5th Conference on Creativity & Cognition* (London, United Kingdom, April 12-15, 2005). C&C '05. New York: ACM Press, 92-101.
- Salvador, T., & Howells, K. (1998). Focus troupe: using drama to create common context for new product concept end-user evaluations. *CHI 98 Conference Summary on Human Factors in Computing Systems* (Los Angeles, California, United States, April 18-23, 1998), CHI '98. New York: ACM Press, 251-252.
- Satchidanda, S. (1978). *The Yoga Sutras of Patanjali*. Yogaville, Virginia: Integral Yoga Publications.
- Sato, S., & Salvador, T. (1999). Methods & tools: playacting and focus troupes:: theater techniques for creating quick, intense, immersive, and engaging focus group sessions. *Interactions*, 6(5), September 1999, 35-41.
- Scaife, M., Rogers, Y., Aldrich, F., & Davies, M. (1997). Designing for or designing with? informant design for interactive learning environments, *Proc. CHI 1997*, New York: ACM Press, 343-350.
- Schechner, R. (1985). Restoration of Behavior, *Between Theatre and Anthropology*, Philadelphia: University of Pennsylvania Press, 35-116.
- Schechner, R. (1985). *Between Theatre and Anthropology*, Philadelphia: University of Pennsylvania Press.
- Schechner, R. (1991). *Performance Theory*. New York: Routledge.
- Schechner, R. (2002). *Performance Studies*. London, UK: Routledge.
- Schechner, R., & Woolford, L. (eds.) (1997). *The Grotowski Sourcebook*. London, UK: Routledge.
- Schiphorst, T. (1992a). LifeForms: Design Tools for Choreography, *Dance and Technology I: Moving Toward the Future*, 46-52.
- Schiphorst, T. (1992b). The choreography machine: A design tool for character and human movement, *CyberArts: Exploring art and technology*, 147-156.
- Schiphorst, T. (1993). LifeForms: A computer tool for choreography, *The Fourth Biennial Arts & Technology Symposium*, 118-131.
- Schiphorst, T. (1994). *A case study of Merce Cunningham's use of the lifeforms computer choreographic system in the making of Trackers*, masters thesis, Simon Fraser University.

- Schiphorst, T. (1997a). Bodymaps, artifacts of touch, *ACM SIGGRAPH 97 Visual Proceedings: The art and interdisciplinary programs of SIGGRAPH '97*, New York: ACM Press, 72-73.
- Schiphorst, T. (1997b). Merce Cunningham: making dances with a computer, *Choreography and Dance*, 4(3), Harwood Academic Press, 79-98.
- Schiphorst, T. (1997c). Body noise: subtexts of computers and dance. *SIGGRAPH Comput. Graph.*, 31(1), February 1997, New York: ACM Press, 14-15.
- Schiphorst, T. (2001). Body, Interface, Navigation Sense and the State Space, *The Art of programming: Sonic Acts*, Amsterdam: Sonic Acts Press, 48-55.
- Schiphorst, T. (2005). exhale: (breath between bodies). *ACM SIGGRAPH 2005 Emerging Technologies* (Los Angeles, California, July 31-August 04, 2005). SIGGRAPH '05. New York: ACM Press, 6.
- Schiphorst, T. (2006a). Affectionate computing: can we fall in love with a machine?, *IEEE Multimedia*, 13(1), January–March 2006, 20-23.
- Schiphorst, T. (2006b). Breath, skin and clothing: interfacing with wearable technologies, *International Journal of Performance and Digital Media, PADM*, 2(2), 171-186.
- Schiphorst, T. (2007). Really, really small: the palpability of the invisible. *Proceedings of the 6th ACM SIGCHI Conference on Creativity & Cognition* (Washington, DC, USA, June 13-15, 2007). C&C '07. New York: ACM Press, 7-16.
- Schiphorst, T., & Andersen, K. (2004). Between bodies: using experience modeling to create gestural protocols for physiological data transfer, *Proc. CHI 2004 Fringe*, New York: ACM Press.
- Schiphorst, T., Calvert, T., Lee, C., Welman, C., & Gaudet, S. (1990). Tools for interaction with the creative process of composition. *Proc. CHI 1990*, New York: ACM Press, 167-174.
- Schiphorst, T., Crawford, J., Gotfrit, M., & Demers, L.P. (1993). The Shadow Project: An Exploratory Workshop in Performance Technology, *The Fourth Biennial Arts & Technology Symposium*, 132-142.
- Schiphorst, T., Lovell, R., & Jaffe, N. (2002). Using a gestural interface toolkit for tactile input to a dynamic virtual space. *CHI '02 Extended Abstracts on Human Factors in Computing Systems* (Minneapolis, Minnesota, USA, April 20-25, 2002). CHI '02. New York: ACM Press, 754-755.
- Schiphorst, T., & Mah, S. (1997). The electric body project. *ACM SIGGRAPH 97 Visual Proceedings: the Art and interdisciplinary Programs of SIGGRAPH '97* (Los Angeles, California, United States, August 03-08, 1997). SIGGRAPH '97. New York: ACM Press, 199.
- Schiphorst, T., Mah, S., & Crawford, J. (1994). STILL DANCING: interacting inside the dance. *Conference Companion on Human Factors in Computing Systems* (Boston, Massachusetts, United States, April 24-28, 1994). CHI '94. New York: ACM Press, 61-62.
- Schiphorst, T., Jaffe, N., & Lovell, R. (2005). Threads of recognition: using touch as input with directionally conductive fabric, *Proceedings of the SIGCHI conference on Human Factors in computing systems*, April 2-7, 2005, Portland, Oregon.
- Schiphorst, T., Motamedi, N., & Jaffe, N. (2007). Applying an aesthetic framework of touch for table-top interaction, *Proceedings 2nd IEEE International Workshop on Horizontal Interactive Human-Computer Systems*, October 10-12, 2007, Newport, Rhode Island, 71-74.
- Schiphorst, T., Nack, F., KauwATjoe, M., de Bakker, S., Stock, Aroyo, L., et al. (2007). PillowTalk: can we afford intimacy? *Proc TEI 2007*, New York: ACM Press, 21-30.

- Schmidt, K. (2002). The problem with 'awareness': introductory remarks on awareness in CSCW, *Computer Supported Cooperative Work, CSCW 11*, The Netherlands: Kluwer Academic Publishers, 285-298.
- Schneider, P. (2009). The effect of academic socializing strategies on intercultural collaboration: empirical evidence from European economics departments. In *Proceedings of the 2009 International Workshop on Intercultural Collaboration* (Palo Alto, California, USA, February 20-21, 2009). IWIC '09. New York: ACM Press, 119-128.
- Schön, D.A. (1967). *Invention and the Evolution of Ideas*. London UK: Tavistock.
- Schön, D.A. (1983). *The Reflective Practitioner: How Professionals Think In Action*. Basic Books.
- Schön, D.A. (1987). *Educating the Reflective Practitioner: Toward a New Design for Teaching and Learning in the Professions*. John Wiley & Sons.
- Schrepp, M., Held, T., & Laugwitz, B. (2006). The influence of hedonic quality on the attractiveness of user interfaces of business management software, *Interacting with Computers*, 5, Amsterdam: Elsevier Press, 1055-1069.
- Sengers, P. (2003a). Using cultural theory to design everyday computing. *NSF Information and Intelligent Systems Career Grant # 023132*.
- Sengers, P. (2003b). The engineering of experience, in *Funology: from usability to enjoyment*. M.A. Blythe, K. Overbeeke, A.F. Monk, & P.C. Wright (eds.), Dordrecht, The Netherlands: Kluwer Academic Publishers, 19-29.
- Sengers, P., Boehner, K., Shay, D., & Joseph, K. (2005). Reflective design. *4th Decennial Conference on Critical Computing: Between Sense and Sensibility*, Aarhus, Denmark. New York: ACM Press, 49-58.
- Sengers, P., Boehner, K., Warner, S., & Jenkins, T. (2005). Evaluating affect: co-interpreting what "works". *ACM Computer Human Interaction (CHI 2005) Workshop on Innovative Approaches to Evaluating Affective Systems*, New York: ACM Press.
- Sengers, P., & Gaver, W. (2006). Staying open to interpretation, engaging multiple meanings in design + evaluation, DIS'06.
- Sengers, P., Liesendahl, R., Magar, W., Seibert, C., Müller, B., Joachims, T., et al. (2002). The enigmatics of affect. *Proceedings of the Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques*. New York: ACM Press, 87-98.
- Shaner, D.E., & Nagatomo, S. (1989). *Science and Comparative Philosophy: Introducing Yuasa Yasuo*. Leiden, The Netherlands: E.J. Brill Publishers.
- Shanken, E.A. (ed.) (2003). *Telematic Embrace: Visionary Theories of Art, Technology, and Consciousness*. Berkeley: University of California Press.
- Shedroff, N. (2001). *Experience Design: A Manifesto for the Creation of Experience*. Indianapolis, Indiana: New Riders Publishing.
- Sheets-Johnson, M. (1998). *The Primacy of Movement*, Amsterdam: John Benjamins Publishing Company.
- Sheets-Johnson, M. (2009). *The Corporeal Turn: An Interdisciplinary Reader*, Exeter: Imprint-Academic.
- Sheldrake, R. (1988). *The Presence of the Past: Morphic Resonance and the Habits of Nature*. New York: Time Books.
- Sheldrake, R. (1995). *Seven Experiments That Could Change The World: A Do-It Yourself Guide to Revolutionary Science*. New York: Riverhead Books.

- Sheldrake, R. (2003). *The Sense of Being Stared At: And Other Aspects of the Extended Mind*. New York: Crown Publishers.
- Shneiderman, B. (2003). *Leonardo's Laptop: Human Needs and The New Computing Technologies*. Cambridge, Massachusetts: MIT Press.
- Shoemaker, S. (1996). *The First-Person Perspective and Other Essays*. Cambridge, UK: Cambridge University Press.
- Shusterman, R. (1992). *Pragmatist Aesthetics: Living Beauty, Rethinking Art*. Oxford, UK: Rowman and Littlefield Publishers.
- Shusterman, R. (1997). *Practicing Philosophy: Pragmatism and the Philosophical Life*. New York: Routledge.
- Shusterman, R. (2000). *Performing Live: Aesthetic Alternatives for the Ends of Art*. Ithaca, New York: Cornell University Press.
- Shusterman, R. (2008). *Body Consciousness: A Philosophy of Mindfulness and Somaesthetics*. Cambridge, UK: Cambridge University Press.
- Shyba, L., & Tam, J. (2005). Developing character personas and scenarios: vital steps in theatrical performance and HCI goal-directed design. *Proceedings of the 5th Conference on Creativity & Cognition* (London, United Kingdom, April 12-15, 2005). C&C '05. New York: ACM Press, 187-194.
- Siegel, E.V. (1984). *Dance Movement Therapy: Mirror of Our Selves / The Psychoanalytic Approach*. New York: Human Sciences Press.
- Siler, B. (2000). *The Pilates Body*. New York: Broadway Books.
- Simon, H.A. (1969). *The Sciences of The Artificial*. Cambridge, Massachusetts: MIT Press.
- Simone, C. & Bandini, S. (2002). Integrating awareness in cooperative applications through the reaction-diffusion metaphor, *Computer Supported Cooperative Work (CSCW)*, 11(3-4), September 2002, The Netherlands: Kluwer Academic Publishers, 495-530.
- Simsarian, K.T. (2003). Take it to the next stage: the roles of role playing in the design process. *CHI '03 Extended Abstracts on Human Factors in Computing Systems* (Ft. Lauderdale, Florida, USA, April 05-10, 2003). CHI '03. New York: ACM Press, 1012-1013.
- Slater, M., Howell, J., Steed, A., Pertaub, D., & Garau, M. (2000). Acting in virtual reality. *Proceedings of the Third International Conference on Collaborative Virtual Environments* (San Francisco, California, United States). CVE '00. New York: ACM Press, 103-110.
- Smailagic, A., & Siewiorek, D. (1999). User-centered interdisciplinary design of wearable computers, *ACM SIGMOBILE Mobile Computing and Communications Review*, 3(3), New York: ACM Press, 43-52.
- Smith, R.A., & Simpson, A. (eds.) (1991). *Aesthetics and Arts Education*. University of Illinois Press.
- Springgay, S., & Freedman, D. (2007). *Curriculum and the Cultural Body*. New York: Peter Lang Publishing.
- Stafford, B.M. (1993). *Body Criticism*. Cambridge, Massachusetts: MIT Press.
- Ståhl, A., Sundström, P., & Höök, K. (2005). A foundation for emotional expressivity, *Proceedings of the 2005 Conference on Designing for User Experience*, New York: American Institute of Graphic Arts (AIGA).
- Starobinski, J. (1989). A Short History of Bodily Sensation (S. Matthews, Trans.), in *Fragments for a History of the Human Body*, 2 (ed., Feher, M.) Zone Books, Cambridge, Massachusetts: MIT Press.

- Starr, F. (ed.) (1968). *Merce Cunningham: Changes / Notes on Choreography*. New York: Something Else Press.
- Stebbins, G. (1886). *Delsarte System of Dramatic Expression*. New York: E. S. Werner. <<http://www.openlibrary.org/details/delsartesystemof00stebuoft>> see also Williams, J., *the delsarte project history page*, <<http://www.delsarteproject.com/history.htm>> (retrieved November 15, 2007).
- Steiman, L. (1986). *The Knowing Body: Elements of Contemporary Performance and Dance*. Boston: Shambhala Publications.
- Steinheider, B., & Legrady, G. (2004). Interdisciplinary collaboration in digital media arts: a psychological perspective on the production process. *Leonardo*, 37(4), Cambridge, Massachusetts: MIT Press, 315-321.
- Steri, A. (1993). *Seeing, Reaching, Touching: The Relations Between Vision and Touch in Infancy*. (T. Powell & S. Kingerlee, Trans.). Cambridge, Massachusetts: MIT Press.
- Stocker, M., & Hegeman, E. (1996). *Valuing Emotions*. Cambridge, UK: Cambridge University Press.
- Stone, D., Jarrett, C., Woodroffe, M., & Minocha, S. (2005). *User Interface Design and Evaluation*. San Francisco: Morgan Kaufmann.
- Strom, G. (2002). Mobile devices as props in daily role playing. *Personal Ubiquitous Comput.*, 6(4), January 2002, 307-310.
- Suchman, L. (1987). *Plans and Situated Actions: The problem of human machine communication*. Cambridge, UK: Cambridge University Press.
- Sullivan, G. (2005). *Art Practice as Research: Inquiry in the Visual Arts*. Sage Publications.
- Suzuki, T. (1986). *The Way of Acting: The Theatre Writings of Tadashi Suzuki*. (J.T. Rimer, Trans.). New York: Theatre Communications Group.
- Svanaes, D., & Verplank, W. (2000). In search of metaphors for tangible user interfaces. In *Proceedings of DARE 2000 on Designing Augmented Reality Environments* (Elsinore, Denmark). DARE '00. New York: ACM Press, 121-129.
- Sweigard, L.E. (1974). *Human Movement Potential: Its Ideokinetic Facilitation*. New York: Harper & Row.
- Swenson. D. (1999). *Ashtanga Yoga: The Practice Manual*, Austin, Texas: Ashtanga Yoga Productions.
- Tart, C.T. (ed.) (1969). *Altered States of Consciousness*. New York: Doubleday.
- Tart, C.T. (1975). *States of Consciousness*. New York: E.P. Dutton.
- Thomas, H. (2003). *The Body, Dance and Cultural Theory*. Palgrave Macmillan UK.
- Thompson, E. (ed.) (2001a). *Between Ourselves: Second-Person Issues in the Study of Consciousness*. Imprint Academic UK.
- Thompson, E. (2001b). Empathy and consciousness. *Journal of Consciousness Studies*, 8(5-7), 1-32.
- Thompson, E. (2007). *Mind in Life: Biology, Phenomenology, and the Sciences of Mind*. Cambridge: Harvard University Press.
- Tinbergen, N. (1974). Ethology and stress diseases, *Science, New Series*, 185(4145). American Association for the Advancement of Science, 20-27.
- Todd, M.E. (1937). *The Thinking Body*. New York: Dance Horizons.

- Tran, M.Q., & Biddle, R. (2008). Collaboration in serious game development: a case study. In *Proceedings of the 2008 Conference on Future Play: Research, Play, Share* (Toronto, Ontario, Canada, November 03-05, 2008). Future Play '08. New York: ACM Press, 49-56.
- Treadaway, C. (2007). Using empathy to research creativity: collaborative investigations into distributed digital textile art and design practice, *Proceedings of the 6th ACM SIGCHI conference on Creativity & Cognition*, New York: ACM Press, 63-72.
- Tsukahara, W., & Ward, N. (2001). Responding to subtle, fleeting changes in the user's internal state. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, New York: ACM Press, 77-84.
- Turkle, S. (ed.) (2007). *Evocative Objects: Things We Think With*. Cambridge, Massachusetts: MIT Press.
- Turner, M.J. (1971). *New Dance: Approaches to Nonliteral Choreography*. University of Pittsburgh Press.
- Turner, V.W. (1982). *From Ritual to Theatre: The Human Seriousness of Play*. New York: PAJ Publications.
- Turner, V.W. (1986). Dewey, Dilthey, and Drama: An Essay in the Anthropology of Experience, *The Anthropology of Experience*, Turner, V.W., & Bruner, E.M. (eds.), Chicago: University of Illinois Press, 33-44.
- Turner, V.W., & Bruner, E.M. (eds.) (1986). *The Anthropology of Experience*. Chicago: University of Illinois Press.
- Ullmann, L. (ed.) (1971). *Rudolph Laban Speaks About Movement and Dance*. Addlestone, UK: Laban Art of Movement Center.
- V2 (2005). *Art and D: Research and Development in Art*. Rotterdam: V2 Publishing.
- Van Manen, M. (1990). *Researching Lived Experience: Human Science for an Action Sensitive Pedagogy*. Albany, New York: State University of New York Press.
- Varela, F.J. (1999). *Ethical Know-How: Action, Wisdom, and Cognition*. Palo Alto, California: Stanford University Press.
- Varela, F.J. (2001). Intimate distances: fragments for a phenomenology of organ transplantation, in *Between Ourselves: Second-person Issues in the Study of Consciousness*. Thompson, E. (ed.), *Journal of Consciousness Studies*, 8(5-7), UK: Imprint Academic.
- Varela, F.J., & Shear, J. (1999). First-person methodologies: what, why, how?. *Journal of Consciousness Studies*, 6(2-3), 1-14.
- Varela, F.J., & Shear, J. (ed.) (1999). *The View From Within: First-Person Approaches to the Study of Consciousness*. Thorverton, UK: Imprint Academic.
- Varela, F.J., Thompson, E., & Rosch, E. (1991). *The Embodied Mind: Cognitive Science and Human Experience*. Cambridge, Massachusetts: MIT Press.
- Vasalou, A., & Pitt, J. (2005). Reinventing Forgiveness: A Formal Investigation of Moral Facilitation, *Proceedings of Third iTrust International Conference*. Springer, 146-160.
- Vasseleu, C. (1998). *Textures of Light: Vision and Touch in Irigaray, Levinas and Merleau-Ponty*. New York: Routledge.
- Veltheim, J. (2001). *The BodyTalk System*. Parama.
- Vetere, F., Gibbs, M.R., Kjeldskov, J., Howard, S., Mueller, F., Pedell, S., et al. (2005). Mediating intimacy: designing technologies to support strong-tie relationships. *CHI '05: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, New York: ACM Press.

- Vinck, D. (ed.) (2003). *Everyday Engineering: An Ethnography of Design and Innovation*. Cambridge, Massachusetts: MIT Press.
- Von Foerster, H. (2003). *Understanding: Essays on Cybernetics and Cognition*. New York: Springer.
- Wakkary, R., & Hatala, M. (2007). Situated play in a tangible interface and adaptive audio museum guide, *Personal and Ubiquitous Computing*, 11(3), Springer, 171-191.
- Wakkary, R., Schiphorst, T., & Budd, J. (2004). Cross-dressing and border crossing: exploring experience methods across disciplines. *CHI '04 Extended Abstracts on Human Factors in Computing Systems* (Vienna, Austria, April 24-29, 2004). CHI '04. New York: ACM Press, 1709-1710.
- Wang, J., & Kankanhalli, M.S. (2003). Experience based sampling technique for multimedia analysis. In *Proceedings of the Eleventh ACM International Conference on Multimedia* (Berkeley, CA, USA, November 2-8, 2003). MULTIMEDIA '03. New York: ACM Press, 319-322.
- Wangh, S. (2000). *An Acrobat of the Heart: A Physical Approach to Acting*. New York: Vintage Books.
- Wardrip-Fruin, N., & Harrigan, P. (2006). *First Person: New Media as Story, Performance, and Game*. Cambridge, Massachusetts: MIT Press.
- Wardrip-Fruin, N., & Montfort, N. (2003). *The New Media Reader*. Cambridge, Massachusetts: MIT Press.
- Weiser, M. (1991). The Computer for the 21st Century, *Scientific American*, 265(3), 94-104.
- Weiser, M. (1994). Building Invisible Interfaces, UIST '94 Presentation Slides, <http://nano.xerox.com/hypertext/weiser/UIST94_4up.ps>.
- Weiseth, P.E., Munkvold, B.E., Tvedte, B., & Larsen, S. (2006). The wheel of collaboration tools: a typology for analysis within a holistic framework. In *Proceedings of the 2006 20th Anniversary Conference on Computer Supported Cooperative Work* (Banff, Alberta, Canada, November 04-08, 2006). CSCW '06. New York: ACM Press, 239-248.
- Weiss, G. (1999). *Body Images: Embodiment As Intercorporeality*. New York: Routledge.
- Weiss, G., & Fern Haber, H. (eds.) (1999). *Perspectives on Embodiment: The Intersections of Nature and Culture*. New York: Routledge.
- Welton, D. (ed.) (1999). *The Body: Classic and Contemporary Readings* (Blackwell Readings in Continental Philosophy). Oxford: Blackwell Publishers.
- Wensveen, S., Overbeeke, K., & Djajadiningrat, T. (2000). Touch me, hit me and I know how you feel: a design approach to emotionally rich interaction. In *Proceedings of the 3rd Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques* (New York City, New York, United States, August 17-19, 2000). D. Boyarski and W. A. Kellogg, (eds.) DIS '00. New York: ACM Press, 48-52.
- White, J.A., Lyons, J.B., & Swindler, S.D. (2007). Organizational collaboration: effects of rank on collaboration. In *Proceedings of the 14th European Conference on Cognitive Ergonomics: invent! Explore!* (London, United Kingdom, August 28-31, 2007). ECCE '07, 250. New York: ACM Press, 53-56.
- Wilson, S. (2001). *Information Arts: Intersections of Art, Science, and Technology*. Cambridge, Massachusetts: MIT Press.
- Winograd, T., & Adler, P. (eds.) (1992). *Usability: Turning Technologies Into Tools*. Oxford: Oxford University Press.

- Wright, P., Blythe, M., & McCarthy, J. (2006). User experience and the idea of design in HCI, *Lecture Notes in Computer Science*, 3941, Springer Verlag, 1-14.
- Wright, P., & McCarthy, J. (2005). The value of the novel in designing for experience, *Future Interaction Design*, London: Springer-Verlag, 9-30.
- Wright, P., & McCarthy, J. (2008). Empathy and experience in HCI, *Proceedings of the Twenty-Sixth Annual SIGCHI Conference on Human Factors in Computing Systems* (Florence, Italy), CHI '08. New York: ACM Press, 637-646.
- Wright, P., McCarthy, J., & Meekison, L. (2003). Making Sense of Technology, in *Funology: From Usability to Enjoyment*. M.A. Blythe, K. Overbeeke, A.F. Monk, & P.C. Wright, (eds.) Dordrecht, the Netherlands: Kluwer, 43-53.
- Yanchi, L. (1998). *The Essential Book of Traditional Chinese Medicine: Volume 1, Theory*. New York: Columbia University Press.
- Yasuo, Y. (1987). *The Body: Toward an Eastern Mind-Body Theory*. T.P. Kasulis (ed.), (N. Shigenori & T.P. Kasulis, Trans.), Albany, New York: State University of New York Press.
- Yasuo, Y. (1993). *The Body, Self-Cultivation, and Ki-Energy*. (S. Nagatomo & M.S. Hull, Trans.), Albany, New York: State University of New York Press.
- Yin, R.K. (2003). *Case Study Research: Design and Methods*. Thousand Oaks, California: Sage Publications, 98.
- Young, J.O. (2001). *Art and Knowledge*. New York: Routledge.
- Zahavi, D. (2005). *Subjectivity and Selfhood: Investigating the First-Person Perspective*. Cambridge, Massachusetts: MIT Press.
- Zeisel, J. (1981). *Inquiry by Design: Tools for Environment-Behavior Research*. Cambridge, UK: Cambridge University Press.
- Zhang, Y., & Candy, L. (2007). An in-depth case study of art-technology collaboration. In *Proceedings of the 6th ACM SIGCHI Conference on Creativity & Cognition* (Washington, DC, USA, June 13-15, 2007). C&C '07. New York: ACM Press, 53-62.
- Zhao, L. (2001). Synthesis and Acquisition of Laban Movement Analysis Qualitative Parameters for Communicative Gestures. PhD. Thesis, CIS, University of Pennsylvania.
- Zimmerman, J., Forlizzi, J., & Evenson, S. (2007). Research through design as a method for interaction design research in HCI, *CHI '07: Proc SIGCHI Conf*. New York: ACM, 493-502.
- Zimmerman, T.G. (1996) Personal area networks: near field intrabody communication. *IBM Systems Journal*, 35(3-4), 609-617.