

Mie Nørgaard, Ph.D., updated 2016

LIST OF PUBLICATIONS

REFEREED CONFERENCE PAPERS AND JOURNAL ARTICLES

2016

submitted for review: Playful Participation

2014

Nørgaard, M. (2014) Tinkering with Disability. Using Electronics to Empower Families and Children with Disability, Proc. NordiChi 2014, Helsinki, Finland 26-30 October, 2014.

Nørgaard, M., Sørensen, K.B., Krogh, P. G., (Aarhus School of Architecture, Denmark), Seravalli, (Malmö University, Sweden), Bianchini, M. & Maffei, S., (School of Design, Politecnico di Milano, Italy) (2014): Producing Social Innovation, 6th Living Knowledge Conference 2014, April 9 – 11, 2014, Copenhagen.

2013

Høeg, L. and Nørgaard, M. (2013) Experimental approach to exploring the affective relationship between human and object, Affective Experiences 2013, October 9th, London, UK.

Nørgaard, M. (2013) Re-Designing the Dining Experience: Harpooning Meatballs in the Name of Co-Creation, RTD 2013, September 3 – 5, 2013, Newcastle upon Tyne, UK.

Nørgaard, M. & Krogh, P. G. (2013) Let's do it with others, Cumulus Conference, June 5.-8. 2013, Kalmar, Sweden

Nørgaard, M., Merritt, T., Rasmussen, M. K., Petersen, M. G. (2013) Exploring the Design Space of Shape-Changing Objects: Imagined Physics. DPPI 2013, September 3 – 5, 2013, Newcastle upon Tyne, UK.

2012

Merritt, T., & Nørgaard, M. (2012). Fostering Creativity & Effective Communication With Interaction Design Students. Paper presented at DesignEd Asia, Hong Kong, Hongkong.doi: 978-988-16721-2-4.

Nørgaard, M. (2012) Using extreme sketching in creative business modelling. Cumulus Working Paper: Projecting Design 2012, Fundación Instituto Profesional Duoc UC, Chile.

Nørgaard, M. & Merritt, T. (2012) Rethinking the design of bio-bio symbiotic relationships, DIS 2012, June 11-15, 2012, Newcastle, UK.

2011

Mitchell, R. & Nørgaard, M. (2011), DIY Cartoon Storyboards, live sketching and co-sketching to involve young and old users in participatory design. 4th World Conference on Design Research, IASDR2011, October 31 - November 4, Delft, the Netherlands.

Nørgaard, M. (2011), Exploring the Uncanny: Understanding Design Qualities of Curious Machines. International symposium on Exploring Aesthetic Paradigms in Hybrid Ecologies, April 26th, Rio de Janeiro, Brazil.

Nørgaard, M. (2011), Filling in the Blanks – How to Involve Users with Extreme Sketching, accepted for publication in the proceedings of the Participatory Innovation Conference, PINC2011, January 13th – 15th 2011, Sønderborg, Denmark

2010

Nørgaard M. (2010), What makes a Butlerbot a Butlerbot? A discussion of a robot classification system, Proceedings of the NordiChi2010 conference, October 16–20, Reykjavik, Iceland.

2009

Nørgaard, M. & Hornbæk, K. (2009), Working Together to Improve Usability: Challenges and Best Practices, International Journal of Technology and Human Interaction, 6 (1), pp 33-53.

2008

Jain, A., Nørgaard M. (2008), How Design Futurescaping may Help Grandma Reflect on Robots. Workshop on Designing Robotic Artefacts With User- and Experience Centred perspectives, NordiChi2008, October 20-22, Lund, Sweden.

Johansen, S.A., Nørgaard, M. & Sørensen, J.R. (2008), Can Eyetracking Boost Usability Evaluation of Computer Games? Workshop on Evaluating User Experiences in Games, April 4th 2008, CHI2008, Florence, Italy.

Nørgaard, M. (2008) Ph.D. thesis: Understanding Usability Work as a Human Activity. The Department of Computing, Faculty of Science at Copenhagen University.

Nørgaard, M. & Hornbæk, K. (2008), Exploring the Value of Usability Feedback Formats, International Journal of Human-Computer Interaction, 25 (1), pp 49-74.

Nørgaard, M. & Høegh, R. T. (2008), Evaluating Usability – Using Models of Argumentation to Improve Persuasiveness of Usability Feedback, Proceedings on the 7th ACM Conference on Designing Interactive Systems (DIS'08), February 25th-27th, Cape Town, South Africa.
Workshop papers

Nørgaard, M. (2010), Social robots in elder care – a slippery slope to mechanistic misery or a shortcut to pensioners' paradise? 2nd workshop on Designing Robotic Artefacts With User- and Experience Centred perspectives, NordiChi2010, October 16–20, Reykjavik, Iceland.

2007

Nørgaard, M. (2007), Usability Work: A Human Activity, COST294-MAUSE workshop on downstream utility: the Good, the Bad, and the Utterly Useless Usability Evaluation Feedback, November 6th, Toulouse, France.

Nørgaard, M. & Rau, J. (2007), User Testing in the Combat Zone, Workshop on Methods for Evaluating Games - How to measure Usability and User Experience in Games, The International Conference on Advances in Computer Entertainment Technology (ACE'07), June 13-15, 2007, Salzburg, Austria.

2006

Nørgaard, M. (2006), Ringing through the mist. The art of feeding back usability results to developers, DHRS2006 the Sixth Danish Human Computer Interaction Research Symposium, Aarhus University, Aarhus, Denmark.

Nørgaard, M. & Hornbæk, K. (2006), What Do Usability Evaluators Do in Practice? An Explorative Study of Think-Aloud Testing, Proceedings on the 6th ACM Conference on Designing Interactive Systems (DIS'06), June 26–28, University Park, Pennsylvania, USA.

2005

Als, B., Frøkjær, E. et al. (2005), USE Project: Bridging the Gap between Usability Evaluation and Software Development, DHRS2005 the Fifth Danish Human Computer Interaction Research Symposium, November 8th, Copenhagen Business School, Copenhagen.

2004

Hertzum, M., Juul, N.C., Jørgensen, N., and Nørgaard, M. (2004), Usable Security and E-Banking: Ease of Use vis-à-vis Security, Proceedings of the OZCHI 2004 Conference. University of Wollongong, Wollongong, AU.

Hertzum, M., Jørgensen, N., and Nørgaard, M. (2004), Usable Security and E-Banking: Ease of Use vis-à-vis Security, Australasian Journal of Information Systems, 11(special issue), 52-65.

BOOK CHAPTERS

Merritt, Timothy Robert; Nørgaard, M.; Laursen, C.; Rasmussen, Majken Kirkegård; Petersen, Marianne Graves (2005) Imagined Physics : Exploring Examples of Shape-changing Interfaces. Cognitive Robotics. ed. / Hooman Samani. C R C Press LLC, 2015. p. 89-111.

Nørgaard, M. & Sørensen, J.R. (2008), Organizational Challenges to User Research in the Video Game Industry: Overview and Advice. In Isbister, K. & Shaffer, N. (eds.) Game Usability: Advice from the Experts for Advancing the Player Experience, Morgan Kaufman.