Maria Håkansson

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RESEARCH AND PROFESSIONAL EXPERIENCE

Department of Information Science, Cornell University, Ithaca, NY, USA
July 2011-present
Postdoctoral research fellow in the Culturally Embedded Computing group (led by Associate Professor Phoebe Sengers), doing HCI research on IT design and sustainability.

Swedish Institute of Computer Science (SICS) / Mobile Life Centre, Stockholm, Sweden, January 2009-March 2010
- Researcher at SICS
    o Working with user-centred design, qualitative user studies, and ethical issues related to robotic technologies in the EU-funded multidisciplinary project LIREC (Living with Robots and Interactive Companions). In particular, studying how families interact with and understand Pleo, a robotic toy dinosaur, during an extended period of time.
    o Running a project on location-based services funded by Nokia Research Center Helsinki. Conducting a study of a location-based service in a 'non-urban' setting to explore how such a setting could potentially shed new light on the design of these services.
- Researcher at the Mobile Life Centre, a large research centre that brings together academia and industry partners to work on mobile and ubiquitous technologies.
    o Among other things, organising a workshop with industry and academia on methods for design and evaluation.

Future Applications Lab, Viktoria Institute, Göteborg, Sweden, 2002-2008
Researcher in Professor Lars Erik Holmquist's group, working with user-centred design, experience-centred design and qualitative user studies in a number of projects on ubiquitous computing and mobile media. Both directing and co-directing smaller multidisciplinary projects.

Sony Ericsson, Lund, Sweden, October-December 2007
Visiting researcher. Planned and performed a qualitative study on young people's impression management and self-expression through sharing media and personal information on Facebook and in mobile phones. Gave a guest lecture on experience-centred design in HCI research and how this could relate to the activities at Sony Ericsson.

Bowne Global Solutions, Göteborg, Sweden, June-August 2001
Language technology assistant collaborating with translators and technical specialists in translating technical manuals. Basic programming, proof reading, etc.

Nordisk Språkteknologi Holding AS, Voss, Norway, June-August 2000
Language technology assistant participating in creating an extensive language corpus. Basic programming.

EDUCATION

PhD in Human-Computer Interaction, Stockholm University, Sweden, 2003-2009
Dissertation title: Playing with Context – Explicit and Implicit Interaction in Mobile Media Applications
Advisors: Professor Lars Erik Holmquist and Associate Professor Oskar Juhlin, both at the Mobile Life Centre, Stockholm.

MA in Computational linguistics, University of Gothenburg, Sweden, 1998-2002

With additional courses in human-computer interaction, interface design and interaction design.

Non-degree studies in English, University of Gothenburg, Sweden, 1998

OTHER

Maternity leave
March 2010-June 2011

PUBLICATIONS

Doctoral thesis

Håkansson, M. (2009). *Playing with Context: Explicit and Implicit Interaction in Mobile Media Applications.* Doctoral thesis in Human-Computer Interaction, Department of Computer and Systems Sciences, Stockholm University, Sweden.

Peer-reviewed conference publications

Håkansson, M. and Sengers, P. (2013). Beyond Being Green: Simple Living Families and ICT. To appear in *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2013).*

Brynjarsdóttir, H., **Håkansson, M.**, Pierce, J., Baumer, E.P.S., DiSalvo, C., and Sengers, P. (2012). Sustainably unpersuaded: How persuasion narrows our vision of sustainability. In *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2012)*, ACM, 947-956.

Fernaeus, Y., **Håkansson, M.**, Jacobsson, M., and Ljungblad, S. (2010). How do you play with a robotic toy animal?: A long-term study of Pleo. In *Proceedings of the 9th International Conference on Interaction Design and Children 2010*, ACM, pp. 39-48.

Håkansson, M. and Gaye, L. (2008). Bringing Context to the Foreground: Creative Engagement in a Novel Still Camera Application. In *Proceedings of ACM Designing Interactive Systems 2008*, February 25-27, Cape Town, South Africa.

Håkansson, M., Rost, M., and Holmquist, L.E. (2007). Gifts from friends and strangers: A study of mobile music sharing. In *Proceedings of ECSCW 2007, 10th European Conference on Computer-Supported Collaborative Work*, Limerick, Ireland. September 24-28, 2007.

Håkansson, M., Rost, M., Jacobsson, M. and Holmquist, L.E. (2007). Facilitating Mobile Music Sharing and Social Interaction with Push!Music. In *Proceedings of HICSS-40 2007*, Hawaii, USA, January 3-6, 2007. Minitrack "Using Information: New Technologies, Ways, & Means".

Håkansson M., Gaye L., Ljungblad S., Holmquist L.E. (2006). More Than Meets the Eye: An Exploratory Study of Context Photography. In *Proceedings of NordiCHI 2006*, Oslo, Norway, October 14-18, 2006.

Ljungblad, S., **Håkansson, M.** and Holmquist, L.E. (2005). Scheduling with Pin&Play: Augmented Pushpins as Support for Large-Scale Collaboration. In *Proceedings of CollabTech 2005, First international conference on collaboration technology*, Tokyo, Japan.

Peer-reviewed journal publications

Graves Petersen, M., Ljungblad, S., and **Håkansson, M.** (2009). Designing for Playful Photography. To be published in *New Review of Hypermedia and Multimedia*, Special Issue on Next Generation Experience Design, 2, 2009.

Ljungblad, S., **Håkansson, M.**, and Holmquist, L.E. (2007). Ubicomp challenges in collaborative scheduling: Pin&Play at the Göteborg film festival. In *Journal of Personal and Ubiquitous Computing*, Special Issue on Ubiquitous Computing in the Real World, Volume 11, Number 7 / October, 2007, Springer London.

Van Laerhoven, K., Villar, N., Schmidt, A., Gellersen, H-W., **Håkansson, M.**, and Holmquist, L.E. (2003). Pin&Play: The Surface as Network Medium. In *IEEE Communications Magazine*, April 2003, Vol.41 No.4.

Peer-reviewed short publications, workshops and popular articles

Leshed, G., **Håkansson, M.**, and Kaye, J. (2013). What We Can Learn from Small Organic Farm Families. To be presented at the CHI 2013 workshop "Exploring the Diversity of Families: Designing Technologies for the Contemporary Family Life," April 28, 2013.

Håkansson, M., Leshed, G., Blevis, E., Nathan, L., and Mann, S. (2012). Simple, Sustainable Living. Accepted as a workshop proposal to the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2012).

Håkansson, M. (2009). On the move - sharing music, inspiration and fun. *Vodafone receiver magazine*, #22 Seizing the moment, May 2009.

Håkansson, M. (2009). Studying Mobile Music Sharing. Presented at the CHI 2009 workshop on "Mobile User Experience Research: Challenges, Methods & Tools".

Fernaeus, Y., Jacobsson, M., Ljungblad, S., **Håkansson, M.**, and Holmquist, L.E. (2009). Contrasting Perspectives on Robots: a study among artists, researchers and the general public. Presented at the HRI 2009 workshop on "Societal Impact: How Socially Accepted Robots Can be Integrated in our Society".

Rost, M., Bergstrand, F., **Håkansson, M.**, and Holmquist, L.E. (2008). Columbus: Physically Exploring Geo-Tagged Photos. Presented as a demonstration at UbiComp 2008, Seoul, South Korea, September 21-24, 2008.

Gaye, L., **Håkansson, M.**, Ljungblad, S., and Holmquist, L.E. (2007). Context Photography. In *vague terrain journal*, special issue locative, Toronto, Canada.

Håkansson M., Ljungblad S., Gaye L., Holmquist L.E. (2006). Snapshots from a Study of Context Photography. Presented at alt.chi, CHI 2006, Montréal, Canada.

Håkansson, M. (2006). Push!Music: Mobile Music Sharing with Media Agents. Presented at the CHI 2006 Workshop on Mobile Social Software, Montréal, Canada.

Håkansson, M., Jacobsson, M., and Holmquist, L.E. (2005). Designing a Mobile Music Sharing System Based on Emergent Properties. In *Proceedings of AMT 2005*, Third International Conference on Active Media Technology, Takamatsu, Japan. Presented as short paper.

Jacobsson, M., Rost, M., **Håkansson, M.**, and Holmquist, L.E. (2005). Push!Music: Intelligent Music Sharing on Mobile Devices. In *Adjunct Proceedings of UbiComp 2005*, Tokyo, Japan. Demo.

Rost, M., Gaye, L., **Håkansson, M.**, Ljungblad, S., and Holmquist, L.E. (2005). Context Photography on Camera Phones. In *Adjunct Proceedings of UbiComp 2005*, Tokyo, Japan. Demo.

Håkansson, M. (2005). Context Photography. Presented at the UbiComp 2005 Workshop "Pervasive Image Capture and Sharing: New Social Practices and Implications for Technology".

Ljungblad, S., **Håkansson, M.**, Holmquist, L.E., Bång, M., Berglund, E., and Larsson, A. (2004). Augmenting Paper Based Workpractices. In *Adjunct Proceedings of UbiComp 2004*, Nottingham, UK. Presented as interactive poster.

Helin, F., Höglund, T., Zackaroff, R., **Håkansson, M.**, Ljungblad, S., and Holmquist, L.E. (2004). Supporting Collaborative Scheduling with Interactive Pushpins and Networking Surfaces. In *Adjunct Proceedings of UbiComp 2004*, Nottingham, UK. Presented as demo.

Gaye, L., Holmquist, L.E., **Håkansson, M.**, Ljungblad, S., and Mihalatos, P. (2004). Context Photography. Exhibited at *DIS 2004* Design exhibition, Cambridge, MA, USA.

Ljungblad, S., **Håkansson, M.**, Gaye, L., and Holmquist, L.E. (2004). Context Photography: Modifying the Digital Camera Into a New Creative Tool. In *Extended Abstracts of CHI 2004*, Vienna, Austria. Presented as short talk.

Håkansson, M. (2004). Finding inspiration in unconventional users of analogue cameras when exploring the future of digital photography. Presented at the CHI 2004 Workshop "Cross-Dressing and Border Crossing: Exploring Experience Methods Across Disciplines".

Håkansson, M., Ljungblad, S., and Holmquist, L.E. (2003). Capturing the Invisible: Designing Context Aware Photography. In *Proceedings of DUX 2003*, San Francisco, USA, ACM/AIGA. Presented as research sketch/short talk.

Håkansson, M., Ljungblad, S., and Holmquist, L.E. (2003). Like Solving a Giant Puzzle: Supporting Collaborative Scheduling at a Film Festival. In *Proceedings of Interact 2003*, Zürich, Switzerland. Presented as short talk.

Håkansson, M., and Van Laerhoven, K. (2002). Collaboration with Interactive Walls and Tables: Pin&Play. Presented at the UbiComp 2002 Workshop "Collaboration with Interactive Walls and Tables".

SELECTED TALKS

Håkansson, M. (2006). "Designing and Evaluating New Mobile Media Experiences". Cornell SIGCHI Distinguished Lecturer Series, Cornell University, Ithaca, USA. April 19, 2006. (Invited speaker)

Håkansson, M. (2005). "Is 'Simple Computing' Less Complex? Experiences from Designing a Ubiquitous Computing Prototype". The International Forum 'Less is more - Simple Computing in an Age of Complexity' organised by Microsoft Research, Cambridge, UK. April 27, 2005. (Invited speaker)

Håkansson, M. (2004). "Pin&Play: Exploring Collaborative Scheduling on Large Surfaces". MIT Media Lab, Cambridge, MA, USA. August 5, 2004.

Håkansson, M. (2004). "Pin&Play: Exploring Collaborative Scheduling on Large Surfaces". Media Lab Europe, Dublin, Ireland. February 9, 2004.

Håkansson, M. (2003). "Pin&Play" + "Context Photography". Intel Research Berkeley, CA, USA. June 3, 2003.

Håkansson, M. (2003). "Pin&Play" + "Context Photography". Palo Alto Research Center, CA, USA. June 4, 2003.

SELECTED MEDIA COVERAGE

"Learning to love to hate robots". **New Scientist**, December 14, 2009.

"Musikdelning via mobilen kan vara framtiden". **Swedish Radio** P1 and P2, "Mitt i musiken", April 3, 2009. In Swedish.

"Alarm bells ring as music downloads go mobile". **The Guardian**, March 16, 2006.

"MP3 players swap songs with strangers". **New Scientist**, January 7, 2006.

"Musiklopper - fremtidens spredning af musik og kultur". **Danish Radio** P1, "Harddisken", September 3, 2005. In Danish.

"Så ser ljud ut på bild". **NyTeknik**, April 21, 2004. In Swedish.

TEACHING AND SUPERVISION

Lectures on human-computer interaction and interaction design at the Intelligent System Design Programme, IT University, University of Gothenburg, Sweden, 2004 and 2005. Theses supervised:

Mattias Rost (MSc)
Mattias Jacobsson (MSc)
Robert Zackaroff (MSc)
Theresia Höglund (MSc)
Fredrik Helin (MSc)
Pontus Munck (BSc)

REVIEW AND VOLUNTEER WORK

Review work for CHI, CSCW, OzCHI, UbiComp, Journal of Personal and Ubiquitous Computing, and Pervasive. 2003-2012.

Organiser of the annual Language Technology Day 2000, at the Department of Computational Linguistics at University of Gothenburg, Sweden. Involved industry and academia from Sweden and Norway. 2000.

GRANTS

Personal research grant (10.500 €) together with Dr. Gilly Leshed, Cornell University, from Nokia University Cooperation Fund, Palo Alto, CA, USA, to conduct research on farm families and the role of ICT in combining family and work. 2012.

Young researchers' fellowship from Formas (the Swedish Research Council for Environment, Agricultural Sciences and Spatial Planning) (3,265,000 SEK/470,000 USD) to do postdoctoral research on IT and sustainability at Cornell University, USA, and Södertörn University, Sweden, between 2012-2014. 7 % acceptance rate.

Personal research grant (175.000 SEK/27.000 USD) from the Foundation BLANCEFLOR Boncompagni-Ludovisi, née Bildt, Stockholm, Sweden, to conduct postdoctoral research at Cornell University, USA, during July 2011- June 2012. 2011.

Personal research grant (175.000 SEK/27.000 USD) from Hans Werthén-fonden at The Royal Swedish Academy of Engineering Sciences (IVA), Stockholm, Sweden, to conduct postdoctoral research at Cornell University, USA, during July 2011- June 2012. 2011.

Personal research grant (20.000 €) from Nokia Research Center Helsinki to conduct a project on location-based services in non-urban settings. 2009.

Travel and support grant for PhD students (10000 SEK), Stiftelsen Paul och Marie Berghaus donationsfond, University of Gothenburg, Sweden, 2004, 2005.

Scholarship (13000 SEK), Adlerbertska Stipendiestiftelsen, University of Gothenburg, Sweden, 2001.

References on request