

Stefan Agamanolis

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EDUCATION

Massachusetts Institute of Technology, Cambridge, Massachusetts, USA

PhD Media Arts and Sciences, 2001

MS Media Arts and Sciences, 1996

- Research in the MIT Media Lab on object-based media, interactive cinema, digital television applications, programming languages for interactive media, interpersonal communication systems, automated video editing

Oberlin College, Oberlin, Ohio, USA

BA Computer Science with High Honors, 1994

- Minors in Philosophy and Film Studies

EMPLOYMENT

Akron Children's Hospital, Akron, Ohio, USA, 2010 – present

Associate Director, Rebecca D. Considine Research Institute

I am involved in planning and leading technology- and design-based research projects that have the potential to transform patient experience and redefine the operation of hospitals and health care systems. I am particularly interested in "experience design" for pediatric health care scenarios; telemedicine and expanding access to health care services in rural areas and other environments; information design and visualization on both fixed and mobile devices to support patient care; and data capture techniques to support clinical research. Akron Children's is the largest free-standing pediatric health care system in northeast Ohio, providing services at over 80 locations to more than half a million patients each year, including children, teens and adults from all over the USA and the world.

Distance Lab, Forres, Scotland, 2006 – 2010

Chief Executive / Research Director

- Founding director of a new research and entrepreneurship institute (<http://www.distancelab.org>)
- Cultivated new research themes and projects focused on overcoming the disadvantages of distance
- Responsible for developing international excellence in digital media and design innovation
- Set vision and directed all aspects of operation while growing the lab to 15 employees at its height
- Developed university relationships, industry partnership programs, licensing activity, and commercial spin-offs
- Nurtured relationship leading to absorption into a renowned higher educational institution

Highlands & Islands Enterprise, Inverness, Scotland, 2005 – 2006

Research Consultant (freelance)

- Developed plans for Distance Lab and assisted in securing £3M seed funding commitment
- Aided in forming and extracting value from sponsorship relationship with MIT Media Lab
- Advised innovative local start-up companies on business model and technology strategy issues

Media Lab Europe, Dublin, Ireland, 2001 – 2005

Principal Research Scientist

Director, Human Connectedness group

- One of the founding research directors at the European partner of the MIT Media Lab
- Managed a team of approximately 6 Masters-level researchers and degree candidates per year
- Cultivated a new research theme entitled "Human Connectedness" (<http://www.medialabeurope.org/hc>)
- Supervised and collaborated in projects exploring the future of human relationships as mediated by technology
- Contributed to lab management functions including communications, recruitment, and business development

MIT Media Lab, Cambridge, Massachusetts, USA, 1994 – 2001

Research Assistant

- Researcher in the Object-Based Media group while pursuing MS and PhD degrees at MIT

OTHER APPOINTMENTS

- **Lecturer**, Media Arts and Sciences Program, Massachusetts Institute of Technology, 2002
- **BT Senior Fellow**, Media Lab Europe, 2001 – 2003
- **Motorola Fellow**, MIT Media Lab, 1994 - 1995

CAPABILITIES

- Formation and leadership of research programs melding technology, design, and the arts
- Cultivation of new ideas in digital media for both intellectual and commercial impact
- Team building and project management in a creative, diverse, limited-resource setting
- Interaction and experience design for complex application scenarios
- Software architecture of complex multimedia and distributed systems
- Evaluation of research program proposals and progress
- Guidance on technology and design issues for academic and commercial R&D
- Forecasting of trends in digital media and communication technologies

AREAS OF EXPERTISE

Ubiquitous computing, mobile computing, telehealth, e-health, remote collaboration and awareness, media spaces, computer vision, immersive media, smart textiles, wearable computing, social networking systems, exertion interfaces, sports over a distance, interactive storytelling, hyperlinked video, digital television applications, automated video editing, ambient media, technologies for tourism and cultural exchange

AWARDS

- "Most Inspirational Speaker", eComm Europe 2009 Emerging Communications Conference & Awards
- Alt-W Production Award, Mutsugoto (with Hayashi), 2008
- European Innovative Games Award 2008, shortlisted, *Remote Impact*
- NOKIA Ubimedia MindTrek Awards, Special Mention, *Jogging over a Distance* (with Mueller), 2007
- Prix Ars Electronica 2004, Honorary Mention, *Iso-phone* (with Auger, Loizeau)
- Irish Software Association 2004 Technical Innovation award, shortlisted, *tunA* (with Bassoli, Moore)
- Induction into Phi Beta Kappa and Sigma Xi (US scientific merit societies), 1993
- 1993 ACM International Programming Contest, 6th place out of 600+ teams
- 1992 ACM East-Central US Regional Programming Contest, 2nd place out of 99 teams

PATENTS

- **Synchronized media streaming between distributed peers** / Arianna Bassoli, Julian Moore, Stefan Agamanolis / US application publication 2005/0286546, filed 21 June 2005.
- **Impact Interface System** / International Patent Application PCT/GB2009/002603, filed 3 Nov 2009 (first priority of GB 0820246.7, filed on 5th Nov 2008) / International Publication WO 2010/052453

MISCELLANEOUS

- Native English speaker, intermediate Spanish, beginners French, Greek and Japanese
- Created the Isis programming language for rapid prototyping of multimedia applications
- Took various short courses including photography, darkroom, ceramics, sewing, scuba, and wine tasting
- Attended various entrepreneurship, communications, management, and corporate governance workshops
- Good network of contacts in European and American academia and industry
- Member of the Boston-based electropunk band "Livesexact", 1998-1999

PORTFOLIO

- Research activity and achievements thus far at Distance Lab are documented at <http://www.distancelab.org>
- Technology projects and prototypes developed under my leadership in the Human Connectedness group may be browsed at <http://www.medialabeurope.org/hc>
- Other personal projects and collaborations are detailed at <http://www.agamanolis.com>

TEACHING

- **HIGH FIVE** – multi-day electronics and design workshop during which attendees build physical networked computer interfaces to express celebration over a distance. Developed with Matthew Karau and Cindy Jeffers, and delivered in Forres (Scotland), Sibiu (Romania), and Madeira (Portugal), 2007 – 2008.
- **Drawbots workshop** – 1-hour workshop during which attendees build a simple drawing robot designed by Jonah Brucker-Cohen. Delivered at the Going Nova Science Festival, 2007.
- **Lupin workshop on smart textiles** – 1-hour workshop during which attendees build a soft toy combined with a simple electronic circuit. Developed with Elena Corchero for the Going Nova Science Festival, 2005. Run several times thereafter through 2006 at schools and special events.
- **Basic electronics for designers** – 2-day workshop on basic electronics and programmable integrated circuits, created initially for London Masters students in Textile Futures. Developed with members of the Human Connectedness group, Media Lab Europe, 2004.
- **Community-maintained collaborative online spaces** – 14-week graduate-level course offered for MIT credit and delivered over videoconference between Media Lab Europe (Dublin) and MIT (Boston), 2002.

- **Workshop on the Isis programming language** – 1 and 2-day workshops on the Isis language and programming techniques for interactive multimedia projects. Various venues, 1995 – 2003.
- Teaching assistant or tutor for various MIT Media Lab and Oberlin College courses, 1991 – 2001.

PROFESSIONAL SERVICE

- Reviewer, **ACM CHI 2010** Conference on Human Factors in Computing Systems
- Program committee, **EuroITV 2010** European Conference on Interactive Television
- Guest Critic, **Parsons School of Design**, New York, 2009
- Reviewer, **ACM Tabletop 2009** International Conference on Interactive Tabletops and Surfaces
- Program committee, **INTETAIN 2009** Intern'l Conf on Intelligent Technologies for Interactive Entertainment
- Reviewer, **ACM CHI 2009** Conference on Human Factors in Computing Systems
- Reviewer, **Fort William Mountain Film Festival**, Fort William, Scotland, 2008
- Scientific Committee, **MEDIACITY Project**, Bauhaus University of Weimar, Germany, 2008
- Reviewer, **ACM CHI 2008** Conference on Human Factors in Computing Systems
- Reviewer, **ACM Computers in Entertainment**, 2007
- Reviewer, **ACM CHI 2007** Conference on Human Factors in Computing Systems
- Program committee, **EuroITV 2007** European Conference on Interactive Television
- Judge, **ICT Youth Challenge 2007**, Scotland
- Reviewer, **HICSS 2007** Hawaii International Conference on System Sciences
- Reviewer, **Ubicomp 2006** International Conference on Ubiquitous Computing
- Program committee, **EuroITV 2006** European Conference on Interactive Television
- Judge, **ICT Youth Challenge 2006**, Scotland
- Reviewer, **ACM CHI 2006** Conference on Human Factors in Computing Systems
- Reviewer, **Ubicomp 2005** International Conference on Ubiquitous Computing
- Reviewer, **ACM UIST 2005** Symposium on User Interface Software and Technology
- Reviewer, **ACM Hypertext 2005** Conference on Hypertext and Hypermedia
- Program committee, **Ubicomp 2004** International Conference on Ubiquitous Computing
- Critique panelist, MA Textile Futures, Central Saint Martins College of Art and Design, London, 2004
- Reviewer, **ConTel 2003** International Conference on Telecommunications
- Reviewer, **ACM Hypertext 2003** Conference on Hypertext and Hypermedia
- Program committee, **IDC 2003** International Conference for Interaction Design and Children
- Reviewer, **ACM CHI 2002** Conference on Human Factors in Computing Systems
- Judge, 2001 Hewlett-Packard Ireland research award
- Reviewer, Irish Higher Education Authority research collaboration funding proposals, 2001 – 2004

TALKS AND SEMINARS

- **Play for Your Life – How Gaming Can Transform Health**, University of Abertay / Dundee, Scotland, 2010
- **FutureEverything - Out and About and Always On** / Manchester, 2010
- **ElectroSmog** / Amsterdam, 2010
- **Communication Skills for the TwentyTens**, Glasgow Metropolitan College / Glasgow, 2010
- **ffotogallery – Vision On series** / Penarth, Wales, 2009
- **TEDx London** / London, 2009
- **eComm Europe Emerging Communications Conference** / Amsterdam, 2009
- **Institute for Advanced Studies** / University of Strathclyde, Glasgow, 2009
- **ACM Reflections | Projections** / University of Illinois at Urbana-Champaign, 2009
- **TEDx Regents Park** / London, 2009
- **Strathclyde 100 Technology Showcase** / Glasgow, 2009
- **Futuresonic** / Manchester, UK, 2009
- **NEXT 2009 Nordic Exceptional Trendshop** / Århus, Denmark, 2009
- **eComm Emerging Communications Conference** / San Francisco, 2009
- **Mastermundo 08** / The Hague, 2008
- **Hot100** / Amsterdam, 2008
- **PICNIC 08** / Amsterdam, 2008
- **International Cittaslow Assembly** / Orvieto, Italy, 2008
- **Rural Expertise Conference** / Ii, Finland, 2007
- **Breakfast, Lunch, and Knowledge** / Forres, Scotland, 2007
- **Fusion event** / Benbecula, Scotland, 2007
- **International Conference on Regional Development** / Chernivtsi, Ukraine, 2007
- **Media Technology in Tourism (HI Links Seminar)** / Pitlochry, Scotland, 2006
- **Fusion event** / Western Isles, Scotland, 2006
- **Orkney Science Festival** / Orkney Isles, Scotland, 2006
- **EuroITV 2006 conference** / Athens, 2006
- **Fusion event** / Skye & Lochalsh, Scotland, 2006
- **Going Nova Science Festival** / Forres, Scotland, 2005
- **8th Nordic Film & TV Seminar** / Stockholm, 2005

- **Technological Tools for School Reform** (course at MIT) / Boston, 2005
- **Fusion event** / Lerwick, Shetland Islands, Scotland, 2005
- **Developing Skills conference** / Nairn, Scotland, 2005
- **Broadband Week – Digital Television conference** / Milan, 2005
- **Eindhoven University of Technology (TU/e)** / Eindhoven, 2005
- **BT Pervasive ICT seminar series** / Ipswich, England, 2004
- **Amsterdam New Media Institute** / Amsterdam, 2004
- **UK Access to Broadband conference** / Aviemore, Scotland, 2004
- **Helsinki Institute for Information Technology** / Helsinki, 2004
- **Adidas Blue Sky seminar** / Amsterdam, 2004
- **Social Intelligence Design 2004 conference** / Enschede, the Netherlands, 2004
- **UHI Millennium Institute IT conference** / Nairn, Scotland, 2004
- **IT-University seminar** / Göteborg, Sweden, 2004
- **Media Technology Business Day (Medieteknik Branschdag)** / Stockholm, 2004
- **IT-University seminar (DSV, SICS)** / Stockholm, 2004
- **Media Lab Europe – Changing Connections event** / Dublin, 2004
- **National College of Art and Design** / Dublin, 2004
- **NUI Maynooth – Computer Science seminar** / Dublin, 2003
- **Central Saint Martins College of Art and Design** / London, 2003
- **e-culture Conference – Investing in Innovation** / Amsterdam, 2003
- **Prix Italia – Workshop on TV Innovation in the Digital Age** / Catania, Italy, 2003
- **Institute of Technology Tallaght Innovation & Enterprise seminar** / Dublin, 2002 – 2004
- **BBC Natural History Unit seminar** / Bristol, 2001
- **Irish Film and Television Academy** / Dublin, 2001
- **Intel Research Communication seminar series** / Portland, Oregon, 2001
- **Media Lab Europe special talk** / Dublin, 2000
- **MIT Laboratory for Computer Science – Dynamic Languages seminar** / Boston, 2000

EXHIBITIONS

- **Inverness Museum and Art Gallery – Made it! Dèante** / Inverness, Scotland, 2010 / *HandMade*
- **Shetland Arts – Portage: Crossing Points** / Shetland, Scotland, 2010 / *Mutsugoto*
- **FutureEverything – GloNet** / Manchester, 2010 / *Talking Boxes*
- **Science Gallery – Love Lab** / Dublin, 2010 / *Mutsugoto*
- **Maison Populaire** / Paris, 2010 / *RAW*
- **Digital Lounge** / Edinburgh, 2010 / *multiple projects*
- **Edinburgh Art Festival** / Edinburgh, 2009 / *Mutsugoto*
- **Alt-win.ning @ the CCA** / Glasgow, 2009 / *Mutsugoto*
- **NEXT 2009 Nordic Exceptional Trendshop** / Århus, Denmark, 2009 / *Remote Impact*
- **Singapore Fringe Festival** / Singapore, 2009 / *Mutsugoto*
- **CREATE 2008 Design Showcase** / London, 2008 / *Remote Impact*
- **NESTA Innovation Edge** / London, 2008 / *Remote Impact*
- **National Museum of Art, Osaka** / Osaka, Japan, 2007 / *Mutsugoto*
- **Highland 2007 Year of Culture** / Inverness, Scotland, 2007 / *Highland Exposure*
- **Tourism, Heritage and Technology Challenge Fund Launch** / Dingwall, Scotland, 2006 / *RAW*
- **Unravel – The SIGGRAPH Fashion Show** / Boston, 2006 / *whiSpiral*
- **Future Fashion Event** / Pisa, Italy, 2006 / *whiSpiral*
- **The Digital Future** / Aviemore, Scotland, 2006 / *Breakout for Two, iBand, RAW, whiSpiral*
- **Festival Emergences & Festival Ososphère** / Paris & Strasbourg, 2005 / *Passages*
- **Skill City Highland** / Dingwall, Scotland, 2005 / *Breakout for Two, whiSpiral*
- **Victoria and Albert Museum – Touch Me** / London, 2005 / *Mutsugoto*
- **Darklight Film Festival** / Dublin, 2004 / *RAW*
- **UK Access to Broadband Conference 2004** / Aviemore, Scotland, 2004 / *Breakout for Two*
- **Art Interactive – Collision Six: Senses** / Boston, 2004 / *RAW*
- **New Forms Festival** / Vancouver, 2004 / *RAW*
- **Ars Electronica** / Linz, Austria, 2004 / *Iso-phone*
- **ISEA International Symposium on Electronic Arts** / Baltic Sea, 2004 / *tunA, RAW*
- **Batofar** / Paris, 2004 / *RAW*
- **Wired NextFest** / San Francisco, 2004 / *Breakout for Two*
- **eQuilibristas Design Week** / Valencia, Spain, 2004 / *Iso-phone*
- **Austin Mobility Roundtable** / Austin, Texas, 2004 / *tunA*
- **The Media Centre** / Huddersfield, England, 2004 / *SpeakerPhone*
- **e-culture fair 2** / Amsterdam, 2003 / *Habitat, Iso-phone, WANDerful Alcove*
- **Experimenta Design** / Lisbon, 2003 / *Iso-phone*
- **ICHIM International Cultural Heritage Informatics Meeting** / Paris, 2003 / *RAW*
- **Atelier du Bogolan, La Maison des Jeunes** / Bamako, Mali, 2003 / *RAW*
- **Association pour le Dialogue et l'Orientation Scolaire** / Paris, 2003 / *RAW*

- **Mobilise: Exhibit 2 at the Digital Hub** / Dublin, 2003 / *Iso-phone*
- **Darklight Film Festival** / Dublin, 2002 / *Palimpsest, Portrait of Cati*
- **MIT Museum – Collision Three** / Boston, 2002 / *Palimpsest*
- **The Kitchen Art Gallery – Id/entity: Portraits in the 21st Century** / New York, 2002 / *Portrait of Cati*
- **Telecom 99** / Geneva, 1999 / *HyperSoap*
- **Espacio 1998** / Mexico City, 1998 / *Dream Machine: CINEMAT*
- **International Film Festival Rotterdam** / Rotterdam, 1998 / *Dream Machine: CINEMAT*
- **Oberlin Film Series** / Oberlin, Ohio, USA, 1994 / *Scumolicious*

PUBLICATIONS

Florian Mueller and Stefan Agamanolis, "Interaction Design in Sports" (book chapter), in Anxo Cereijo Roibás, Emmanuel Stamatakis, and Ken Black (eds), *Design for Sport*, Gower, 2011.

Florian Mueller, Frank Vetere, Martin R. Gibbs, Stefan Agamanolis, and Jennifer Sheridan, "Jogging over a Distance: The Influence of Design in Parallel Exertion Games", *Sandbox 2010: ACM SIGGRAPH Video Game Proceedings*, Los Angeles, 25 – 29 July 2010, ACM.

Andrea Taylor and Stefan Agamanolis, "Service Users' Views of a Mainstream Telecare Product - the Personal Trigger" (poster), *CHI 2010 Extended Abstracts*, Atlanta, 10 – 15 April 2010, ACM.

Andrea Taylor and Stefan Agamanolis, "Evaluation of the User Experience of a Standard Telecare Product – the Personal Trigger", *Proceedings of eTELEMED 2010 International Conference on eHealth, Telemedicine, and Social Medicine*, St. Maarten, 10 – 16 February 2010, IEEE Computer Society Press.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Brute Force Interactions: Leveraging Intense Physical Actions in Gaming", *Proceedings of OzCHI 2009 Australasian Conference on Computer-Human Interaction*, Melbourne, Australia, 23 – 27 November 2009, ACM.

Cindy Jeffers and Stefan Agamanolis, "Professional capital and informal justice systems", *ISEA 2009*, Belfast, 23 August – 1 September 2009.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "A Framework for Exertion Interactions over a Distance", *Proceedings of SIGGRAPH 2009*, New Orleans, 3 – 7 August 2009, ACM.

Stefan Agamanolis, "Broadening the Effects of Broadcasting: How ITV Can Collapse Distance and Transform Communication" (book chapter), in Pablo Cesar, David Geerts, and Konstantinos Chorianopoulos (eds), *Social Interactive Television: Immersive Shared Experiences and Perspectives*, Information Science Reference, 2009.

Cindy Jeffers and Stefan Agamanolis, "An Oral Wiki to Support Informal Justice Systems", *Proceedings of IST-Africa 2009*, Uganda, 6 – 9 May 2009.

Florian Mueller, Stefan Agamanolis, Martin Gibbs, and Frank Vetere, "Remote Impact - Shadowboxing over a Distance" (video), *CHI 2009 Extended Abstracts*, Boston, 4 – 9 April 2009, ACM.

Andrea Taylor, Richard Wilson, and Stefan Agamanolis, "Supporting Carers in Their Caring Role Through Design and Technology" (poster), *CHI 2009 Extended Abstracts*, Boston, 4 – 9 April 2009, ACM.

Cindy Jeffers and Stefan Agamanolis, "The Abunzi Technology: Oral Web 2.0", *Design Connexity Eighth International Conference of the European Academy of Design*, Aberdeen, 1 – 3 April 2009.

Andrea Taylor, Richard Wilson, and Stefan Agamanolis, "A Home Health Monitoring System Designed to Support Carers in Their Caring Role", *Proceedings of eTELEMED 2009 International Conference on eHealth, Telemedicine, and Social Medicine*, Cancun, 1 – 7 February 2009, IEEE Computer Society Press.

Florian Mueller, Martin Gibbs, Frank Vetere, and Stefan Agamanolis, "Design space of networked exertion games demonstrated by a three-way physical game based on Table Tennis", *ACM Computers in Entertainment*, vol. 6, no. 3, October 2008, pp. 1 – 31.

Tomoko Hayashi, Stefan Agamanolis, and Matthew Karau, "Mutsugoto: A body-drawing communicator for distant partners" (poster), *SIGGRAPH 2008*, Los Angeles, 11 – 15 August 2008, ACM.

Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Remote Impact – Shadowboxing over a Distance" (poster), *SIGGRAPH 2008*, Los Angeles, 11 – 15 August 2008, ACM.

Florian Mueller and Stefan Agamanolis, "Remote Impact: Shadowboxing over a distance to support Social Presence", *Keho: the place for Presence research*, issue 3, Spring 2008, pp. 19 – 21.

- Florian Mueller and Stefan Agamanolis, "Exertion Interfaces" (workshop), *CHI 2008 Extended Abstracts*, Florence, Italy, 5 – 10 April 2008, ACM.
- Florian Mueller, Stefan Agamanolis, Martin Gibbs, and Frank Vetere, "Remote Impact - Shadowboxing over a Distance", *CHI 2008 Extended Abstracts*, Florence, Italy, 5 – 10 April 2008, ACM.
- Stefan Agamanolis, "At the Intersection of Broadband and Broadcasting: How Interactive TV Technologies can Support Human Connectedness", *International Journal of Human-Computer Interaction*, vol. 24, no. 2, February 2008, pp. 121 – 135.
- Florian Mueller, Stefan Agamanolis, Frank Vetere, and Martin Gibbs, "Brute Force as Input for Networked Gaming", *Proceedings of OzCHI 2007 Australasian Conference on Computer-Human Interaction*, Adelaide, Australia, 28 – 30 November 2007, ACM.
- Florian Mueller and Stefan Agamanolis, "Exertion Interfaces" (workshop), *CHI 2007 Extended Abstracts*, San Jose, California, 28 April – 3 May 2007, ACM.
- Stefan Agamanolis, "Beyond Communication: Human Connectedness as a Research Agenda" (book chapter), in Patrick Purcell (ed), *Networked Neighbourhoods: The Connected Community in Context*, Springer, 2006.
- Stefan Agamanolis, "At the intersection of broadband and broadcasting: How ITV technologies can support Human Connectedness", *Proceedings of the 4th EuroITV Conference*, Athens, 25 – 26 May 2006.
- Arianna Bassoli, Julian Moore, and Stefan Agamanolis, "tunA: Socialising Music Sharing on the Move" (book chapter), in Kenton O'Hara and Barry Brown (eds), *Consuming Music Together: Social and Collaborative Aspects of Music Consumption Technologies*, Springer, 2006.
- Stefan Agamanolis, "New Technologies for Human Connectedness", *ACM Interactions*, vol. 12, no. 4, July – August 2005, pp. 33 – 37.
- Florian Mueller and Stefan Agamanolis, "Sports Over a Distance", *ACM Computers in Entertainment*, vol. 3, no. 3, July 2005.
- Marije Kanis, Niall Winters, Stefan Agamanolis, Anna Gavin, and Cian Cullinan, "Toward Wearable Social Networking with iBand", *CHI 2005 Extended Abstracts*, Portland, Oregon, 2 – 7 April 2005, ACM.
- Denis Roche, Fran Hegarty, Liz Higgins, Stefan Agamanolis, Cian Cullinan, and Shaun McCann, "Open Window: a novel method of reducing isolation during Stem Cell Transplantation or treatment of Haematological Malignancies", *Cancer 2004 UICC World Conference for Cancer Organisations*, Dublin, 17 – 19 November 2004.
- Cian Cullinan, Stefan Agamanolis, Denis Roche, and Fran Hegarty, "Open Window: Reducing Isolation for Patients", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.
- Marije Kanis, Niall Winters, Stefan Agamanolis, Cian Cullinan, and Anna Gavin, "iBand: a wearable device for handshake-augmented interpersonal information exchange", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.
- Arianna Bassoli, Julian Moore, and Stefan Agamanolis, "tunA: Synchronized Music-Sharing on Handheld Devices", *Adjunct Proceedings, Ubicomp 2004*, Nottingham, England, 7 – 10 September 2004.
- Joëlle Bitton, Stefan Agamanolis, and Matthew Karau, "RAW: Rethinking the editing process and mediation in audiovisual narrative experience", *ISEA 2004*, Baltic Sea, 14 – 22 August 2004.
- Arianna Bassoli, Julian Moore, and Stefan Agamanolis, "tunA: Local Music Sharing with Handheld Wi-Fi Devices", *Fifth Wireless World Conference*, University of Surrey, UK, 15 – 16 July 2004.
- Denis Roche, Stefan Agamanolis, Cian Cullinan, Fran Hegarty, Liz Higgins, and Shaun McCann, "Open Window Project: The Devising, Implementation and Curation, of an Interactive, Applied Arts and Connectedness Intervention in a Bone Marrow Transplantation Unit", *3rd International Arts and Health Conference*, Dublin, 24 – 26 June 2004.
- Joëlle Bitton, Stefan Agamanolis, and Matthew Karau, "RAW: Conveying minimally-mediated impressions of everyday life with an audio-photographic tool", *Proceedings of CHI 2004*, Vienna, 24 – 29 April 2004, ACM.
- Jonah Brucker-Cohen, Michael Bennett, Stefan Agamanolis, Fred Cummins, and Linda Doyle, "BumpList: Developing Beneficial Email List Structures", *CHI 2004 Extended Abstracts*, Vienna, 24 – 29 April 2004, ACM.

Stefan Agamanolis, "Designing Displays for Human Connectedness" (book chapter), in Kenton O'Hara, Mark Perry, Elizabeth Churchill, and Daniel Russell (eds), *Public and Situated Displays: Social and interactional aspects of shared display technologies*, Kluwer, 2003.

Arianna Bassoli, Cian Cullinan, Julian Moore, and Stefan Agamanolis, "TunA: a mobile music experience to foster local interactions", *Adjunct Proceedings, Ubicomp 2003*, Seattle, 12 – 15 October 2003.

Dipak Patel and Stefan Agamanolis, "Habitat: awareness of life rhythms over a distance using networked furniture", *Adjunct Proceedings, Ubicomp 2003*, Seattle, 12 – 15 October 2003.

Jonah Brucker-Cohen and Stefan Agamanolis, "AudioBored: a publicly accessible networked answering machine", *Adjunct Proceedings, Ubicomp 2003*, Seattle, 12 – 15 October 2003.

Florian Mueller, Stefan Agamanolis, and Rosalind Picard, "Breakout for Two: An example of an Exertion Interface for Sports over a Distance", *Adjunct Proceedings, Ubicomp 2003*, Seattle, 12 – 15 October 2003.

James Auger, Jimmy Loizeau, and Stefan Agamanolis, "Iso-phone: a total submersion telephonic experience", *Proceedings of ISICT 2003 International Symposium on Information and Communication Technologies*, Dublin, 24 – 26 September 2003, Trinity College Dublin.

Stefan Agamanolis, "Reflections on the digital television future", in Carlo Sartori and Luciano Pinelli (eds), *Television Quality and Product Innovation in the Digital Age*, Prix Italia, 2003.

Cian Cullinan and Stefan Agamanolis, "Reflexion: a responsive virtual mirror for interpersonal communication", *Conference Supplement, ECSCW 2003 8th European Conference on Computer Supported Cooperative Work*, Helsinki, 14 – 18 September 2003.

Marije Kanis, Stefan Agamanolis, Cati Vaucelle, and Glorianna Davenport, "The WANDerful Alcove: Encouraging constructive social interaction with a socially transforming interface", *Proceedings of INTERACT 2003 International Conference on Human-Computer Interaction*, Zurich, 1 – 5 September 2003, IOS Press.

Stefan Agamanolis and V. Michael Bove, Jr., "Viper: A Framework for Responsive Television", *IEEE MultiMedia*, vol. 10, no. 1, July 2003, pp. 88 – 98.

Florian Mueller, Stefan Agamanolis, and Rosalind Picard, "Exertion Interfaces: Sports over a Distance for Social Bonding and Fun", *Proceedings of CHI 2003*, Ft. Lauderdale, 5 – 10 April 2003, ACM.

Stefan Agamanolis, "Nuevas tecnologías para conexión humana", *Siglo Digital*, November 2002, pp. 71 – 79.

Cian Cullinan and Stefan Agamanolis, "Reflexion: a responsive virtual mirror", *Conference Companion, UIST 2002*, Paris, 27 – 30 October 2002.

Florian Mueller, Stefan Agamanolis, and Rosalind Picard, "Exertion Interfaces for Sports Over a Distance", *Conference Companion, UIST 2002*, Paris, 27 – 30 October 2002.

Jonah Brucker-Cohen and Stefan Agamanolis, "SpeakerPhone: a platform for dynamic human-navigable soundscapes", *Adjunct Proceedings, Ubicomp 2002*, Göteborg, Sweden, 29 September – 1 October 2002.

Stefan Agamanolis, *Isis, Cabbage, and Viper: new tools and strategies for designing responsive media*, PhD dissertation, Massachusetts Institute of Technology, 2001.

V. Michael Bove, Jr. and Stefan Agamanolis, "Responsive television", *IBC 2000 International Broadcasting Convention*, Amsterdam, 8 – 12 September 2000.

V. Michael Bove, Jr., Jonathan Dakss, Edmond Chalom, and Stefan Agamanolis, "Hyperlinked video research at the MIT Media Laboratory", *IBM Systems Journal*, vol. 39, no. 3-4, 2000, pp. 470 – 478.

Glorianna Davenport, Stefan Agamanolis, Barbara Barry, Brian Bradley, and Kevin Brooks, "Synergistic storyscapes and constructionist cinematic sharing", *IBM Systems Journal*, vol. 39, no. 3-4, 2000, pp. 456 – 469.

V. Michael Bove, Jr., Jonathan Dakss, Stefan Agamanolis, and Edmond Chalom, "Adding hyperlinks to digital television", *Proceedings of SMPTE 140th Technical Conference*, Pasadena, 28 – 31 October 1998.

Jonathan Dakss, Stefan Agamanolis, Edmond Chalom, and V. Michael Bove, Jr., "Hyperlinked video", *Proceedings of SPIE Multimedia Systems and Applications* (vol. 3528), Boston, 2 November 1998.

Stefan Agamanolis, Alex Westner, and V. Michael Bove, Jr., "Reflection of Presence: Toward more natural and responsive telecollaboration", *Proceedings of SPIE Multimedia Networks* (vol. 3228A), Dallas, 4 November 1997.

Stefan Agamanolis and V. Michael Bove, Jr., "Multilevel scripting for responsive multimedia", *IEEE MultiMedia*, vol. 4, no. 4, October 1997, pp. 40 – 50.

Glorianna Davenport, Stefan Agamanolis, Brian Bradley, and Flavia Sparacino, "Encounters in DreamWorld: a work in progress", *Consciousness Reframed: Art and Consciousness in the Post-Biological Era, Proceedings of the 1st International CAiiA Research Conference*, University of Wales College, Newport, Wales, 5 – 6 July 1997.

Glorianna Davenport, Stefan Agamanolis, Brian Bradley, Joseph Paradiso, and Sammy Spitzer, "At the edge of DreamLand: media encounters in architectural venues", *ISEA 1997*, Chicago, 22 – 27 September 1997.

Stefan Agamanolis, *High-level scripting environments for interactive multimedia systems*, MS thesis, Massachusetts Institute of Technology, 1996.

Notes:

CHI = Conference on Human Factors in Computing Systems

SIGGRAPH = International Conference on Computer Graphics and Interactive Techniques

Ubicomp = International Conference on Ubiquitous Computing

UIST = Symposium on User Interface Software and Technology

ISEA = International Symposium on Electronic Arts