

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

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

Senior Director, Patient Experience (2012 – present)

I founded and head the Center for Patient Experience Innovation at Akron Children's Hospital, one of the largest children's hospital systems in the United States with over 90 physical locations supporting over 1 million patient visits annually. The Center's mission is to transform the emotional and cognitive journey of patients and their families, supporting a culture of legendary service and integrating efforts across the organization to design and deliver distinctive experiences that consistently exceed expectations. The Center gathers various functions of the enterprise under one umbrella including patient experience improvement, patient relations, language and special access services, and parent advisor programs. I also play a role in propelling innovation within the organization, particularly around telehealth and telemedicine via our Center for Telehealth Service Design.

<http://www.akronchildrens.org/experience>

<http://www.akronchildrens.org/telehealth>

Associate Director, Rebecca D. Considine Research Institute (2010 – 2012)

The Rebecca D. Considine Research Institute is the hub for research activity at Akron Children's Hospital. As an institute Associate Director I served as an advisor on various research projects and I assisted in developing and executing the institute's overall strategic plan. I also assisted in developing the IP/tech-transfer function for the organization.

<http://www.akronchildrens.org/research>

New York University Abu Dhabi, United Arab Emirates, 2010 – 2017

Visiting Associate Professor of Engineering (2013 – 2017)

I created and led an intensive hands-on learning experience simulating a real-world high pressure design challenge for first year students at this innovative global university. The experience became known as the "Superlab" and was part of the Design and Innovation course in the Department of Engineering. Students had to develop and build a polished working prototype of a digital communication product in a limited amount of time. The experience rapidly introduced basic electronics, sensors, actuators, microcontroller programming, and physical fabrication techniques and included threads on idea generation, field work, design development, and presentation skills. Final projects were presented in front of an external audience.

<http://nyuad.nyu.edu>

Distance Lab, Forres, Scotland, 2006 – 2010

Chief Executive / Research Director

I was the founding director of this unique research and entrepreneurship institute based in Scotland that created technology and design innovations to address challenges found in rural and remote areas of the world. Its first employee, I developed the Lab's research agenda and directed all aspects of its operation while growing it from a literally empty office suite to a hive of creative activity employing 15 researchers and staff from all over the world at its height. I set overall vision and actively shaped the development of 19 individual projects, several of which attracted international exposure and prestigious honors. I was responsible for developing university relationships, industry partnership programs, dissemination programs, licensing activity, and commercial spin-offs that could enhance the regional economy. I also nurtured a key relationship that ultimately led to the Lab's absorption into the Glasgow School of Art, a renowned higher educational institution in Europe.

<http://www.agamanolis.com/distancelab>

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

Research Consultant (freelance)

During this period, I was commissioned by a regional development agency in Scotland to develop plans for Distance Lab and I played a key role in securing its £3M seed funding commitment. I also aided the agency in forming and extracting value from a sponsorship relationship with MIT, and I advised regional companies on business model and technology strategy issues.

Media Lab Europe, Dublin, Ireland, 2001 – 2005

Principal Research Scientist

Director, Human Connectedness group

I was one of the founding research directors at this European sister of the MIT Media Lab. I cultivated a research program entitled "Human Connectedness" that focused on exploring the future of human relationships as mediated by technology. I recruited 18 talented research assistants and associates from all over the world during the lifetime of this program and guided the development of 24 unique projects and product concepts. Several projects led to prestigious international awards and academic publications. As a Principal Research Scientist, I also contributed to lab management functions including communications and business development.

<http://www.medialabeurope.org/hc>

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

Research Assistant

I was a researcher in the Object-Based Media group while pursuing MS and PhD degrees at MIT. I created a programming language called Isis for rapidly prototyping digital media applications, and I collaborated on a range of projects including a hyperlinked television soap opera, a video conferencing and collaboration system, and a tool for creating television programs that re-edit themselves based on viewer preferences and profile information.

OTHER APPOINTMENTS

- **Editorial Board**, Patient Experience Journal, Beryl Institute, 2013 – present
- **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

PORTFOLIO

- Projects from Distance Lab: <http://www.agamanolis.com/distancelab>
- Projects from the Human Connectedness group at Media Lab Europe: <http://www.medialabeurope.org/hc>
- Other personal projects and collaborations: <http://www.agamanolis.com>

AWARDS

- Becker's Hospital Review recognition, "Hospitals and Health Systems with Innovation Programs", 2016, 2017
- eComm Europe 2009 Emerging Communications Conference & Awards, "Most Inspirational Speaker"
- 100% Design London, "Best Use of Materials", *Lost Values* (Distance Lab spin-off)
- NESTA Starter for 6, £10,000 grant, *Lost Values* (Distance Lab spin-off)
- Alt-W Production Award, *Mutsugoto* (with Hayashi), 2008
- European Innovative Games Award 2008, shortlisted, *Remote Impact*
- 2007 Scottish Eco-Prize for Creativity, shortlisted, *Solar Vintage* (with Corchero)
- 2007 NOKIA Ubimedia MindTrek Awards, "Special Mention", *Jogging over a Distance* (with Mueller)
- 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

PATENT APPLICATIONS

- **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
- **Synchronized media streaming between distributed peers** / Arianna Bassoli, Julian Moore, Stefan Agamanolis / US application publication 2005/0286546, filed 21 June 2005.

MISCELLANEOUS

- Native English speaker, intermediate Spanish, beginners French, Thai, Greek, and Japanese
- Took various short courses including photography, darkroom, ceramics, sewing, scuba, and wine tasting
- Member of the Boston-based electropunk band "Livesexact", 1998-1999

TEACHING

- **Design and Innovation “Superlab”** – An intensive learning experience in which students rapidly design and prototype a new digital media product. Delivered to first-year students at New York University Abu Dhabi yearly from 2010 to 2017. (Described more fully in the “Employment” section above.)
- **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.

TALKS / SEMINARS / PANELS

- **Ohio Society for Healthcare Consumer Advocacy** / Columbus, 2016
- **World Usability Day**, User Experience Professionals Association / Cleveland, 2013
- **Moving Telehealth Forward in Ohio**, Health Policy Institute of Ohio / Columbus, 2012
- **Reinventing Customer Service in Healthcare**, Ohio Hospital Association annual meeting / Columbus, 2012
- **The University of Akron** / Akron, Ohio, 2011
- **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

- **Currents – International New Media Festival** / Santa Fe, New Mexico, 2015 / *Mutsugoto*
- **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*

PROFESSIONAL SERVICE

- Reviewer, **ACM CHI 2016** Conference on Human Factors in Computing Systems
- Exam Item Writer, Certified Patient Experience Practitioner (CPXP) Certification, Beryl Institute, 2015
- Reviewer, **ACM CHI 2015** Conference on Human Factors in Computing Systems
- Reviewer, **ACM DIS 2014** Conference on Designing Interactive Systems
- Reviewer, **ACM CHI 2014** Conference on Human Factors in Computing Systems
- Reviewer, **ACM CHI 2013** Conference on Human Factors in Computing Systems
- Reviewer, **Ubicomp 2011** International Conference on Ubiquitous Computing
- Reviewer, **Medicine 2.0: Social Media and Web 2.0 in Health, Medicine and Biomedical Research**
- Reviewer, **ACM CHI 2011** Conference on Human Factors in Computing Systems
- 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
- Guest critic, 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

PUBLICATIONS

Florian Mueller, Martin Gibbs, Frank Vetere, Stefan Agamanolis, and Darren Edge, "Designing Mediated Combat Play", *Proceedings of TEI 8th International Conference on Tangible, Embedded, and Embodied Interaction*, Munich, 16 – 19 February 2014.

Stefan Agamanolis, Georgette Constantinou, and Judith Doyle, "Get Ready, Get Set, Go: Building an Infrastructure that Supports and Facilitates Parent Participation on Key Hospital Quality Committees" (abstract and presentation), *5th International Conference on Patient- and Family-Centered Care*, Washington, DC, 4 – 6 June 2012.

Florian Mueller, Frank Vetere, Martin R. Gibbs, Darren Edge, Stefan Agamanolis, Jennifer G. Sheridan, and Jeffrey Heer, "Balancing Exertion Experiences", *Proceedings of CHI 2012*, Austin, Texas, 5 – 10 May 2012, ACM. (CHI 2012 Best Paper Honorable Mention award)

Florian Mueller, Darren Edge, Frank Vetere, Martin R. Gibbs, Stefan Agamanolis, Bert Bongers, and Jennifer G. Sheridan, "Designing Sports: A Framework for Exertion Games", *Proceedings of CHI 2011*, Vancouver, 7 – 12 May 2011, ACM.

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, Darren Edge, Stefan Agamanolis, and Jennifer Sheridan, "Jogging over a distance between Europe and Australia", *UIST 2010*, New York, 3 – 6 October 2010, ACM.

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.

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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