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## Edited Books and Special Journal Issues

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- [3] Markopoulos, P., de Ruyter, B. and Mackay, W.E., editors (2009). *Awareness Systems Design: Theory, Methodology, and Applications*. Springer Verlag: London. Advances in Theory, Methodology and Design Series: Human-Computer Interaction Series, Markopoulos, Panos; Ruyter, Boris De; Mackay, Wendy (Eds.), 2009, Approx. 485 p. 98 illus., Hardcover ISBN: 978-1-84882-476-8
- [4] Markopoulos, P., de Ruyter, B. and Mackay, W.E., editors (2007). Special Issue on Awareness Systems Design: Theory, Methodology, and Applications. *Human Computer Interaction*. Lawrence Erlbaum Associates, Vol 22, numbers 1 & 2.
- [5] Gellersen, H., Schmidt, K., Beaudouin-Lafon, M. and Mackay, W.E., editors (2005) *Proceedings of the 9th European Conference on Computer-Supported Cooperative Work (ECSCW'05)*, Paris, France. Springer, September 2005. 490 pages.
- [6] Mackay, W.E. (Ed.) (2000) Proceedings of ACM DARE 2000, Conference on Designing Augmented Reality Environments, Helsingør, Denmark, 12-14 April, (172 pages).
- [7] Wellner, P., Mackay, W.E. and Gold, R. (Eds.) (July 1993) Back to the real world. Special Issue on Computer-Augmented Environments, Communications of the ACM. ACM Press, pp. 24-27. 1993 **American Publishing Association award for Best special issue of a journal in any field**.
- [8] Mackay, W.E. (Ed.) (1989) Special Issue: Video as a Research and Design Tool. *ACM SIGCHI Bulletin*, Vol. 21(2).
- [9] Mackay, W.E. (1981) *Computer-Based Instruction Authoring Guide*. Bedford, MA: Digital Equipment Corporation. (80 pages).

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## Reviewed Book Chapters

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- [10] Malloch, J., Garcia, J., Wanderley, M., Mackay, W.E., Beaudouin-Lafon, M., and Huot, S. (2019) A Design Workbench for Interactive Music Systems. In *New Directions in Music and Human-Computer Interaction*, Holland S., Mudd, T., Wilkie-McKenna, K., McPherson, A. & Wanderley, M.(Eds.), Springer Series on Cultural Computing, pp. 23-40. [https://doi.org/10.1007/978-3-319-92069-6\\_7](https://doi.org/10.1007/978-3-319-92069-6_7)
- [11] Wanderley, M. and Mackay, W.E. (2019) HCI, Music and Art: An Interview with Wendy Mackay, Chapter 7. In *New Directions in Music and Human-Computer Interaction*, Holland S., Mudd, T., Wilkie-McKenna, K., McPherson, A. & Wanderley, M.(Eds.), Springer Series on Cultural Computing, pp. 115-120. [https://doi.org/10.1007/978-3-319-92069-6\\_7](https://doi.org/10.1007/978-3-319-92069-6_7)

- [12] Mackay, W.E. (2019) *Designing with Sticky Notes*. In *Sticky Creativity: Post-It Note Cognition, Interaction and Digitalization*. (Christensen, Halskov, and Klokmoose, Eds.) Explorations in Creativity Series, Academic Press.
- [13] Dow, S., Ju, W. and Mackay, W.E. (2012). Projection, Place and Point-of-View in Research through Design. In *The Sage Handbook of Digital Technology Research, Chapter 22*, Sarah Price, C. Jewitt & Barry Brown (eds). Sage Publications, 2012.
- [14] Tanaka, A., Bau, O. and Mackay, W.E. (2011) The A20: Interactive Instrument Techniques for Sonic Design Exploration. In *Sonic Interaction Design*, Franinovic, K., Serafin, S. (Eds.) MIT Press.
- [15] Mackay, W.E (2007) From Gaia to HCI: On Multi-disciplinary Design and Co-adaptation. In Erickson, T. & McDonald, D. (Eds) *HCI Remixed, reflections on notable HCI papers*. MIT Press.
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- [17] Lindquist, S., Westerlund, B., Sundblad, Y., Tobiasson, H., Beaudouin-Lafon, M. and Mackay, W. (2007) Co-designing Technology with and for Families - Methods, Experiences, Results and Impact. In Streitz, N., Kameas, A. & Mavrommati, I. (Eds), *The Disappearing Computer*, LNCS 4500, Springer Verlag, 2007, pp 99-119.
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- [20] Mackay, W.E. (1992) Introduction to: *Resources in Human-Computer Interaction*, ACM Press.
- [21] Mackay, W.E. (1988) Tutoring, Information Databases and Iterative Design. In D. Jonassen (Ed.), *Instructional Designs for Microcomputer Courseware*. Hillsdale, New Jersey: Lawrence Erlbaum Associates.
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## Peer-Reviewed International Journals

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- [23] Janin Koch, Nicolas Taffin, Michel Beaudouin-Lafon, Markku Laine, Andrés Lucero, and Wendy E. Mackay. (2020) ImageSense: An Intelligent Collaborative Ideation Tool to Support Diverse Human-Computer Partnerships. In *Proceedings of the ACM on Human Computer Interaction, Volume 3, Issue CSCW*, Article 45, 27 pages. May 2020.
- [24] Stacy Hsueh, Sarah Fdili Alaoui, and Wendy E. Mackay. (2019) Deconstructing Creativity: Non-Linear Processes and Fluid Roles in Contemporary Music and Dance. *Proceedings of the ACM on Human Computer Interaction Volume 3, Issue CSCW*, Article 203 (November 2019), 21 pages. DOI: <https://doi.org/10.1145/33593052019>. **Honorable mention award.**

- [25] Jean-Philippe Rivière, Sarah Fdili Alaoui, Baptiste Caramiaux, and Wendy E. Mackay. (2019). Capturing Movement Decomposition to Support Learning and Teaching in Contemporary Dance. *Proceedings of the ACM on Human Computer Interaction Volume 3, Issue CSCW*, Article 86 (November 2019), 22 pages. DOI: <https://doi.org/10.1145/3359188>.
- [26] Carla F. Griggio, Joanna McGrenere, and Wendy E. Mackay. (2019) Customizations and Expression Breakdowns in Ecosystems of Communication Apps. *Proceedings of the ACM on Human Computer Interaction, Volume 3, Issue CSCW*, Article 26 (November 2019), 26 pages. DOI: <https://doi.org/10.1145/3359128>
- [27] Leiva, Gérman, Maudet, N., Mackay, W. and Beaudouin-Lafon, M. (2019) ENACT: Reducing Designer-Developer Breakdowns when Prototyping Interaction. *ACM/Transactions on Computer-Human Interaction*. Vol. **26**:(3), 41 pages.
- [28] Beaudouin-Lafon, M., Chapuis, C., Eagen, J., Gjerlufsen, T., Huot, S. Klokmoose, C., Mackay, W., Nancel, M., Pietriga, E., Pillias, C., Primet, R., Wagner, J. (2012) Multi-surface Interaction in the WILD Room, in *IEEE Computer*, Vol **45**:(4) pp. 48-56.
- [29] Riche, Y. and Mackay, W. (2010) PeerCare: Supporting Awareness of Rhythms and Routines for Better Aging in Place. *Journal of Computer Supported Cooperative Work*. Vol **19**:(1), pp. 73-104.
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- [31] Mackay, W.E. (2000) Responding to cognitive overload: Co-adaptation between users and technology. *Intellectica*. Vol. **30**:(1), pp. 177-193.
- [32] Mackay, W.E. and Davenport, G.I. (July 1989) Virtual Video Editing in Interactive Multi-Media Applications. *Communications of the ACM*, Vol. **32**:(7), pp. 802-810.
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## Peer-Reviewed International Conferences: Full Papers

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- [34] Han L. Han, Miguel A. Renom, Wendy E. Mackay, and Michel Beaudouin-Lafon. (2020) Textlets: Supporting Constraints and Consistency in Text Documents. In *Proceedings of ACM/CHI Conference on Human Factors in Computing Systems (CHI '20)*, April 25–30, 2020, Honolulu, HI, USA, 13 pages.
- [35] Janin Koch, Nicolas Taffin, Andrés Lucero and Mackay, W. (2020) Semantic Collage. In *Proceedings of ACM Conference on Designing Interactive Systems (DIS'20)*. July 6–10, 2020, Eindhoven, Netherlands, 12 pages.
- [36] Gustafsson, Viktor, Holme, Benjamin, and Mackay, Wendy E. (2020) Narrative Substrates: Reifying and Managing Emergent Narratives in Persistent Game Worlds. In *Proceedings of ACM Foundations of Digital Games (FDG'20)*, September 15–18, 2020, Malta, 12 pages.

- [37] Clemens N. Klokmoose, Christian Remy, Janus Bager Kristensen, Rolf Bagge, Michel Beaudouin-Lafon, and Wendy Mackay. (2019). Videostrates: Collaborative, Distributed and Programmable Video Manipulation. In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST'19)*. ACM, New York, NY, USA, 233-247.  
DOI: <https://doi.org/10.1145/3332165.3347912>.
- [38] Eiselmeyer, Alexander, Wacharamanotham, Chat, Beaudouin-Lafon, Michel, and Mackay, Wendy E. (2019) Touchstone2: An Interactive Environment for Exploring Trade-offs in HCI Experiment Design. In *ACM/CHI Conference on Human Factors in Computing Systems (CHI'19)*, Glasgow, Scotland, April 4-9, 12 pages. **Best paper award.**
- [39] Griggio, Carla F., Nouwens, Midas, McGrenere, Joanna, and Mackay, Wendy E. (2019) Augmenting Couples' Communication with Lifelines: Shared Timelines of Mixed Contextual Information. In *Proceedings of CHI'19*, Glasgow, Scotland, April 4-9, 13 pages.
- [40] Hsueh, Stacy, Fdili Alaoui, Sarah, and Mackay, Wendy E. (2019) Understanding Kinaesthetic Creativity in Dance. In *Proceedings of CHI'19*, Glasgow, Scotland, April 4-9, 11 pages.
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- [42] Michael Wessely, Theophanis Tsandilas, and Wendy E. Mackay. 2018. Shape-Aware Material: Interactive Fabrication with ShapeMe. In *Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology (UIST '18)*. ACM, New York, NY, USA, 127-139.  
DOI: <https://doi.org/10.1145/3242587.3242619>
- [43] Jean-Philippe Rivière, Sarah Fdili Alaoui, Baptiste Caramiaux, and Wendy E. Mackay. 2018. How Do Dancers Learn To Dance?: A first-person perspective of dance acquisition by expert contemporary dancers. In *Proceedings of the 5th International Conference on Movement and Computing (MOCO '18)*. ACM, New York, NY, USA, Article 6, 7 pages.  
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- [45] Liu, W., Rioul, O., McGrenere, J., Mackay, W.E., and Beaudouin-Lafon, M. (2018) *BIGFile: Bayesian Information Gain for Fast File Retrieval*, In *Proceedings of CHI'18*, Montréal, Canada, April 21-26, 13 pages. **Honorable Mention award.**
- [46] Alvina, J., Griggio, C., Bi, X., and Mackay, W.E. (2017) Command Board: Creating a General Purpose Command Gesture Input Space for Soft Keyboards. In *Proceedings of ACM UIST'17 User Interface Software and Technology*, Quebec City, Canada, pp. 17-28.

- [47] Maudet, N, Jalal, G, Tchernavskij, P., Beaudouin-Lafon, M., and Mackay, W.E. (2017) Beyond Grids: Interactive Graphical Substrates to Structure Digital Layout. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pp. 5053-5064.
- [48] Avellino, I., Felury, C., Mackay, W.E., and Beaudouin-Lafon, M. (2017) CamRay: Camera Arrays Support Remote Collaboration on Wall-Sized Displays. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pp. 6718-6729
- [49] Malloch, J., Griggio, C., McGrenere, J., and Mackay, W.E. (2017) Fieldward and Pathward: Dynamic Guides for Defining Your Own Gestures. In *Proceedings of ACM CHI 2017, Conference on Human Factors in Computing Systems*, Denver, CO. pp. 4266-4277.
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- [58] Klokmose, C., Eagen, J., Baader, S., Mackay, W.E., and Beaudouin-Lafon, M. (2015) Webstrates: Shareable Dynamic Media. In *Proceedings of ACM UIST 2015 Symposium on User Interface Software and Technology*, pp. 280-290. **Best paper award.**

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- [71] Wagner, J., Mackay, W. and Huot, S. (2012) Left-over Windows Cause Window Clutter... But What Causes Left-over Windows? In *Ergo IHM 2012: Proceedings of the 24th French Speaking Conference on Human-Computer Interaction*. ACM, pp. 47-50.

- [72] Wagner, J., Huot, S. and Mackay, W.E. (2012) BiTouch and BiPad: Designing Bimanual Interaction for Hand-held Tablets. In *Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*, Austin, pp. 2317-2326.
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- [74] Garcia, J., Tsandilas, T., Agon, C. and Mackay, W.E. (2012) Interactive Paper Substrates to Support Musical Creation. In *Proceedings of ACM CHI 2012 Conference on Human Factors in Computing Systems*, Austin, pp. 1825-1828.
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- [78] Nancel, M., Wagner, J., Pietriga, E., Chapuis, O. and Mackay, W. (2011) Mid-air Pan-and-Zoom on Wall-sized Displays. In *CHI '11: Proceedings of the 29th international conference on Human factors in computing systems*. ACM, May, pp. 177-186. **Best paper award.**
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