

Publications

- [1] **Jensen, M. M.**, & Aagaard, J. (2018). A Postphenomenological Method for HCI Research. In *Proceedings of the 30th Australian Conference on Computer-Human Interaction: OzCHI 2018* (pp. 242-251). ACM - Association for Computing Machinery. <https://doi.org/10.1145/3292147.3292170>

- [2] **Jensen, M. M.**, Rädle, R., Klokmose, C. N., & Bødker, S. (2018). Remediating a design tool: Implications of digitizing sticky notes. In R. Mandryk, & M. Hancock (Eds.), *CHI 2018 - Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems: Engage with CHI* (Vol. 2018-April, pp. 1-12). [224] New York, NY, USA : Association for Computing Machinery. ACM CHI Conference, No. 2018 <https://doi.org/10.1145/3173574.3173798>

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- [4] Valsted, F. M., Nielsen, C. V. H., Jensen, J. Q., Sonne, T., & **Jensen, M. M.** (2017). Strive: Exploring Assistive Haptic Feedback on the Run. In A. Soro , D. Vyas , B. Ploderer, A. Morrison, J. Waycott, & M. Brereton (Eds.), *In Proceedings of the 29th Australian Conference on Computer-Human Interaction* (pp. 275-284). New York, NY, USA: Association for Computing Machinery. OZCHI '17 <https://doi.org/10.1145/3152771.3152801>

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- [6] Sonne, T., & **Jensen, M. M.** (2016). Evaluating the ChillFish Biofeedback Game with Children with ADHD. In *Proceedings of the The 15th International Conference on Interaction Design and Children: IDC '16* (pp. 529-534). New York, NY, USA: Association for Computing Machinery. IDC '16, Vol.. 2016 <https://doi.org/10.1145/2930674.2935981>

- [7] **Jensen, M. M.** (2016). *Game Mechanics and Bodily Interactions: Designing Interactive Technologies for Sports Training*. Department of Computer Science, Aarhus University.

- [8] **Jensen, M. M.**, & Grønbaek, K. (2016). Design Strategies for Balancing Exertion Games: A Study of Three Approaches. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems: DIS '16* (pp. 936-946). New York, NY, USA: Association for Computing Machinery. <https://doi.org/10.1145/2901790.2901843>

- [9] Sonne, T., & **Jensen, M. M.** (2016). ChillFish: A Respiration Game for Children with ADHD. In *Proceedings of the TEI '16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction* (pp. 271-278). New York, NY, USA: Association for Computing Machinery. <https://doi.org/10.1145/2839462.2839480>

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- [12] **Jensen, M. M.**, Rasmussen, M. K., Mueller, F. F., & Grønbæk, K. (2015). Keepin' it Real: Challenges when Designing Sports-Training Games. In B. Begole , & J. Kim (Eds.), *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems: CHI '15* (pp. 2003-2012). Association for Computing Machinery. <https://doi.org/10.1145/2702123.2702243>
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- [14] **Jensen, M. M.**, & Mueller, F. F. (2014). Running with technology: Where are we heading? In T. Leong (Ed.), *Proceedings of the 26th Australian Computer-Human Interaction Conference on Designing Futures: the Future of Design* (pp. 527-530). Association for Computing Machinery. <https://doi.org/10.1145/2686612.2686696>
- [15] Sonne, T., & **Jensen, M. M.** (2014). Race By Hearts. In Y. Pisan , N. M. Sgouros, & T. Marsh (Eds.), *Entertainment Computing – ICEC 2014: 13th International Conference, Sydney, Australia, October 1-3, 2014. Proceedings* (pp. 125-132). Springer. Lecture Notes in Computer Science, Vol.. 8770 https://doi.org/10.1007/978-3-662-45212-7_16
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