



## Peter Ljungstrand

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### Biography

Peter Ljungstrand is a researcher at the PLAY research group in Göteborg, Sweden, where he has been active since the group started in 1998. He is a Ph.D. student in informatics at Göteborg University, with an academic background in informatics as well as in electrical engineering. He was one of the organizers of the recent CHI 2001 workshop on Distributed and Disappearing User Interfaces In Ubiquitous Computing, and he is also co-organizing the Designing Ubiquitous Computing Games workshop at UbiComp 2001.

### Research Interests

While I have a technical background, I have a user-centered research approach. My main research interests address novel user experiences that can be realized using ubiquitous computing. I want to understand what new classes of user interfaces in ubiquitous computing can be designed and created. I also want to consider the impact they can have on people's everyday life, and to research how people can relate to and perceive an environment saturated with embedded technology, in a meaningful way. I am especially interested in social issues emerging from the use of novel technologies.

A recent research project is Pirates! - a mobile, multi-user, context-aware computer game that runs on PDAs in a wireless network and is experienced in physical space. The game uses mobile terminals to take advantage of, and rely upon, players' mobility as an intrinsic part of the game. Unlike most computer games, the experience depends just as much on social interaction with people in the real world as on the computer-mediated game elements.

I am also active in the Smart-Its research consortium, together with ETHZ, Lancaster University, TecO and VTT. The goal of Smart-Its is to realize a testbed for everyday ubiquitous computing applications, using large amounts of tiny embedded sensors in an ad-hoc network. These sensors will be attached post-hoc to everyday items, to augment and enhance their ordinary capabilities. My role in this project is to develop and evaluate meaningful user scenarios and applications.

### Recent Publications

Ljungstrand, P. and Hård af Segerstad, Y. *Instant Messaging with WebWho*. Forthcoming in International Journal of Human-Computer Studies, Academic Press.

Björk, S., Falk, J., Hansson, R., & Ljungstrand, P. *Pirates! - Using the Physical World as a Game Board*. Paper at Interact 2001, IFIP TC.13 Conference on Human-Computer Interaction, July 9-13, Tokyo, Japan.

Ljungstrand, P., Redström, J. and Holmquist, L. E. *Webstickers: Using Physical Tokens to Access, Manage and Share Bookmarks to the Web*. In: Proceedings of Designing Augmented Reality Environments (DARE) 2000, ACM Press, 2000.

Redström, J., Ljungstrand, P. and Jaksetic, P. *The ChatterBox: Using Text Manipulation in an Entertaining Information Display*. In: Proceedings of Graphics Interface 2000, Montréal, Canada.

Redström, J., Dahlberg, P., Ljungstrand, P. and Holmquist, L.E. *Designing for Local Interaction*. Proc. Managing Interactions in Smart Environments (MANSE) '99, Springer Verlag, 1999.