

Barry A. T. Brown

Professor, BSc. (Hons) PhD.



Profile

Professor Barry Brown is a research professor at the University of Stockholm, where he runs the Stockholm Technology & Interaction (STIR) group. His two most recent books have been published by Sage and MIT Press, focusing on how to research the use of digital technology, and the study and design of leisure technologies. Professor Brown previously worked as the research director of the Mobile Life research centre (2011-2017), and an associate professor in the Department of Communication at UCSD (2007-2011). With a H- index of 50, and over 9000 citations to his work across 100 papers, he is one of the world's leading researchers in human computer interaction. His work has received five ACM best paper nominations (CHI, CSCW, Ubicomp), one ACM best paper award (CHI) and a recent 10-year impact award from the Ubicomp conference. In terms of research funding he has received over \$8 million (75 million SEK) in research funding from the UK research councils, NSF, and European and Swedish funding agencies. His research has also been covered in the international press including the Guardian, Time, New York Times, Sydney Morning Herald, Voice of America and Fortune Magazine.

Education

PhD in Sociology, University of Surrey, England; October 1994 to March 1998

Thesis title: "Working Notes: How computers are used for collaboration at work",

Advisor: Prof. Nigel Gilbert. Viva date: 1 April 1998

- Thesis documented a five month ethnographic study of a multinational oil company, focusing on how they used technology within that organisation to collaborate and develop mundane artefacts such as timesheets and databases.

BSc Hons (2.1) in Computer Science, University of Edinburgh; Oct 90 to Jun 94

Employment

Professor, Stockholm University

from October 2013

Mobile Life VINN excellence centre, University of Stockholm;

Jan 12-Mar 17

- As research director of Mobile Life, has managed the \$10M per year research centre for four years, managing and setting the direction for the centre alongside centre director Professor Kia Hook.
- Group manager of the 'clouds group', with post-doc researchers Dr. Donny McMillan, Dr. Airi Lampinen and Phd Student Moira McGregor. Recently the group has presented five full papers at the annual ACM CHI conference.
- "Enjoying machines" book (published by MIT Press): raws together research and design work on the predominant contemporary use of technology - enjoyment. The book documents activities as diverse as game playing, deer hunting, television watching and tourism to explore how technology has come to be so deeply interweaved with enjoyment and how we can better design technology to support its hedonic uses.

Associate Professor

Dept. of Communication, University of California San Diego;

Jul 07-Jun 11

Affiliated faculty

Department of Computer Science and Engineering;

Dec 07-Present

- "Virtual organisations for the social sciences" (NSF funded project, as Principle Investigator): Through interviews and participation in social science research projects this work develops an alternative to 'big science' approaches to e-social-science.
- "Appropriate Networks" (UC Mexus funded research as Principle Investigator): Explored how families split across the US-Mexican border can communicate and share information about their daily activities. Design workshops and explorations with local villagers explored how to design systems for real, rather than imagined, needs.
- "Assembling the line" (in collaboration with Eric Laurier, Geosciences, Edinburgh) Studying video editing in projects ranging from artist-led videos to commercial feature length films. In a similar way to computer programmers, video editors must move their way around large collections of material yet maintain a clear focus on editing one specific piece at a time, and the implications of those edits more broadly. Final results from the project will be presented to YouTube in early 2011.

Research Fellow

Dept. of Computing Science, University of Glasgow;

March 2001-July 2007

- "Equator" Research Fellow: This interdisciplinary research collaboration (IRC) brought together computer scientists, psychologists, designers and other social scientists from eight research institutes around the UK. Research focused on studying and building systems that span between digital and physical media in new ways.
- Explored 'pervasive mobile games' that move away from the desktop and make use of players mobility as a key part of the game mechanic. This work led to the development

of 'games with byproducts' - such as generating and updating map data, and experiments with mass-participation of online game players in research trials.

- Researched how technology could support interaction between city and museum visitors, and those who back home through mixed reality museum and city visiting systems.

Research Scientist

Hewlett-Packard Research Labs, Bristol;

September 1998–March 2001

- “Digital Media System” Project: Worked with conceptual and industrial designers to explore current and future uses of MP3 and other digital music technologies. Findings from this work predicted the growth in digital music players; showed MP3 to be a complementary technology to existing physical media, a finding explored with new system prototypes, patents and publications.
- “Appliance Design Group”: Worked with psychologists, software engineers and industrial designers to design and prototype new types of “information appliance”. Main project was future development of prototype “Capshare” hand-held scanners.

Teaching

PhD Students

Doctoral committee member for Kevin Lee, Timothy Sohn, Gaston Cangiano. Main supervisor for Tricia Wang (UCSD, graduated 2012), Mattias Rost (Stockholm, graduated 2013), and Moira McGregor (Stockholm, graduated 2020). He was co-supervisor for Arvid Engstrom (Stockholm, graduated 2012), Jon Beck (Uppsala, graduated 2016) Elena Marquez (Uppsala, graduated 2017) and Pedro Ferriera (KTH, graduated 2015). He is current main advisor for Razan Jaber, Sara Eriksson and Kasper Karlgren.

Undergraduate teaching

COH125: Mobile Communications

UCSD:2007,2008,2009,2010 (20 lectures - 65 students)

COH100:Introduction to communication and the person

UCSD: 2008,2009,2010 (20 lectures - 330 students - nominated for teaching award)

COGR275: Everyday life (graduate seminar)

UCSD: 2009 - 10 Graduate seminars

HCI4: Human computer interaction: topics in social and ubiquitous computing

Glasgow: Autumn 2006, 2005: Module co-ordinator – 20 lectures, 10 tutorials

IS3: Introduction to information systems

Glasgow: Autumn 2004: Joint-lecturer – 7 lectures

Undergraduate Supervision

Over twenty undergraduate final year projects, three masters project

External examiner

PhD - Eeva Raita - 'Intermediated: social psychological processes of mediate user experience' (University of Helsinki)

PhD - Marian White - 'A study in leadership' (Management Center, University of Lancaster)

PhD - Judy van Biljon - 'A model for representing the motivational and cultural factors that influence mobile phone usage variety' (Computer Science, University of South Africa)

Funding Applications

Total funding obtained to date - £1,494,000

Brown, B (PI) "Implicit Interaction", SSF (30 million SEK) (2016-2021)

Brown, B (PI) "Securing things: Human Centred Internet of Things Security", VR (6 million SEK) (2017-)

Lindwall, O. (PI – Goteborg University) and B. Brown. Marcus och amalia Wallenberg, "Den nätbaserade instruktionsvideons pedagogik" 4 million ksek (2016-2018)

B. Brown (PI), Yahoo faculty awards, "The Mobile observatory", \$45,000

B. Brown (PI), Nokia Research, "Family Purchases", \$20,000 (Completed July 2011)

B. Brown (PI) and O. Juhlin, Stiftelsen for Strategisk Forsking (Swedish strategic funding agency), "Hedonic Computing", 1,310,000 SKR (£100k) (Completed July 2011)

B. Brown (PI), National Science Foundation, "VOSS: Transforming Social Science Virtual Organisations", \$400,000, (Completed July 2011)

B. Brown (PI), UC Mexus, "Appropriate Networks", \$35,000 (Completed Feb 2010)

B. Brown and M. Chalmers (PI), EPSRC response mode, "Building the augmented stadium", £532,665 (completed Feb 2010)

Laurier, E. (PI - Edinburgh University) and B. Brown, ESRC response mode, "Assembling the line: amateur & professional work in digital video editing". £386,305 (Completed July 2010)

Laurier, E. (PI Edinburgh University) and B. Brown, ESRC response mode, "Habitable Cars: the organisation of collective private transport", £187,000 (Completed Jan 2007)

Awards and Nominations

UbiComp Best paper nomination, "Locating Family Values: A Field Trial of the Whereabouts Clock" (2007), CHI Best paper nomination, "Interweaving Mobile Games With Everyday Life" (2006), CHI Best paper "The natural normal troubles of driving with GPS" (2012), CSCW Best paper nomination (2013), CHI Best paper nomination (2016)

UCSD Sorority professor of the year (2011)

Nominated for Sixth-college faculty teaching award (2008)

George Brown Award for innovative research and binational collaboration in science and technology (2008)

University of Glasgow discretionary point, Salary increase due to exceptional work (2004)

Visiting Posts

Yahoo Research, San Francisco	July '14
Mobile Life, University of Stockholm;	Apr-Sep '09, Jun-Sep '10
Microsoft Research Cambridge, Cambridge, England;	Jan-Mar '07
Mobility Studio, Interactive Institute, Stockholm, Sweden;	Nov-Dec '06
Future Application Lab, Viktoria Institute, Göteborg, Sweden;	Nov-Dec '05
Mobility Studio, Interactive Institute, Stockholm, Sweden;	May-Jul '03
HCI Group, University of Saskatchewan, Saskatoon, Canada;	Jun-Jul '02

Professional Activities

- Program committee member for: CSCW 2012,2011, 2010, 2009, CHI 2015, 2013,2012,2011, 2010, 2009, 2008, PERVASIVE 2009, UBICOMP 2008, ECSCW 2011, 2007, ACE 2007, MobileHCI 2009, 2008, 2007, 2005, MUMs 2004, ENSYS 2005
- Organising committee member for UbiComp 2006 and CHI 2007
- Reviewer for: Communications of the ACM, CHI Conference, CSCW Conference, ECSCW Conference, CSCW journal, UbiComp Conference, UIST Conference, SIGGRAPH Conference, PERVASIVE Conference, Interacting with computers, Sociology, New media and society, Environment and Planning, Geography, Sociological research online, International Journal of Human Computer Studies, ToCHI, IEEE pervasive computing, Journal of Contemporary Ethnography, MIT press.

Publications

Citation analysis

Citations of his work are discussed in Meho et al (2008) *Citation counting, citation ranking and h-index of human-computer interaction researchers* (Journal of the American Society for Information Science and Technology). A recent count using Google Scholar gives a h-index of 38. Some of the most cited first publications include: Dealing with mobility (journal paper, 554 citations), *Wireless World* (edited book, 245 citations), *Tourism and mobile technology* (conference paper, 399 citations) and *Lessons from the Lighthouse* (conference paper, 189 citations).

Books

1. Brown, B. and O. Juhlin (2015), *Enjoying Machines*, MIT Press, 2015
2. Price, S, C. Jewitt and B. Brown. (eds.) (2013) *The sage handbook of digital technology research*. Sage.
3. O'Hara, K. and B. Brown (eds.) (2007) *Consuming music together: social and collaborative aspects of music consumption technologies*. Springer
4. Brown, B., N. Green, R. Harper (eds.) (2001) *Wireless World: Social, Cultural and Interactional Issues in Mobile Communications and Computing*. Springer Verlag

Peer-Reviewed Conference Publications

5. Glöss, M., M. McGregor, B. Brown (2016) *Designing for Labour: Uber and the On-Demand Mobile Workforce*, To appear in *Proceedings of CHI 2016*
6. Brown, B., D. McMillan, A. Lampinen, A. Weillenman (2016) *Five Provocations for Ethical HCI Research*. To appear in *Proceedings of CHI 2016*
7. Pizza, S., B. Brown, D. McMillan, A. Lampinen (2016) *The Smartwatch In Vivo*. To appear in *Proceedings of CHI 2016*
8. McMillan, D., A. Engström, A. Lampinen, B. Brown (2016) *Data and the city*. To appear in *Proceedings of CHI 2016*
9. Reeves, S., B. Brown. (2016) *Embeddedness and sequentiality in social media*. *Proceedings of CSCW 2016*
10. McMillan, D., A. Lorette, B. Brown (2015) *Repurposing Conversation: Experiments with the Continuous Speech Stream*. *Proceedings of CHI 2015*. ACM Press.
11. McMillan, D., B. Brown, A. Sellen, A. Lindley, R. Martens (2015) *Pick up and play: understanding tangibility for cloud media*. *Proceedings of MUM 2015*
12. McMillan, D., M. McGregor, B. Brown (2015) *From in the wild to in vivo: Video Analysis of Mobile Device Use*. *Proceedings of Mobile HCI 2015*. ACM Press.

13. Brown, B. M. McGregor, D. McMillan (2015), Searchable Objects: Search in Everyday Conversation, Proceedings of CSCW 2015. ACM Press
14. Brown, B., M. McGregor, D. McMillan (2014) 100 Days of iPhone Use: Understanding the Details of Mobile Device Use. Proceedings of Mobile HCI 2014.
15. Kaye, J., J. Vertesi, J. Ferreira, B. Brown, M. Perry (2014) #CHImoney: financial interactions, digital cash, capital exchange and mobile money, Workshop at CHI 2014
16. McGregor, M., B. Brown, D. McMillan (2014) 100 days of iPhone use: mobile recording in the wild, CHI 2014 Extended abstracts, p111-114
17. Brown, B., McGregor, M., Laurier, E (2013) iPhone in vivo: video analysis of mobile device use. Proceedings of CHI '13, Paris, France, ACM Press.
18. Rost, M., Barkhuus, L., Cramer, H., Brown, B. (2013) Representation and communication: Challenges in interpreting large social media datasets. Proceedings of CSCW'13, Feb 23-27, San Antonio, Texas. (Best paper nomination)
19. Brown, B. and E. Laurier (2012) [The Normal, Natural Troubles of Driving with GPS](#). Proceedings of CHI 2012. (Best paper award)
20. Barkhuus, L. and Brown, B. (2012) The Sociality of Fieldwork: Designing for Social Science Research Practice and Collaboration. p35-44, Proceedings of Group 2012, ACM Press.
21. Brown, B., S. Reeves and S. Sherwood. Into the wild: Challenges and opportunities for field trial methods. Proceedings of SIGCHI Conference on Human Factors in Computing Systems (CHI). ACM Press, May 2011.
22. Wang, T. and B. Brown (2011) Ethnography of the telephone: Changing uses of communication technology in village life. In: Proceedings of Mobile HCI 2011
23. Reeves, S., Sherwood, S and Brown, B (2010) Designing for Crowds, NordiCHI '10: Proceedings of the 6th Nordic conference on Human-computer interaction, pages 383-392, New York, NY, USA, 2010. ACM.
24. Bell, M., S. Reeves, B. Brown, D. MacMillan, J. Ferguson, M. Chalmers (2009) Eyespy: Supporting Navigation through Play. Proceedings of CHI 2009, p123-132, ACM Press
25. Barkhuus, L., B. Brown, M. Bell, S. Sherwood, M. Chalmers (2008) Friendship, Awareness and Repartee: Sharing Location on the go". P 497-506, Proceedings of CHI 2008, ACM Press

26. Lymer, G., J. Ludin, B. Brown, M. Rost (2007) "Web based platforms in Co-located practice – The use of a wiki as support for learning and instruction". Proceedings of CSCL 2007
27. Brown, B., A. Taylor, S. Izadi, A. Sellen, and J. Kaye (2007) "Locating Family Values: A Field Trial of the Whereabouts Clock". Proceedings Of UBICOMP 2007 (Nominated for best paper)
28. Brown, B., J. Lundin, G. Lymer, M. Rost, L. Holmquist (2007) "Seeing Ethnographically: Teaching ethnography as part of CSCW". Proceedings of ECSCCW 2007, p11-430, Springer
29. Brown, B. and L. Barkhuus (2006) The television will be revolutionised: effects of PVRs and filesharing on television watching. Proceedings of CHI 2006, p 663-666, ACM Press (23% acceptance rate)
30. Bell, M., M. Chalmers, M. Hall, B. Brown, P. Grey (2006) Domino: Exploring Mobile Collaborative Software Adaptation. Proceedings of Pervasive 2006, p153-168, Springer.
31. Esbjörnsson, M, B. Brown, O. Juhlin, D. Normark, M. Östergren, E. Laurier (2006) Watching the cars go round and round: designing for active spectating at sport events. Proceedings of CHI 2006, p1221 - 1224, ACM Press (23% acceptance rate)
32. Bell, M., M. Chalmers, L. Barkhuus, M. Hall, S. Sherwood, P. Tennent, B. Brown, D. Rowland, S. Benford (2006) Interweaving Mobile Games With Everyday Life. Proceedings of CHI 2006, p 417 - 426, ACM Press (23% acceptance rate, Best paper nominee)
33. Crabtree, C, C. Greenhalgh, Steve Benford, M. Chalmers, B. Brown, P. Tennent (2006) Supporting Ethnographic Studies of Ubiquitous Computing in the Wild. Proceedings of DIS 2006 (25% acceptance rate)
34. J. Maitland, S. Sherwood, L. Barkhuus, I. Anderson, M. Hall, B. Brown, M. Chalmers, H. Muller. (2006) Increasing the Awareness of Daily Activity Levels with Pervasive Computing. Proc. ACM Pervasive Health, Innsbruck, 2006.
35. Brown, B., M. Chalmers, M. Bell, M. Hall (2005) Sharing the square: collaborative leisure on the city streets. Proceedings of ECSCCW 2005, Paris, France, p427-429. Springer. (19% acceptance rate)
36. Barkhuus, L., Chalmers, M., Tennent, P., Hall, M., Bell, M. and Brown, B. (2005) Picking Pockets on the Lawn: The Development of Tactics and Strategies in a Mobile Game. Proceedings of UbiComp, 2005 Tokyo, Japan, p358-374. Springer. (9.7% acceptance rate)

37. Tennent, P., M. Hall, B. Brown (2005) Three applications for mobile epidemic algorithms. Proceedings of Mobile HCI 2005, p223-236, ACM Press.
38. Chalmers, M., M. Bell, B. Brown, M. Hall, S. Sherwood & P. Tennent (2005) Gaming on the Edge: Using Seams in Ubicomp Games, Proc. ACM Advances in Computer Entertainment (ACE05), p306-309, ACM Press
39. Brown, B and M. Bell (2004) Social interaction in 'There', In: Proceedings of CHI 2004, Vienna, Austria, p1465-1468, ACM Press (*16% acceptance rate*)
40. Brown, B. and M. Bell (2004) CSCW at play: 'There' as a collaborative virtual environment. In: Proceedings of CSCW 2004, Chicago, IL, p350-359, New York: ACM Press (*19% acceptance rate*)
41. Steed, A. I. MacColl, C. Randell, B. Brown, M. Chalmers, C. Greenhalgh (2004) Models of Space in a Mixed-Reality System. Information Visualisation (IV'04), p768-777. IEEE Press
42. Brown, B., and M. Chalmers (2003) Tourism and mobile technology. In: K. Kuutti, E. H. Karsten et al (Eds.), ECSCW 2003, Helsinki, Finland. p335-355, Dordrecht: Kluwer Academic Press
43. Brown, B., I. MacColl, M. Chalmers, A. Galani, C. Randell and A. Steed (2003) Lessons from the lighthouse: Collaboration in a shared mixed reality system. In: Proceedings of CHI 2003, Ft. Lauderdale, p577-585, ACM Press (*16% acceptance rate*)
44. Dyck, J., D. Pinelle, B. Brown, and C. Gutwin (2003) Learning from Games: HCI Design Innovations in Entertainment Software. In: Proceedings of Graphics Interface 2003
45. Brown, B. and M. Perry (2002) Of maps and guidebooks: designing geographical technologies. In: Proceedings of Designing Interactive Systems (DIS) 2002, p246-254, ACM Press
46. Brown, B., E. Geelhoed, A. Sellen (2001) The Use of Conventional and New Music Media: Implications for Future Technologies. In: Hirose, M. (ed.) Proceedings of Interact'2001, Tokyo, Japan, p67-75, IOS Press
47. Brown, B., E. Geelhoed, A. Sellen (2001) Music sharing as a computer supported collaborative application. In: Prinz, W. et al (eds.) Proceedings of ECSCW 2001, Bonn, Germany, p179-198, Kluwer Academic Publishers
48. Brown, B., A. Sellen and K. O'Hara (2000) A diary study of information capture in working life. In: Turner, T. et al (eds.) Proceedings of CHI '2000, The Hague, p438-445, ACM Press

Journal publications

49. McGregor, M., B. Brown and M. Glöss (2014) Disrupting the cab: Uber, ridesharing and the taxi industry. Issue 6, Journal of Peer Production.
50. Brown, B. and E. Laurier (2014) Word of mouth: products, conversation and consumption. Consumption Markets & Culture 17 (1), 29-49
51. Laurier, E., B. Brown, H. Lorimer (2012) [What it means to change lanes](#): actions, emotions and wayfinding in the family car, Semiotica, Issue 191 (August 2012): 101-333.
52. +Brown, B. (2012) Beyond recommendations: Local review websites and their impact
To appear in: Transactions on human computer interaction (TOCHI)
53. Laurier, B. & B. Brown (2011) Reservations of the Editor: the routine work of showing and knowing the film in the edit suite, Journal of Social Semiotics, 21: 2 239-257
54. Lundin, J, G. Lymer, L. Holmquist, B. Brown and M. Rost (2010) Integrating students' mobile technology in higher education, International Journal of Mobile Learning and Organisation, 4(1) 1-14
55. Laurier, E. and B. Brown, Reservations of the editor. Forthcoming in: Social Semiotica
56. Barkhuus, L. and Brown, B. (2009) Unpacking the television: studies of a changing technology. Transactions of Computer Human Interaction, 16(3)
57. Eric Laurier, Barry Brown, Hayden Lorimer, et al (2008) Driving And "passenger": notes on the ordinary organization of car travel. Mobilities, 3(1) 1-23
58. Laurier, E. and B. Brown (2008) Rotating maps and users: praxiological Aspects of alignment and orientation", Transactions of the Institute of British Geographers, 33(201-21)
59. Reeves, S., B. Brown and E. Laurier (2008) Experts at play: Understanding skilled expertise. Games and Culture 4(3) p205-227
60. Laurier, E, Strelbel, I & Brown B. (2008) Video Analysis: Lessons from Professional Video Editing Practice, Forum: Qualitative Social Research, 9, 3 Article 37
61. Brown, B. (2007) Working the problems of tourism. Annals of Tourism Research, vol 34 issue 2, p364-383
62. Brown, B. and L. Barkhuus (2007) Leisure and CSCW: Introduction to Special Edition. CSCW Journal, 16 (1-2), p1-10

63. Barkhuus, L. and B. Brown (eds.) (2007) Special edition of CSCW Journal on leisure technologies, CSCW Journal, 16 (1-2)
64. Brown, B. (2006) Some unexcavated aspects of computer programming. In: Team Ethno Online, Issue 2.
65. Brown, B and E. Laurier (2005) Maps & journeying: an ethnomethodological approach. *Cartographica*, 4(3), 17-33
66. Brown, B. and R. Randall (2004) Building a context sensitive telephone: some hopes and pitfalls for context sensitive computing. *CSCW Journal*, special edition on context aware computing, Vol. 13 Number 3, p329-345
67. Brown, B. (2004) Customer interaction: fragments of a fleeting relationship. *Sociological Research Online*, Vol 9, Number 4, <http://www.socresonline.org.uk/>
68. Brown, B. (2004) Hotdeskers and tourists: geography as a everyday practical concern in work and leisure. *Geography: Special Issue on Mobile Geographies*, January 2004 edition
69. Brown, B. and K. O'hara (2003) Place as a practical concern of mobile workers. *Environment and Planning A*, Vol 35, Number 9, p1565 – 1587
70. Perry, M., K. O'Hara, A. Sellen, B. Brown and R. Harper (2001) Dealing with Mobility: Understanding access anytime, anywhere. *ACM transactions on computer human interaction (TOCHI)*, Vol 8, Issue No. 4, December 2001, p323-347
71. Brown, B. (2001) Unpacking a timesheet: formalisation and representation. *CSCW Journal*, Volume 10, Issue 4, p293-315
72. Brown, B (2001) Representing time: the humble timesheet as a representation and some details of its completion and use. *Ethnographic Studies*, Issue No. 6, November
73. Brown, B. and A. Sellen (2001) Exploring Users' Experiences of the Web. In: *First Monday*, Volume 6 Number 9
74. Brown, B. (2000) The future of the personal computer in the home. *Personal Technologies*, Volume 4, Number 1, 39-44
75. Brown, B. (2000) The rigidity and artful use of groupware systems. *Behaviour and Information Technology*, Volume 19, Number 4, 263-273
76. Brown, B. and M. Perry (2000) Why don't telephones have off switches? Understanding the use of everyday technologies. *Interacting with computers*, Volume 12, Issue 6, 623-634

77. Brown, B, A. Sellen and K. O'Hara (2000) Opportunities and barriers to portable document scanning. *Personal Technologies*, Volume 4, Number 2&3, 73-85

Book Chapters

78. Brown, Barry (2008) From Smart to Ordinary: Shoshana Zuboff's "In the Age of the Smart Machine". T. Ericson, D. McDonald (eds) *HCI Remixed*. MIT Press
79. Reeves, S., Laurier, E. & Brown, B. (2006) The skilful work of play in Counter-Strike. F. Beau and N. Auray (eds) *The sociological analysis of Multiplayer Games*, FING, Paris
80. Brown, B, A. Sellen (2005) Sharing and listening to music. In: O'Hara and Brown (eds) *Consuming music together*, Springer
81. Brown, B (2005) Play and sociability in There. To appear in: R. Schroeder and A. Axelsson (Eds.) *Work and Play in Shared Virtual Environments*, Springer
82. Brown, B. and E. Laurier (2005) Designing electronic maps: an ethnographic approach. L. Meng, A. Zipf, T. Reichenbacher (Eds.), *Map-based mobile services: Theories, Methods and Implementations*. Springer
83. Brown, B and E. Laurier (2005) En-spacing technology. In: P. Turner et al (Eds.) *Space, Spatiality & Technology*, Kluwer Academic Press
84. Brown, B. and A. Sellen (2005) Sharing and listening to music. In: O'Hara, K. and B. Brown (eds.) *Reinventing music: social and cultural impacts of new music technology*. Kluwer Academic Press
85. O'Hara, K., M. Perry, A. Sellen, B. Brown (2001) Exploring the relationship between mobile phone and document activity during business travel. In: Brown, B. et al (eds.) *Wireless World*. Kluwer Academic Press
86. Brown, B. (2001) Studying the use of mobile technology, In: Brown, B. et al (eds.) *Wireless World*. Kluwer Academic Press

References

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