

# Publications

## 2004

Adrian Bullock, “**Virtual conferencing**” Book chapter in *Inhabited Information Spaces: Living with your Data*, Eds Dave Snowdon, Elizabeth Churchill and Emmanuel Frécon, Springer. February 2004. ISBN 1-85233-728-1

Yasmine Arafa, Luis Botelho, Adrian Bullock, Pedro Figueiredo, Patrick Gebhard, Kristina Höök, Abe Mamdani, Ana Paiva, Paolo Petta, Phoebe Sengers and Marco Vala, “**Affective Interactions for Real-time Applications: The SAFIRA project**”, to appear in special issue of *Künstliche Intelligenz on Embodied Conversational Agents*, 2004, Editors Elisabeth André and Matthias Rehm.

## 2003

Ana Paiva, Rui Prada, Ricardo Chaves, Marco Vala, Adrian Bullock, Gerd Andersson and Kristina Höök, “**Towards Tangibility in Gameplay: Building a Tangible Affective Interface for a Computer Game**”, Fifth International Conference on Multimodal Interfaces (ICMI) 03, 5-7 November 2003, Vancouver, British Columbia, Canada.

Ana Paiva, Rui Prada, Ricardo Chaves, Marco Vala, Adrian Bullock, Gerd Andersson and Kristina Höök, “**Demo: Playing FantasyA with SenToy**”, Fifth International Conference on Multimodal Interfaces (ICMI) 03, 5-7 November 2003, Vancouver, British Columbia, Canada.

Rui Prada, Marco Vala, Ana Paiva, Kristina Höök, and Adrian Bullock, “**FantasyA - The Duel of Emotions**”, Short paper at Intelligent Virtual Agents (IVA) 2003, 15-17 September 2003, Kloster Irsee, Germany.

Adrian Bullock, “**SenToy and FantasyA: evaluating affective gaming**”, Video at the 8th European Conference on Computer Supported Cooperative Work (ECSCW 03), 14th-18th September 2003, Helsinki, Finland.

Ana Paiva, Marco Costa, Ricardo Chaves, Moisés Piedade, Dário Mourão, Daniel Sobral, Kristina Höök, Gerd Andersson and Adrian Bullock, “**SenToy: an Affective Sympathetic Interface**”, *International Journal of Human Computer Studies*, Volume 59, Issues 1-2, July 2003, Pages 227-235, Elsevier.

Adrian Bullock and Björn Gambäck, “**Evaluating Affective Interaction in Gaming**”, Video in the Demonstration track at HCI International 2003, 22nd-27th June 2003, Crete, Greece.

Ana Paiva, Adrian Bullock, Gerd Andersson, Kristina Höök, Marco Costa and Ricardo Chaves, “**SenToy: a Tangible Interface to Control the Emotions of a Synthetic Character**”, Poster at Autonomous Agents and Multi Agent Systems (AAMAS), 14th-18th July 2003, Melbourne, Australia.

Kristina Höök, Adrian Bullock, Ana Paiva, Marco Vala, Ricardo Chaves and Rui Prada, “**FantasyA and SenToy**”, Short talk at ACM CHI 2003, April 5th-10th, Fort Lauderdale, FL.

Annika Waern, Jarmo Laaksolahti and Adrian Bullock, “**Emotionell Interaktion i Spel**”, Invited presentation at SpelForum 03, 31st March 2003, Göteborg, Sweden.

## 2002

Johnny Widen, Adrian Bullock and Jan BM Karlsson, “**E-meetings to support netlearning**”, Workshop presentation at Netlearning 2002, 25th - 27th November 2002, Ronneby, Sweden.

Karl-Petter Åkesson, Adrian Bullock, Tom Rodden, Boriana Koleva and Chris Greenhalgh, “**A Toolkit for User Re-Configuration of Ubiquitous Domestic Environments**”, Demonstration at ACM UIST 2002, 27th-30th October 2002, Paris, France.

Olov Ståhl, Anders Wallberg, Jonas Söderberg, Jan Humble, Lennart E. Fahlén, Adrian Bullock and Jenny Lundberg, “**The Pond: Information Exploration Using An Ecosystem Metaphor**” ACM CVE 02, September 30th - October 2nd, Bonn, Germany.

## 2001

Emmanuel Frécon, Anneli Avatare and Adrian Bullock, “**WebPR - Adaptive Information in the Physical City**”, *ERCIM News*, Number 46, July 2001.

Adrian Bullock, “**Supporting Collaborative Interaction**” Invited presentation at CTI annual conference, Broadband - Bits and Myths, Center for Tele-Information, Technical University of Denmark, Copenhagen, 22nd May 2001.

Chris Greenhalgh, Adrian Bullock, Emmanuel Frécon, David Lloyd and Anthony Steed, “**Making Collaborative Environments Work**”, Presence: teleoperators and virtual environments, 10(2), April 2001, pp. 142-159.

Adrian Bullock, “**From VDU to VDS**”, Book review in I3 magazine (The European Network for Intelligent Information Interfaces), Issue 10, March 2001, ISSN 1397-906X.

Adrian Bullock and Per Gustafson, “**The VITI program: Final Report**”, SICS technical Report T2001:02, March 2001, ISSN 1100-3154.

Adrian Bullock, Kristian T. Simsarian, Mårten Stenius, Pär Hansson, Anders Wallberg, Karl-Petter Åkesson, Emmanuel Frécon, Olov Ståhl and Lennart E. Fahlén, “**Designing Interactive Collaborative Environments**” Book chapter in *Collaborative Virtual Environments: Digital Places and Spaces for Interaction*, Eds. Elizabeth Churchill, Dave Snowdon and Alan Munro, Springer, 2001. ISBN 1-85233-244-1.

## 2000

Steve Benford, Gail Reynard, Chris Greenhalgh, Dave Snowdon and Adrian Bullock, “**A Poetry Performance in a Collaborative Virtual Environment**”, IEEE Computer Graphics and Applications, Vol. 20, No. 3, May/June 2000, pp.66-75, ISSN 0272-1716.

Adrian Bullock, Anneli Avatare, Lennart E. Fahlén, Emmanuel Frécon, Pär Hansson, Bino Nord, Kristian Simsarian, Mårten Stenius, Olov Ståhl, Anders Wallberg and Karl-Petter Åkesson, “**The Interactive Collaborative Environments Laboratory**”, Organisational Overview at ACM CHI 2000, The Hague, The Netherlands, 1-6 April 2000.

## 1999

Adrian Bullock and Steve Benford, “**An access control framework for multi-user collaborative environments**”, ACM GROUP 99, Phoenix, Arizona, 14th-17th November 1999.

Adrian Bullock and Lennart E. Fahlén, “**Designing for and Interacting with CVEs**”, Workshop paper at Designing from the Interaction out: Using intercultural communication as a framework to design interactions in collaborative virtual environments, ACM GROUP 99, Phoenix, Arizona, 14th November 1999.

Adrian Bullock, “**Experiences of wide area CVEs: 1995-1999**”, Workshop paper at Be here now: Ubiquitous virtual communities for collaborative working, 6th European Conference on Computer Supported Cooperative Work (ECSCW 99), Copenhagen, 12th September 1999.

Anthony Steed, Mel Slater, Amela Sadagic, Jolanda Tromp and Adrian Bullock, “**Leadership and Collaboration in Shared Virtual Environments**”, VR'99 IEEE Virtual Reality, Houston, March 1999.

## 1998

Jolanda Tromp, Anthony Steed, Emmanuel Frécon, Adrian Bullock, Amela Sadagic and Mel Slater, “**Small Group Behaviour Experiments in the Coven Project**”, IEEE Computer Graphics and Applications, Vol. 18, No. 6, November/December 1998, pp.53-63, ISSN 0272-1716.

Adrian Bullock, “**SPACE: Spatial Access Control for Collaborative Virtual Environments**”, PhD thesis submitted to the University of Nottingham for the degree of Doctor of Philosophy, October 1998.

Greenhalgh, C. M., Benford S. D., Bullock, A. N., Kuijpers, N. And Donkers K., “**Predicting Network Traffic for Collaborative Virtual Environments**”, Computer Networks and ISDN Systems, Vol. 30, Nos. 16-18, (Elsevier). First appeared in Proc. TNC'98, TERENA Networking Conference, Dresden, 5-8 October 1998.

Normand, V., Babski, C., Benford, S., Bullock, A., Carion, S., Farcet, N., Frécon, E., Harvey, J., Kuijpers, N., Magnenat-Thalmann, N., Raupp-Musse, S., Rodden, T., Slater, M., Smith, G., Steed, A., Thalmann, D., Tromp, J., Usuh, M., Van Liempd, G., and Kladias, N., “**The COVEN project: exploring applicative, technical and usage dimensions of collaborative virtual environments**”, Presence: teleoperators and virtual environments, Volume 8 Issue 2, MIT Press. 1998.

Greenhalgh, C. M., Benford S. D., Bullock, A. N., Kuijpers, N. And Donkers K., “**Predicting Network Traffic for Collaborative Virtual Environments**”, TNC'98, TERENA Networking Conference, Dresden, 5-8 October 1998, Elsevier.

## 1997

Chris Greenhalgh, Adrian Bullock, Jolanda Tromp and Steve Benford, “**Evaluating the network and usability characteristics of virtual reality tele-conferencing**”, BT Technology Journal, Vol 15, No 4, ISSN 1358-3948, October 1997.

Bullock, A. and Benford S., “**Access Control in Virtual Environments**”, Symposium on Virtual Reality Software and Technology 1997 (VRST'97), September 15 - 17, 1997, Swiss Federal Institute of Technology (EPFL), Lausanne, Switzerland.

Benford, S., Greenhalgh, C., Snowdon, D., and Bullock, A., “**Staging a Public Poetry Performance in a Collaborative Virtual Environment**”, 5th European Conference on Computer Supported Cooperative Work (ECSCW'97), 7-11 September 1997, Lancaster, UK.

Steve Benford, Adrian Bullock, Chris Greenhalgh and Dave Snowdon, “**A Poetry performance in MASSIVE-2**”, Video at 5th European Conference on Computer Supported Cooperative Work (ECSCW'97), 7-11 September 1997, Lancaster, UK.

Adrian Bullock, “**Inhabiting the Web: Highlights from a series of VR meetings**”, Video at 5th European Conference on Computer Supported Cooperative Work (ECSCW'97), 7-11 September 1997, Lancaster, UK.

Adrian Bullock, Steve Benford, Chris Greenhalgh, Rob Aspin, Andy Colebourne, Gareth Smith and Tom Rodden, “**Building and Exploring CVEs**”, Demonstration at 5th European Conference on Computer Supported Cooperative Work (ECSCW'97), 7-11 September 1997, Lancaster, UK.

Adrian Bullock, “**Introduction to CVEs and to the MASSIVE system**”, Presentation at Collaborative Virtual Environments in Higher Education workshop, Department of Computer Science, University of Nottingham, 30 May 1997.

## 1996

Dave Snowdon, Chris Greenhalgh, Steve Benford, Adrian Bullock and Chris Brown, “**A Review of Distributed Architectures for Networked Virtual Reality**”, Virtual Reality: Research, Development and Applications, Vol. 2 No. 1 1996.

## 1995

Adrian Bullock and John Mariani (Eds.), “**Assessment and Refinement of models of Interaction**”, COMIC project deliverable D4.3, ISBN 1-86220-002-5, September 1995.

S. Benford, A. Bullock, C. Greenhalgh, D. Snowdon, A. Colebourne, L. Fahlén, M. Andersson, O. Ståhl, “**Collaborative Virtual Environments**”, Video at 4th European Conference on Computer Supported Cooperative Work (ECSCW'95), 10-14 September 1995, Stockholm, Sweden.

Steve Benford and Adrian Bullock, “**Early experiences with virtual environments**”, Workshop paper at Collaboration in Virtual Environments - Methods and Experiences, ECSCW 95, Stockholm, 10th September 1995.

Steve Benford and Adrian Bullock, “**Wide Area Collaborative Virtual Environments: Design and Experience**”, Invited paper at Virtual Reality World '95 (VR'World '95), San Jose, CA, USA, May 1995, Mecklermedia.

Steve Benford, Adrian Bullock, Chris Greenhalgh, Rob Ingram and Dave Snowdon, “**Collaborative Virtual Environments: User Interaction and Populated Information Terrains**” Invited paper for Imagina'95, Monte-Carlo, February, 1995.

Adrian Bullock and Mary-Rose O'Sullivan, “**Virtually in Business**”, Cover article in *Certified Accountant*, Volume 87, No. 1, Cork Publishing, January 1995, ISSN 0306-2406.

## 1994

Adrian Bullock, “**An Access Control Model for Distributed Virtual Environments**”, 2nd UK VR SIG Conference, Theale, Berkshire, 1st December 1994.

Steve Benford, Adrian Bullock, Ludwin Fuchs and John Mariani (Eds.), “**Computable Models and Prototypes of Interaction**”, COMIC project deliverable D4.2, ISBN 0-901800-55-4, October 1994.

Adrian Bullock and Steve Benford, “**An Approach to Access Control for Collaborative Virtual Reality**”, 6th ERCIM Workshop on Distributed Virtual Environments, Pehrson, B., Skarback, E. (eds.), Stockholm-Kista, June 1994.

### **1993**

Benford, S., Lee, O. and Bullock, A., “**Supporting Cooperative Work in Virtual Reality**”, Invited Paper at InfoScience 93, Seoul, Korea, October 1993.

Steve Benford, Adrian Bullock, Neil Cook, Paul Harvey, Robert Ingram and Ok-Ki Lee, “**From Rooms to Cyberspace: Models of Interaction in Large Virtual Computer Spaces**”, Interacting With Computers, Vol 5, No 2, pp 217-237, Butterworth-Heinemann, 1993.

Benford, S., Bullock, A.N., Harvey, P.W., Howidy, H, Shepherd, G.A., Smith, H.T., “**Grace: A system to support the development and use of global CSCW applications**”, Internet Research: Electronic Networking, Applications and Policy, Vol. 3, No. 1, April 1993.

Steve Benford, Adrian Bullock, Neil Cook, Paul Harvey, Robert Ingram and Ok-Ki Lee, “**A Model of Conversation Management in Virtual Rooms**”, Applica '93, Lille, France, March 1993.

Steve Benford, Adrian Bullock, Neil Cook, Paul Harvey, Robert Ingram and Ok-Ki Lee, “**A Spatial Model of Cooperation for Virtual Worlds**”, Interfaces to Real and Virtual Worlds, Montpellier, France, March 1993.

### **1992**

Steve Benford, Hugh Smith, Alan Shepherd, Adrian Bullock and Howidy Howidy, “**An Information Sharing Approach to CSCW: The Grace Project**”, International Journal of Computer Communications, Volume 15, Number 8, October 1992 pp 502-508, Butterworth-Heinemann, 1992.