

# DR DANIEL FITTON

## CURRICULUM VITAE

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### EMPLOYMENT

2024-Current	Senior Lecturer on Socio-technical Systems. School of Computing and Communications, Lancaster University.
2018-2024	Reader in User Experience Design, School of Psychology and Computer Science, University of Central Lancashire.
2013-2018	Senior Lecturer in Interaction Design, School of Computing, Engineering and Physical Sciences, University of Central Lancashire.
2009-2013	Lecturer in Computing, School of Computing, Engineering and Physical Sciences, University of Central Lancashire.
2007-2009	Senior Post-doctoral Research Associate, Computing Department, Lancaster University, EPSRC Project 'NEMO: Networked Embedded Models and Memories of Physical Work Activity' (Code EP/C014677/1).
2004-2007	Research Associate, Computing Department, Lancaster University. EPSRC Project 'CASIDE: Investigating Cooperative Applications in Situated Display Environments' (Code EP/C005589/1).
2003-2004	Research Associate, Computing Department, Lancaster University, EPSRC IRC Project 'EQUATOR – Technological Innovation in Physical and Digital Life (Code GR/N15986/01).
1999	Student Internship, British Telecoms Labs, Adastral Park, Ipswich.

### ACADEMIC JOB ROLES

2024-Current	Outreach Lead, School of Computing and Communications, Lancaster University.
2023-2024	Co-Lead, UCLan Future Digital Technologies Institute.
2013-2024	Lead Research Degrees Tutor (Responsible for admission, monitoring and management of PhD students).
2022-2023	Interim Academic Lead Duties, Teaching delivery and quality.
2020-2023	Psychology and Computer Science School Executive Team (SET) Member (Responsible for representing MSc Teaching and Computing Research within Computer Science at SET level).
2020-2023	Theme Lead (HCI) Lancashire Research Centre for Digital Life.
2021-2023	Estates and Equipment Committee (Responsible rooming and equipment issues related to the Computing subject area).
2021-2023	Course leader Software Engineering Level 6 Apprenticeship Courses delivered to BAE Systems (FDSc Software Engineering, BSc Software Engineering, BEng Software Engineering).
2019-2020	Lead of Professor, Readers and Principle Lecturers (PRP) Group within Computing, operational and strategic leadership team.
2018-2020	School Health, Safety and Ethics Committee, Computing subject-area representative.
2013-2021	Course Leader MSc and MRes User Experience Design Courses.
2019-2022	Course Leader MRes Child-Computer Interaction Course.

### TEACHING ACTIVITIES

2024-2025	SCC.213 Internet Applications, Module Co-lead.
2024-2025	SCC.241 HCI, Module Co-lead.
2022-2024	CO4732 Advanced Topics in User Experience, Module Leader.
2020-2024	CO2722 User Experience, Module Leader.
2019-2020	CO3717 Internet Application Development, Module Leader.
2017-2020	CO1401 Introduction to Programming, Module Leader.

2017-2021	CO4832 Independent Investigation, Module Leader.
2014-2019	CO4403 Object Oriented Software Development, Module Leader.
2015-2020	CO4753 User Experience Away from the Desktop, Module Leader.
2014-2016	COC001 Introduction to Software Development, Module Leader.
2014-2016	CO3720 Social Interaction Design, Module Leader.
2012-2015	CO2403 Professional Skills, Module Leader.
2010-2011	C01705 Entertainment Computing, Module Leader.
2009–2024	Postgraduate project supervision (CO4804).
2009-2020	CO2509 Mobile Computing, Module Leader.
2009–2018	Undergraduate third year project supervision (CO3808).
2009–2014	CO3716 Flash Programming for Interactive Entertainment, Module Leader.
2009-2012	CO4731 User Interface Technology, Module Leader.

## **CURRICULUM DEVELOPMENT**

2022-3	Led changes to BSc Software Engineering (BAE) course structure and delivery model.
2021	Led Curriculum Framework Review of MSc provision within Computing.
2019	Appointed Susan Clarke (BBC Research & Development) as UCLan Research Fellow to support curriculum design student employability.
2019	Appointed John Knight (Avanade) as UCLan Research Fellow to support curriculum design student employability.
2017	Designed and validated DTS Level 6 Degree Apprenticeship to be delivered from Burnley Campus.
2016	Proposed and designed BSc Computer Science course.
2013	Designed and validated MSc/MRes User Experience Design Courses

## **PHD STUDENT SUPERVISION**

Sheral Thompson (Co-design of Calm Connected Toys), started 2022, 2<sup>nd</sup> Supervisor.  
Kevin Gyan-baffour (UX and adolescent decision making), started 2020, Director of Studies.  
John King (User Experience and Design Issues in VR), started 2020, Director of Studies.  
Chigbo Onyinyechukwu (Physical Games for Children), awarded 2019, Director of Studies.  
Obelema Akobo (Heuristic Evaluation of Interfaces for Children), awarded 2019, 2<sup>nd</sup> Supervisor.  
Chinedu Obikiwelu (Serious Games and Children) viva in 2017, awarded MPhil 2020, 2<sup>nd</sup> Supervisor.  
Dev Lamichhane (Equalizing children's interactions), started 2017, Awarded PhD 2023, 2<sup>nd</sup> Supervisor.  
Kevin Rigotti (UX techniques in industry), started 2018, Awarded PhD 2023, 2<sup>nd</sup> Supervisor.

## **PHD STUDENT EXAMINATION**

Ranjith Venkatachala (Investigating the Generalisability of Machine Learning Algorithms for Classifying Mental Illnesses in Low- and Middle-Income Countries Using Multimodal Data from Smartphones and Social Media) – External Examiner, University of Kent 2025.  
Lorena Chamorro (Disentangling vulnerability to manipulative designs) – External Examiner, University of Luxembourg, 2024.  
Matthew Ivory (The Soft Skills of Software Learning Development: The Psychological Dimensions of Computing and Security) – Internal Examiner, Lancaster University, 2025.  
Lorrain Underwood (Enabling Educators to Teach Children about Data with Physical Computing) – Internal Examiner, Lancaster University, 2025.  
Graham Parsonage (Behind the Wizard's Curtain) – Independent Chair, University of Central Lancashire, 2023.  
Oliver Halstead (Creating Interactive Sound Archives: Open Tools for Online Communities) – Internal Examiner, University of Central Lancashire, 2020.  
Benjamin Nicholls (Human-Machine Interaction and Feedback via Physiological Sensing of Oral Ingestive Activity) – External Examiner, University of Kent, 2019.  
Jeremy Nunn (Unified methodology for integration in web applications) - External Examiner,

Murdoch University, 2016.

Faisal M Dahlan Baglin (HCI for Government Systems) – External Examiner, Brunel University, 2015.

Nik Thompson (Low Cost Technologies for Emotion Recognition) - External Examiner, Murdoch University, 2013.

Emanuela Mazzone (Requirements gathering for museum interfaces) – Internal Examiner, University of Central Lancashire, 2012.

Peggy Gregory (Health and Diabetes) – Internal Examiner, University of Central Lancashire, 2012.

Diana Xu (Tangible Interfaces for Children) – Internal Examiner, University of Central Lancashire, 2010.

## FUNDING

2022-2023	'Smart Seas: Exploring Coastal Waters to Raise Pupils' Engineering Aspirations' submitted to Royal Academy of Engineering Ingenious: public engagement awards call, Co-author/Co-investigator.
2020-2021	Royal Society grant for outreach activities (PG/S2/20/2068), Co-author/Co-investigator.
2020-2021	Stroke Association, Using technology to increase activity during inpatient rehabilitation: initial evaluation of a Virtual Engagement Rehabilitation Assistant (VERA), Advisor on UX work packages and industry liaison.
2016 – 2017	PWS@PHD Erasmus+ Pan-European Software Engineering PhD training program and network, involved in network and in providing HCI training.
2015	Secured £1.5k funds from the BCS (formerly the British Computer Society) to run PhD symposium events.
2013	Long Term Care Revolution SBRI Project, £500k pilot project lead by Belle Media, Co-Investigator at academic partner
2010 - 2014	'Taking on the Teenagers - Using Adolescent Energy to Reduce Energy Use' (EPSRC Grant Ref EP/I000720/1), Co-Investigator at lead institution, £1.5m 4 year project with 5 other partner institutions.
2011-2013	International PhD Scholarship funding for project 'Future Interaction Techniques for Immersive Digital Displays', University of Central Lancashire.
2010	Livsey Award, 6 month Sabbatical for REF-Returnable Early Career Researchers, University of Central Lancashire.
2010	REF Impact Public Engagement Awards (co-author on application), £3k, University of Central Lancashire.

## PROFESSIONAL ACTIVITIES

2025-26	ACM IDC 2026 Full Papers Chair.
2025-26	ACM CHI 2025 Associate Chair, 'Families and Children' Subcommittee.
2025	BCS British HCI Conference 2024, Associate Chair.
2024-25	ACM IDC 2025 Research and Design Competition Chair.
2024-25	ACM CHI 2025 Associate Chair, 'Families and Children' Subcommittee.
2024	BCS British HCI Conference 2024, General Chair.
2023	ACM CHI 2024 Associate Chair, 'Specific Application Areas' Subcommittee.
2023	IFIP Interact Conference, Associate Chair, York, UK.
2021	Delivery of Course, Introducing the CCI UX Playbook, ACM Interaction Design and Children Conference.
2021	Workshop presenter and attendee, What Can CHI Do About Dark Patterns?, ACM CHI Conference.
2021	Workshop Organiser, Making the World Cleaner: Data Computation and Communication in a Design Landscape, European Fabrication and Learning (FabLearn) Conference.
2021	IFIP Interact Conference, Associate Chair and Paper Shepherd, Bari Italy.
2021	ACM Interaction Design and Children Conference, Associate Chair, Athens Greece.

2020	HCI International Conference, Invited session chair, Copenhagen, Denmark.
2020	ACM Interaction Design and Children Conference, Full Papers Chair, London.
2020	ACM NordiCHI Conference, Associate Chair and Paper Shepherd, Tallinn, Estonia.
2019	Workshop Organiser, Interaction Design and Children Methods into Industry and Innovation, Boise, USA.
2019	ACM Mobile HCI Conference, Associate Chair.
2019	ACM Interaction Design and Children Conference, Associate Chair, Boise, ID, US.
2019 – Current	Associate Editor, International Journal of Child-Computer Interaction
2018	ACM Interaction Design and Children Conference, Associate Chair, Trondheim, Norway.
2017	UX Competencies and Research Event, Workshop Organiser and Panellist, Salford
2016	Organiser, BCS/RAEng PhD Symposium, Preston
2016 – 2018	Treasurer, BCS Interactions SIG.
2015 - 2016	Organiser, European Fabrication and Learning (FabLearn) Conference, Preston.
2015 - 2016	Demos Chair, Local Organiser, Interaction Design and Children Conference, Preston.
2015	Organiser, BCS HCI PhD Symposium, UCLan, Preston.
2014	Lead Organiser, ‘Understanding Teen UX: Building a Bridge to the Future’ workshop, CHI Conference, Toronto, Canada.
2014	Main Organiser and Co-Chair, BCS HCI 2014 Conference, Southport, UK.
2014	Organiser, BCS HCI Summer Doctorial Consortium, UCLan, Preston.
2013	Workshops Chair, BCS HCI 2014 Conference, Brunel, UK.
2013	Organiser ‘Methods of Working with Teenagers in Interaction Design’ workshop, CHI Conference, Paris, France
2012	Organiser ‘Cool Across Continents, Cultures and Communities’ workshop, CHI Conference, Austin, Texas.
2012 - 2016	Publicity Chair, BCS Interactions SIG.
2012	Review committee (jury) of CHI’12 SIGs.
2011	Organiser ‘Designing with Teenagers’ workshop, EPSRC All Hands Conference, Northumbria.
2011	Organiser ‘Design for Cool’ workshop, British HCI Conference, Northumbria.
2010	Panel chair ‘The future of IDC’ session, Interaction Design and Children Conference, Barcelona.

## RECENT PRESENTATIONS

2025	ACM IDC Conference, Presentation of BabyHCI: Evaluating the Experience for Babies and Caregivers in the Context of an iPad App to Encourage Babbling, Reykjavik, Iceland.
2025	ACM IDC Conference, Presentation of Red is angry, ice cream is happy - Capturing in the moment screen time emotions from children, Reykjavik, Iceland.
2024	ACM IDC Conference, Presentation of Investigating the Impact of Monetization on Children’s Experience With Mobile Games, Delft Netherlands.
2023	IFIP Interact Conference, Presentation of Money from the Queen”: Exploring Children’s Ideas for Monetization in Free-to-Play Mobile Games, York, UK.
2023	ACM IDC Conference, Presentation of Small CCI–Exploring App Evaluation with Preschoolers, Chicago, Illinois, USA.
2022	BCS HCI Conference, Presentation of Understanding Instagram’s Deep Dive into Teen Mental Health, Keele, UK.
2021	IFIP Interact Conference, Presentation of Integrating Dark Patterns into the 4Cs of Online Risk in the Context of Young People and Mobile Gaming Apps, online.
2021	ACM IDC Conference, Presentation of Capturing and Considering Idea Development in School Pupils’ Design Activities, online.
2020	HCI International Conference, Presentation of Yayy! You Have a New Notification: Co-designing Multi-device Locative Media Experiences with Young People, online.

2019	ACM IDC Conference, Presentation of Creating a framework to support the critical consideration of dark design aspects in free-to-play apps, Boise, USA.
2018	ACM IDC Conference, Presentation of Co-designing voice user interfaces with teenagers in the context of smart homes, Trondheim, Norway.
2017	ACM CHI PLAY Conference, Presentation of 'Touching Base on Children's Interactions with Tablet Games, Amsterdam The Netherlands.
2016	BBC, Presentation of Design methods for Teenager and Collaboration Possibilities, MediaCity, Salford.
2016	Nordic Conference on Human-Computer Interaction, presentation of full paper Primed Design Activities: Scaffolding Young Designers During Ideation, Gothenburg, Sweden.
2015	ACM IDC Conference, presentation of short paper Exploring Children's Designs for Maker Technologies, Boston, MA.
2014	BCS HCI Conference 2014, presentation of paper 'Future Directions for Teen-Computer Interaction', Southport, UK.
2013	BCS HCI Conference 2013, presentation of paper 'Exploring tilt-based text input for mobile devices with teenagers', Brunel, UK.
2012	BCS HCI Conference, presentation of paper 'Poking Fun at the Surface: Exploring Touch-Point Overloading on the Multi-touch Tabletop with Child Users', Birmingham, UK.
2012	Cool Across Continents, Cultures and Communities workshop at CHI Conference, presentation of paper 'A Tool For Cool: The Coolwall', Austin, Texas.
2011	Café Scientifique Invited talk 'Exploring the world's most advanced interaction device: The WiiMote', December 2011, Glasgow, UK.
2011	EPSRC All Hands Conference, presentation of paper 'Designing for Cool', 2011, Northumbria.
2011	International Conference on Climate Change, presentation of paper 'Turning Up the Heat on Energy Monitoring in the Home', Preston, UK.
2011	User Experience in Cars workshop at Interact Conference, presentation of paper 'Supporting Energy Awareness in and Around the Car', Lisbon, Portugal.
2010	Invited talk at the Open University, 'Kids in Space', Milton Keynes, UK.

## **PUBLIC ENGAGEMENT**

2021	The Conversation article, The rise of dark web design: how sites manipulate you into clicking.
2021	Royal Society grant (PG/S2/20/2068) exploring the impact of trees on air quality with Year 8 pupils in Ribblesdale high school.
2015	UCLan Science Festival: 'Robot Racing' activity using novel interaction methods (a drum kit and dance-mat) to control small robots, event attended by over 10000 visitors.
2014	Public engagement event with over 1000 pupils from local schools as part of EPSRC 'Taking on the Teenagers' project, Created interactive installations and research studies, <a href="http://www.uclan.ac.uk/news/local_teenagers_test_energy_consumption.php">http://www.uclan.ac.uk/news/local_teenagers_test_energy_consumption.php</a>
2014	UCLan Science Festival: Showcased an experiment evaluating UX in 3D gaming, and a Multi-touch table-top which I created at UCLan.
2013	UCLan Science Festival: Created and ran 'Digital Egg and Spoon Race' game activity using game devices based on Arduino.

## **INNOVATION/KNOWLEDGE TRANSFER**

2015	Awarded two summer internships for student to create rehabilitation monitoring apps as part of collaboration with Allied Health/Biomechanics at UCLan.
2013	Innovation voucher for a security company in Preston creating a prototype to stream audio from Android phones to remote speakers for CCTV systems.
2011	Innovation voucher for an instrumentation company in Preston creating a new control technique for a microscope product.

## RECENT PUBLICATIONS

The following provides my publications over the past 5 years, my H-index is currently 30, for further the full list of my 136 outputs can be seen on my Google Scholar page

<http://scholar.google.co.uk/citations?user=1lnu1aUAAAAJ&hl=en>

I can be found on Scopus at

<https://www.scopus.com/authid/detail.uri?authorId=8352103700>

My ACM *Author-Izger* Page is

[http://dl.acm.org/author\\_page.cfm?id=81100381789](http://dl.acm.org/author_page.cfm?id=81100381789)

My ORCID number is 0000-0002-2300-5432

Janet Read, Matthew Horton, Daniel Fitton, and Gavin Sim. 2025. Child Centred Ethics (CCE): A Practical Framework for Enhanced Child Participation in HCI. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). Association for Computing Machinery, New York, NY, USA, Article 404, 1–16. <https://doi.org/10.1145/3706598.3714248>

Sheral Thompson, Mark Lochrie, Daniel Fitton, Janet Read, Scaffolding a Design Process for Applying Calm Technology Design to Smart Toys, *Interacting with Computers*, 2025;, iwaf015, <https://doi.org/10.1093/iwc/iwaf015>

Daniel Fitton, Janet Read, Megan Grace Baxter, Tamar Portnoy, and Helena Daffern. 2025. BabyHCI: Evaluating the Experience for Babies and Caregivers in the Context of an iPad App to Encourage Babbling. Proceedings of the 24th Interaction Design and Children. Association for Computing Machinery, New York, NY, USA, 944–949. <https://doi.org/10.1145/3713043.3731511>

Janet Read, Matthew Horton, and Daniel Fitton. 2025. Red is angry, ice cream is happy - Capturing in the moment screen time emotions from children. Proceedings of the 24th Interaction Design and Children. Association for Computing Machinery, New York, NY, USA, 1064–1068. <https://doi.org/10.1145/3713043.3731531>

Bell, B. T., Fox, L., Salhi, L., & Fitton, D. (2024). Exploring adolescents' and stakeholders' perceptions of online and school-based mental health provision. *JCPP Advances*, 4(4), e12288. <https://doi.org/10.1002/jcv2.12288>

Janet Read, Matthew Horton, Dan Fitton, John King, Gavin Sim, Julie Allen, Ioannis Doumanis, Tony Graham, Dongjie Xu, Michelle Tierney, Mark Lochrie, and Scott MacKenzie. 2024. Inclusive Child Engagement in HCI: Exploring Ocean Health with Schoolchildren. In Interaction Design and Children (IDC '24), June 17–20, 2024, Delft, Netherlands. ACM, New York, NY, USA 10 Pages. <https://doi.org/10.1145/3628516.3655750>

Dan Fitton, Scott MacKenzie, and Janet Read. 2024. Investigating the Impact of Monetization on Children's Experience With Mobile Games. In Interaction Design and Children (IDC '24), June 17–20, 2024, Delft, Netherlands. ACM, New York, NY, USA 11 Pages. <https://doi.org/10.1145/3628516.3655794>

Dan Fitton, Janet C Read, Eva Eriksson, Elizabeth Bonsignore, Netta Iivari, Heidi Hartikainen, and Rhona Anne Dick. 2024. Transformative Technologies for Children: Going beyond 'Good'. In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24), May 11–16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 5 pages. <https://doi.org/10.1145/3613905.3636317>

John King, Dan Fitton, and Brendan Cassidy. 2023. Investigating Players' Perceptions of Deceptive Design Practices within a 3D Gameplay Context. *Proc. ACM Hum.-Comput. Interact.* 7, CHI PLAY, Article 407 (November 2023), 17 pages. <https://doi.org/10.1145/3611053>

Fitton, D., Read, J.C. (2023). "Money from the Queen": Exploring Children's Ideas for Monetization in Free-to-Play Mobile Games. In: Abdelnour Nocera, J., Kristín Lárusdóttir, M., Petrie, H., Piccinno, A., Winckler, M. (eds) *Human-Computer Interaction – INTERACT 2023*. INTERACT 2023. Lecture Notes in Computer Science, vol 14143. Springer, Cham. [https://doi.org/10.1007/978-3-031-42283-6\\_11](https://doi.org/10.1007/978-3-031-42283-6_11)

Janet C Read, Daniel Fitton, Gavin Sim, Matthew Horton, Rhona Anne Dick, Emanuela Mazzone and Rachel Forbes. 2023. Small CCI – Exploring App Evaluation with Preschoolers. In Interaction Design and Children IDC '23), June 19–23, 2023, Chicago, IL, USA. ACM, New York, NY, USA, 10 Pages. <https://doi.org/10.1145/3585088.3589362>

Janet Read, Marta Kristin Larusdottir, Anna Sigríður Islind, Gavin Sim, Dan Fitton, Tick Box Design: A bounded and packageable co-design method for large workshops, *International Journal of Child-Computer Interaction*, Volume 33, 2022, 100505, ISSN 2212-8689, <https://doi.org/10.1016/j.ijcci.2022.100505>

Dan Fitton, Janet C Read and Sheral Thompson. Understanding Instagram's Deep Dive into Teen Mental Health. 2022. DOI: <https://10.14236/ewic/HCI2022.26>

Janet C Read, Gavin Sim, Matthew Horton and Dan Fitton. 2022. Reporting Back in HCI Work with Children. In *Interaction Design and Children (IDC '22)*, June 27-30, 2022, Braga, Portugal. ACM, New York, NY, USA, 9 Pages. <https://doi.org/10.1145/3501712.3535279>

Fitton, D., Bell, B.T., Read, J.C. (2021). Integrating Dark Patterns into the 4Cs of Online Risk in the Context of Young People and Mobile Gaming Apps. In: Ardito, C., et al. *Human-Computer Interaction – INTERACT 2021*. INTERACT 2021. Lecture Notes in Computer Science(), vol 12935. Springer, Cham. [https://doi.org/10.1007/978-3-030-85610-6\\_40](https://doi.org/10.1007/978-3-030-85610-6_40)

Gavin Sim, Janet Read, and Dan Fitton. 2021. Introducing the CCI UX Playbook. In *Proceedings of the 20th Annual ACM Interaction Design and Children Conference (IDC '21)*. Association for Computing Machinery, New York, NY, USA, 695–697. <https://doi.org/10.1145/3459990.3464486>

Janet C Read, Daniel Fitton and Matthew Horton. 2021. Capturing and Considering Idea Development in School Pupils' Design Activities. In *Interaction Design and Children (IDC '21)*, June 24-30, 2021, Athens, Greece. ACM, New York, NY, USA, 6 pages. <https://doi.org/10.1145/3459990.3460722>

Knight, J.R., Ross, E., & Fitton, D. (2021). Using Ideation Grids to Power Collaborative Creativity in Face-to-Face and Remote Innovation Sessions. *Creativity - A Force to Innovation*. DOI: <http://10.5772/intechopen.93850>

Kevin Rigotti, Peggy Gregory and Dan Fitton. Design Discovery Practices: Engaging professional design communities with Ketso. 2021. DOI: <https://10.14236/ewic/HCI2021.28>

Fitton, D., Cheverst, K., Read, J.C. (2020). Yay! You Have a New Notification: Co-designing Multi-device Locative Media Experiences with Young People. In: Kurosu, M. (eds) *Human-Computer Interaction. Design and User Experience. HCI 2020*. Lecture Notes in Computer Science(), vol 12181. Springer, Cham. [https://doi.org/10.1007/978-3-030-49059-1\\_16](https://doi.org/10.1007/978-3-030-49059-1_16)

John Knight, Rachel Jones, Deniz Sayar, Damian Copeland, Daniel Fitton, "Do It Fluid: Innovation in Smart Conversational Services Through the Flow Design Approach." *Smart Systems Design, Applications, and Challenges*, edited by João M.F. Rodrigues, et al., IGI Global, 2020, pp. 238-258. <https://doi.org/10.4018/978-1-7998-2112-0.ch012>

Janet C. Read, Dan Fitton, Gavin Sim, Martha Bjorklund, Michail Giannakos, Suzanne Clarke, Maarten Van Mechelen, Nanna Borum, and Steve Perry. 2019. IDC Methods into Industry and Innovation. In *Proceedings of the 18th ACM International Conference on Interaction Design and Children (IDC '19)*. Association for Computing Machinery, New York, NY, USA, 676–680. <https://doi.org/10.1145/3311927.3325164>

Dan Fitton and Janet C. Read. 2019. Creating a Framework to Support the Critical Consideration of Dark Design Aspects in Free-to-Play Apps. In *Proceedings of the 18th ACM International Conference on Interaction Design and Children (IDC '19)*. Association for Computing Machinery, New York, NY, USA, 407–418. <https://doi.org/10.1145/3311927.3323136>

John Knight, Dan Fitton, Charlie Phillips & Dylan Price (2019) Design Thinking for Innovation. Stress Testing Human Factors in Ideation Sessions, *The Design Journal*, 22:sup1, 1929-1939, DOI: <https://10.1080/14606925.2019.1594950>