Paper Title	Conference	Year	Classification
Dynamic speedometer: dashboard redesign to discourage drivers from speeding	CHI	2005	2
UpStream: motivating water conservation with low-cost water flow sensing and persuasive displays	CHI	2010	2
Can ambient persuasive technology persuade unconsciously?: using subliminal feedback to influence energy consumption ratings of household	Persuasive	2009	2
Ambient Persuasive Technology Needs Little Cognitive Effort: The Differential Effects of Cognitive Load on Lighting Feedback versus Factual Fe	Persuasive	2010	1
Using Ambient Lighting in Persuasive Communication: The Role of Pre-existing Color Associations	Persuasive	2014	1
Persuasive Technology Based on Bodily Comfort Experiences: The Effect of Color Temperature of Room Lighting on User Motivation to Change	Persuasive	2015	1
Buzzing to play: lessons learned from an in the wild study of real-time vibrotactile feedback	CHI	2011	1
Ambient influence: can twinkly lights lure and abstract representations trigger behavioral change?	UBICOMP	2010	1
Mining behavioral economics to design persuasive technology for healthy choices	CHI	2011	1
Enhancing interactional synchrony with an ambient display	CHI	2011	1
Persuasive Appliances: Goal Priming and Behavioral Response to Product-Integrated Energy Feedback	Persuasive	2006	2
Persuasiveness of a Mobile Lifestyle Coaching Application Using Social Facilitation	Persuasive	2006	2
Visualizing Energy Consumption of Radiators	Persuasive	2006	2
Persuasive Pillboxes: Improving Medication Adherence with Personal Digital Assistants	Persuasive	2006	2
Persuasion, Task Interruption and Health Regimen Adherence	Persuasive	2007	2
Promoting New Patterns in Household Energy Consumption with Pervasive Learning Games	Persuasive	2007	2
The PerCues Framework and Its Application for Sustainable Mobility	Persuasive	2007	2
The Use of Mobile Phones to Support Children's Literacy Learning	Persuasive	2007	2
Enabling Calorie-Aware Cooking in a Smart Kitchen	Persuasive	2008	2
BLB: A Persuasive and Interactive Installation Designed to Improve Well-Being	Persuasive	2008	2
A Case Study on an Ambient Display as a Persuasive Medium for Exercise Awareness	Persuasive	2008	2
Understanding persuasive software functionality in practice: a field trial of polar FT60	Persuasive	2009	2
GuideView: a system for developing structured, multimodal, multi-platform persuasive applications	Persuasive	2009	2
The portal monitor: a privacy-enhanced event-driven system for elder care	Persuasive	2009	2
Social influence of a persuasive agent: the role of agent embodiment and evaluative feedback	Persuasive	2009	2
"show-me": water consumption at a glance to promote water conservation in the shower	Persuasive	2009	2
Using negative and positive social feedback from a robotic agent to save energy	Persuasive	2009	2
Self-setting of physical activity goals and effects on perceived difficulty, importance and competence	Persuasive	2009	2
The Dominant Robot: Threatening Robots Cause Psychological Reactance, Especially When They Have Incongruent Goals	Persuasive	2010	2
Design and evaluation of persuasive technology to encourage healthier typing behaviors	Persuasive	2011	2
Empowering Independent Living for People with Autism: Designing Supportive, Low-Cost, Interactive E-Health Environments	Persuasive	2012	2
Persuasive Sensing: A Novel In-Home Monitoring Technology to Assist Elderly Adult Diabetic Patients	Persuasive	2012	2
Turning the Classic Snake Mobile Game into a Location–Based Exergame that Encourages Walking	Persuasive	2012	2
Phone Row: A Smartphone Game Designed to Persuade People to Engage in Moderate-Intensity Physical Activity	Persuasive	2012	2
Developing Persuasive Technology for ASD Challenged Teenagers	Persuasive	2012	2
Tailoring Feedback to Users' Actions in a Persuasive Game for Household Electricity Conservation	Persuasive	2012	2
Colours That Move You: Persuasive Ambient Activity Displays	Persuasive	2013	2
Invisible Work: An Ambient System for Awareness and Reflection of Household Tasks	Persuasive	2013	2

Persuading Consumers to Reduce Their Consumption of Electricity in the Home	Persuasive	2013	2
Spotz: A Location-Based Approach to Self-awareness	Persuasive	2013	2
Designing a Mobile Persuasive Application to Encourage Reduction of Users' Exposure to Cell Phone RF Emissions	Persuasive	2014	2
Opportunities for Persuasive Technology to Motivate Heavy Computer Users for Stretching Exercise	Persuasive	2014	2
Mitigating Cognitive Bias through the Use of Serious Games: Effects of Feedback	Persuasive	2014	2
Managing Depression through a Behavior Change Support System without Face-to-Face Therapy	Persuasive	2014	2
SubRosa: Supporting a Proper Learning Atmosphere through Subtle Cues with Immediate Feedback	Persuasive	2014	2
Bet4EcoDrive: Betting for Economical Driving	Persuasive	2015	2
BrightDark: A Smartphone App Utilizing e-fotonovela and Text Messages to Increase Energy Conservation Awareness	Persuasive	2015	2
Designing and Analyzing Swing Compass: A Lively Interactive System Provoking Imagination and Affect for Persuasion	Persuasive	2015	2
Does Trigger Location Matter? The Influence of Localization and Motivation on the Persuasiveness of Mobile Purchase Recommendations	Persuasive	2015	2
Adaptive Reminders for Safe Work	Persuasive	2015	2
Using Individual and Collaborative Challenges in Behavior Change Support Systems: Findings from a Two-Month Field Trial of a Trip Planner Ap	Persuasive	2015	2
The dubuque water portal: evaluation of the uptake, use and impact of residential water consumption feedback	CHI	2012	2
EdiPulse: Supporting Physical Activity with Chocolate Printed Messages	CHI	2015	2
Motivating people with chronic pain to do physical activity: opportunities for technology design	CHI	2014	2
StepStream: a school-based pervasive social fitness system for everyday adolescent health	CHI	2014	2
Exploratory evaluations of a computer game supporting cognitive behavioural therapy for adolescents	CHI	2011	2
WalkMSU: an intervention to motivate physical activity in university students	CHI	2007	2
EdiPulse: Turning Physical Activity Into Chocolates	CHI	2015	2
Close the Loop': An iBeacon App to Foster Recycling Through Just-in-Time Feedback	CHI	2015	2
TriggerHunter: designing an educational game for families with asthmatic children	CHI	2010	2
Personal Counseling on Smart Phones For Smoking Cessation	CHI	2015	2
Change of Heart: Emotion Tracking to Promote Behavior Change	CHI	2015	2
MAHI: investigation of social scaffolding for reflective thinking in diabetes management	CHI	2008	2
HHeal: A Personalized Health App for Flu Tracking and Prevention	CHI	2015	2
Investigating the impact of a minimalist in-home energy consumption display	CHI	2009	2
ShutEye: encouraging awareness of healthy sleep recommendations with a mobile, peripheral display	CHI	2012	2
Designing a Motivational Agent for Behavior Change in Physical Activity	CHI	2015	2
Tagliatelle: social tagging to encourage healthier eating	CHI	2010	2
Pass the Ball: Enforced Turn-Taking in Activity Tracking	CHI	2015	2
A text message a day keeps the pulmonologist away	CHI	2013	2
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The power of mobile notifications to increase wellbeing logging behavior	CHI	2013	2
PmEB: a mobile phone application for monitoring caloric balance	CHI	2006	2
Finding the Adaptive Sweet Spot: Balancing Compliance and Achievement in Automated Stress Reduction	CHI	2015	2
Real-time feedback for improving medication taking	CHI	2014	2
The dubuque electricity portal: evaluation of a city-scale residential electricity consumption feedback system	CHI	2013	2
To switch off the coffee-maker or not: that is the question to be energy-efficient at work	CHI	2014	2

Let's play!: mobile health games for adults	UBICOMP	2010	2
Digital interventions for sustainable urban mobility: a pilot study	UBICOMP	2013	2
SoberDiary: a phone-based support system for assisting recovery from alcohol dependence	UBICOMP	2014	2
Collective use of a situated display to encourage positive behaviors in children with behavioral challenges	UBICOMP	2014	2
The social fMRI: measuring, understanding, and designing social mechanisms in the real world	UBICOMP	2011	2
Learning healthy habits with a mobile self-intervention	PervasiveHealth	2014	2
PopTherapy: coping with stress through pop-culture	PervasiveHealth	2014	2
Make me move at work! An ambient light display to increase physical activity	PervasiveHealth	2013	2
Virtual-spine: the collaboration between pervasive environment based simulator, game engine (mixed-reality) and pervasive messaging	PervasiveHealth	2013	2
MyReDiary: exploring the design for supporting adherence to physical rehabilitation	PervasiveHealth	2013	2
In situ cues for ADHD parenting strategies using mobile technology	PervasiveHealth	2014	2
Designing mobile snack application for low socioeconomic status families	PervasiveHealth	2012	2
Reveal-it!: the impact of a social visualization projection on public awareness and discourse	CHI	2013	2
Close the Loop': An iBeacon App to Foster Recycling Through Just-in-Time Feedback	CHI	2015	2
Fitnamo: using bodydata to encourage exercise through google glass™	CHI	2014	2
Healthy shopping: a longitudinal study of a mobile app to encourage a balanced diet	UBICOMP	2013	2
The break-time barometer: an exploratory system for workplace break-time social awareness	UBICOMP	2013	2
Persuasive technology to improve eating behavior using a sensor-embedded fork	UBICOMP	2014	2
Playful bottle: a mobile social persuasion system to motivate healthy water intake	UBICOMP	2009	2
Design of persuasive technologies for healthy sleep behavior	UBICOMP	2011	2
Eco-feedback for non-consumption	UBICOMP	2014	2
Lunch line: using public displays and mobile devices to encourage healthy eating in an organization	UBICOMP	2014	2
Understanding domestic energy consumption through interactive visualisation: a field study	UBICOMP	2012	2
Embedding behavior modification strategies into a consumer electronic device: a case study	UBICOMP	2006	2
MoviPill: improving medication compliance for elders using a mobile persuasive social game	UBICOMP	2010	2
Fish'n'Steps: encouraging physical activity with an interactive computer game	UBICOMP	2006	2
Playful tray: adopting Ubicomp and persuasive techniques into play-based occupational therapy for reducing poor eating behavior in young childr	UBICOMP	2007	2
Energy diet: energy feedback on a bathroom scale	UBICOMP	2014	2
MatkaHupi: a persuasive mobile application for sustainable mobility	UBICOMP	2013	2
Flowie: A persuasive virtual coach to motivate elderly individuals to walk	PervasiveHealth	2009	2
Encouraging physical activity in teens Can technology help reduce barriers to physical activity in adolescent girls?	PervasiveHealth	2008	2
Text messages for encouraging physical activity Are they effective after the novelty effect wears off?	PervasiveHealth	2012	2
Exploring goal-setting, rewards, self-monitoring, and sharing to motivate physical activity	PervasiveHealth	2012	2
Persuasive strategies for motivating elders to exercise	PervasiveHealth	2012	2
Celerometer and idling reminder: persuasive technology for school bus eco-driving	CHI	2007	2
Chick clique: persuasive technology to motivate teenage girls to exercise	CHI	2006	2
Persuasive technology for overcoming food cravings and improving snack choices	CHI	2014	2
A transformational product to improve self-control strength: the chocolate machine	CHI	2012	2
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Activity sensing in the wild: a field trial of ubifit garden	CHI	2008	2
UP health: ubiquitously persuasive health promotion with an instant messaging system	CHI	2007	2
Engaging energy saving through motivation-specific social comparison	CHI	2011	2
InAir: sharing indoor air quality measurements and visualizations	CHI	2010	2
Playful toothbrush: ubicomp technology for teaching tooth brushing to kindergarten children	CHI	2008	2
A long-term study of user experience towards interaction designs that support behavior change	CHI	2011	2
WalkMinder: encouraging an active lifestyle using mobile phone interruptions	CHI	2013	2
Beam: a mobile application to improve happiness and mental health	CHI	2014	2
CommuterNews: a prototype of persuasive in-car entertainment	CHI	2000	2
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The effect of eco-driving system towards sustainable driving behavior	CHI	2010	2
BeeParking: feedback interfaces for collective behavior change	CHI	2011	2
Using mobile phones to support sustainability: a field study of residential electricity consumption	CHI	2012	2
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SuperBreak: using interactivity to enhance ergonomic typing breaks	CHI	2008	2
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The effects of embodied persuasive games on player attitudes toward people using wheelchairs	CHI	2014	2
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inAir: a longitudinal study of indoor air quality measurements and visualizations	CHI	2013	2
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Physical activity motivating games: virtual rewards for real activity	CHI	2010	2
Health promotion as activism: building community capacity to effect social change	CHI	2012	2
Echoes from the past: how technology mediated reflection improves well-being	CHI	2013	2
"I'd never get out of this !?$%# office": redesigning time management for the enterprise	CHI	2012	2
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UbiGreen: investigating a mobile tool for tracking and supporting green transportation habits	CHI	2009	2
Indoor weather stations: investigating a ludic approach to environmental HCI through batch prototyping	CHI	2013	2
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ReMind: a transformational object for procrastinators	CHI	2013	2
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perFrames: Persuasive Picture Frames for Proper Posture	Persuasive	2008	1
A persuasive interactive mannequin for shop windows	Persuasive	2009	1
Crowdsourcing Synchronous Spectator Support: (go on, go on, you're the best)	CHI	2015	2
Considerate supervisor: an audio-only facilitator for multiparty conference calls	CHI	2012	1
How to nudge in Situ: designing lambent devices to deliver salient information in supermarkets	UBICOMP	2011	2
Embedded interaction in a water fountain for motivating behavior change in public space	CHI	2012	1
Understanding physical activity through 3D printed material artifacts	CHI	2014	2
The photostroller: supporting diverse care home residents in engaging with the world	CHI	2011	2
Evaluating weight perception using digital facial-image feedback	CHI	2009	2
Entrust: connecting low-income HIV+ individuals with health care providers	CHI	2011	2
A phone-based support system to assist alcohol recovery	CHI	2013	2
Design to promote mindfulness practice and sense of self for vulnerable women in secure hospital services	CHI	2013	2
Designing mobile health technology for bipolar disorder: a field trial of the monarca system	CHI	2013	2
Mediated meditation: cultivating mindfulness with sonic cradle	CHI	2013	2
see me, feel me, touch me, hear me: trajectories and interpretation in a sculpture garden	CHI	2013	2
Staccato social support in mobile health applications	CHI	2014	2
Patina Engraver: Visualizing Activity Logs as Patina in Fashionable Trackers	CHI	2015	2
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SoberDiary: A Phone-based Support System for Assisting Recovery from Alcohol Dependence	CHI	2015	2
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In the mood: engaging teenagers in psychotherapy using mobile phones	CHI	2011	2