

Index

A

Acts of service language, 192–193, 197–199
Adaptive house, 3
Affordances, 15, 111, 133, 137–138, 141–142, 146, 153, 193, 205–206, 222–223, 228, 263
Alta Vista (search engine), 13
Always-on video, 186
Ambient availability, 170, 181
Assistive technology, 272–277
Audio-visual equipment, 43
Aware Home, 3

B

Back-up Box, 232
Banks, R., 230–232, 237–264
Battery chemistry, 282
Bay City Rollers, pop band, 217
Bedtime reading, 138, 141, 143–146, 149, 151–153
Bellcore, 186
Bell, G., technologist, 213
Bequeathing, 204, 253–255
Bereavement, 15, 204, 238, 249–259
Bill Gates, W. H., 4
Biographical objects, 214
Biological maintenance, 31
Blogs, 67, 70, 213, 219, 232
Bluetooth, 20–21
BMW, 22
Boy scouts, 248
Broadband, 23, 40, 51, 54, 60, 63, 111, 275
Broadcast television, 6, 99–100
Browser, 6, 13, 86, 188
Busy lifestyles, 35, 97

C

Calls for action messages, 14
Care pathways, 271, 274
Carer stress, 271

Carr's question (Is Google making us stupid?)
from the book of the same name, 157

Category analysis, philosophy, 17
CDs, 25, 46, 224, 255
Central diaries, 19
Chalfen, R. author, 209
Changing Times, book, 29
Chapman, G., 185, 191–192
CHI, 9
Childcare, 30, 33
Chronaesthetics, 29
Chronomanagement, 29
Chronometrics, 29
Cloud computing, 262
Codex, 159
Coltrane, R., 158
The Comfort of Things, book, 9
Community alarm service, 269, 274
Coordination and scheduling, 237, 239–240, 246
Co-parenting, 239, 242–244, 246
Corrective action, 239
Critical mass, 48
CSCW, definition, 9
Cuddling rights, 152
Curation, 213

D

Death, 11, 15, 192, 204, 250–255, 257, 259
Deep reading, 157
Deep storage, 231, 260, 262–263
Diffusion of innovation, 40
Digital age, 134, 136, 203–233
Digital artwork, 213, 216, 256
Digital footprints, 204, 212–214, 223
Digital libraries, 207
Digital messaging, 14
Digital picture frames, 230
Digital possessions, 213, 241, 263

- Disaggregation technology, 286
 Dishwashers, 22, 44–45, 68, 293–294
 Distribution of leisure, 35
 Divorce, 11, 15, 144, 187, 238–247, 249–250, 261–264
 Divorced families, 187, 238–241, 249
 Dodge, C. author, 164, 190
 Doing nothing in particular, 51
 Domestication, 6, 12, 133, 158
 Domestic motives, 9
 Domestic work, 30–31, 33, 40, 207–208
 Doom, 126
 Douglas, M. author, 9, 40, 46, 198, 214
 Duty, 204–205, 216, 219–220, 222, 225, 227–228
 DVDs, 25, 30, 43–46, 98–99, 101–102, 105, 107, 196–198, 214
- E**
 E-books, 10, 13, 134–136, 148, 157–158
Economic Possibilities for Our Grandchildren, 35
 Elective friendships, 173
 Electronic assistive technology (EAT), 273, 275
 Electronic noticeboards, 164, 169
 Electronic security blanket, 271, 274
 Emotional equilibrium, 251
 Energy control systems, 291
 Energy disaggregation, 286
 Energy monitors, 283–287, 289, 296
 Ethnomethodology, 138
 Etiquette, 170, 172, 180
 EuroPARC, 186
European Framework Agreement on Telework of 2002, 38
 Evocative objects, 214
- F**
 Facebook, 8–9, 63, 65, 90, 113, 121, 133, 181, 194, 199, 213, 248–249, 257–258, 261
 Family albums, 209
 Family archive, 204, 212–213, 221, 226–227
 Family experience, 6
 Family identity, 199, 205–206, 208, 216, 238
 Family separation, 126, 174, 179, 189, 241, 250
 Family tree, 218
 Feed-in tariffs (FITs), 293
 Femtocells, 21, 26–27
 Fire fighters, 203
First Monday, 135
 Five Love Languages, 185, 191–193
 Fixed line phones, 43, 45
 Flip Video, 211
 Fossil fuels, 282, 287
 FPS, 114, 126, 129–130
 FTIR (Frustrated Total Internal Reflection), 226
Future Shock, book, 37
- G**
 Gaming culture, 10, 115, 121
Gaurdian, Newspaper, 142
 GDP, 35, 43
 Geriatric wards, 15
 Gershuny, J. author, 29, 35–36, 47, 50–51
 Goodnight emails, 170
 Google, 13, 81, 84, 90–91, 157, 200
 Grindy- the difficulty of a computer game, 125
 Grounding, 180
 Guild Wars, 125
- H**
 Hagrid, 158
 Harry Potter, 103, 158
 HCI (human computer interaction), 9–11, 15–17, 185–186, 189–191, 193, 207, 210–211, 215, 237, 239–241, 250, 284
 Heat characteristics, 291
 Heat pumps, 282–283, 298
 Heat storage techniques, 282
 Heirlooms, 208, 232, 245, 253
 Heterogeneity problem, 51
 Heterogeneous collections, 211, 220
 Hewlett Packard, 203
 Hillesund, T., 135–136, 157
 Hogfather, 154
 Home-based care, 269, 275
 Home-centered care models, 271
 Home cinema, 281, 290, 292
 Home icon, 20
 Home mode, 209
 Home movies, 203, 209, 221
 HomeNote, 165–166, 170
 Home proprieties, 10
 Home server, 19, 25, 28
 Honoring, 151, 205, 217, 230, 254, 260, 262
House-n, 3
 Human relations, 190–191
 Human values, 205–206, 223
 Humidity sensors, 290

I

iChat, 185–186, 194, 200
 Idea of family, 15, 182, 209, 237
 Idea of home, 10–11, 208
 IDEA team, 187
 Identity construction, 217, 246–248, 262
 Identity and place, 240–241
 Informal carers, 271, 278
 Information processing equipment, 43
 Innofusion, 133, 158
 Innovation adoptor types, 40–43
 Insurance adjusters, 203
 Internet enabled TV, 3, 6, 12
 Intruder alarm, 19–20
 I-Pads, 13
 I-Phones, 8

J

Joan Gantz Cooney Centre, 187
 Juvenile sociality, 13

K

Keynes, J. M., economist and author, 35
 Kilowatt hours, 285
 Kindles, 14, 140, 142–143
 Kinect, 127–128
Kiss Communicator, 190
 Kissing rights, 152
 Kitchen displays, 164

L

Labour Force Survey (LFS), 36, 38–40
 Lean forward interaction, 3
 Lifeblogging, 66, 70
 Lifetime homes, 272, 276
 Liminal, 257
 Living Memory Box, 211, 229
 Load-shedding, 288
 Lotus Notes, 186

M

Man Booker prize, 156
 Memory box, 211, 229
 Mertonian from Robert Merton, US sociologist, 198
 Message logs, 168
 Metcalf's law, 48
 Micro-CHP biolers, 293
 Microsoft, 4, 127, 186
 Microsoft Exchange, 186
 Microwave cookers, 44–46, 289
 Miller, D. author, 9, 96, 197, 204, 208, 214, 260–261

MIT, 3–5, 116

MMO, 119, 124–125, 128, 130
 Mobile phones, 4, 20–21, 25, 27, 42–46, 51–52, 80, 94, 104, 121, 133, 135, 157–158, 166, 168, 170, 177, 181, 187, 204, 211, 239, 252, 255, 257, 281, 284
 Mobile workers, 37
 Money rich time poor, 41, 46
 Moral code, 194
 Moral economy, 299
 Moral order, 10, 68, 115, 129, 154, 160, 176, 180
 MP3, 25
 Multi-tasking, 30–31, 52
 Multi-visual sonnet, 191

N

Nearness, 14–15, 163–182
 Networked externalities, 48
 Nintendo, 127, 186
 Nokia Research, Palo Alto, 187

O

Oblivion, 125
 Occupancy based schedules, 290
 OECD, 270
 Online shopping, 30, 52, 63, 65, 70
 ONS (Office for National Statistics), 29–36, 38–40, 42–47, 49–54
 Orange@home, 4
 Orange plc, 4
 Organic Light Emitting Diode (OLED), 128
 Overemployed, 36–37

P

Paid work, 30–31, 35–38, 40, 208
 PARC, 186
 Passing down, 253
 Periodicity, 29, 46
 Periodicity constrained, 46
 Phenomenological immersion, 158
 Photo archive, 210, 246, 248
 Photo displays, 25, 245–246
 Photovoltaic cells, 282
 Photoware, 210
 Physical touch language, 193, 198–199
 Planners, 164
 Playstation, 127–128, 196
 Post-divorce reality, 239
 Power-space geometries, 10
 Presumptive orders, 143
 Privacy, 207, 213, 260–261, 292
 Public face, 218

Q

Quality time, 192, 195–196, 198–199

R

Radcliffe, D., 158
 Raffle, H., 188
 Rate of consumption, 285
 Rational choice theory, 298
 Receiving gifts language, 192
 Relationship counseling, 190
 Remote care, 16, 269–278
 Residential nursing homes, 271
 Retrospective-prospective organisation, 143
 Robotic vacuum cleaner, 22
 Romantic uneasiness, 159
 Routine absence, 244–245
 Royal Commission on Long Term Care, 276

S

Sacks, H., 134
 Sacred objects, 214, 225
 Search engine, 6–7, 9, 12–13, 79–91
 Seasonal rituals, 179
 Second circle of contacts, 173
 Sensecam, 212, 223
 Sesame Workshop, 187–188
 Shared diaries, 19
 Shared digital calendaring, 243–244
 Shared domestic possessions, 245
 Sheltered housing, 271, 276–277
 Shoebox, 204, 230
 Shove, E., author, 9
 Silberman, 135
 Skype, 8, 14, 21, 52, 185–186, 194, 198, 200, 275
 Smart fridges, 7
 Smart grid, 23, 283, 294
 Smart phones, 8, 63, 291, 296–297
 Social grace, 172, 182
 Social networks, 8–9, 40, 52, 62–63, 75, 99, 119, 174, 204, 210–213, 219, 232, 248–250, 256–257, 261
 Social touch messages, 165, 169, 175
 Solar panels, 283, 293
 Speech recognition, 20–21
 Status-leisure gradient, 35
 Story play, 187–188
 Story visit, 187–188
 Stroking rights, 152
The Sunday Times, 142

T

Tablet computers, 23, 187
 Taming, 134, 158
 Team Fortress, 114, 126
 Technological immersion, 158
 Technologizing of the world, 136
 Technology heirlooms, 232
 Telecare, 269, 273–275
 Teledermatology, 273
 Telehealth, 269, 273–275
 Telemedicine, 269, 273–275
 Teleoncology, 273
 Teleradiology, 273
 Telework, 30, 37–40, 54
 Text messages, 52, 103, 133, 163–164, 166, 172, 195, 204, 212, 216, 229, 243, 255, 257, 259
Texture, book, 8
Theory of shopping, 198
 Thermodynamically efficient biolers, 282
 TimeCard, 230–231
 Time saving hoods, 22
 Time using goods, 43
 Toffler, A. author, 37, 54
 Topology, 143, 146–148, 152
 Touching, 150, 152, 193, 198, 231–232
 Trophies, 247–248
 Tumble dryers, 44–45
 Twitter, 213, 232, 256
 TxtBoard, 165–166

U

Ubicomp, 9, 11
 Underemployed, 36
 US Census, 238–239

V

Van Gennup, A., author, 257
 Videochat, 14, 185–200
 Videoprobe, 187
 Videotapes, 204, 209, 216
 Virtual game lobbies, 9
 Virtual Intimate Object (VIO), 190, 199
 Virtual mobility, 52
 Virtual proxies, 248, 263
 Virtual self-help groups, 275–276
 Virtual teacher, 20, 28
 Visual answering machines, 164

W

Washing machines, 22, 44, 46–48, 145, 282, 288
 Wayve device, 8

Web viewing, 6
Whereabout's clock, 20, 27, 164–165,
169–170, 173
Whitecollar, 37
WiFi, 21, 25–27
Windows 7 Phones, 8
Wizard of Oz techniques, 4
Words of affirmation, 192, 194–195, 198–199

Working parents, 203
Work-life balance, 30

X

Xbox, 10–11, 126–128, 196

Y

YouView, 23