

Name	Job title	Department	Organisation	Research areas	Research questions
Dr Judy Robertson	Senior Lecturer	Computer Science	Heriot Watt University	HCI, game based learning	How can we develop technology to assist users in setting appropriate PA goals for themselves?
Dr Samantha Fawcner	Senior Lecturer	Sport, Physical Education and Health Sciences	Edinburgh University	PA in adolescents	
Dr Trish Gorely	Senior Lecturer	School of Sport	Stirling University	Expertise in psychological and behavioural aspects of physical activity, sedentary behaviour and health, including the correlates of physical activity and sedentary lifestyles, and the design and evaluation of interventions to modify these behaviours.	
Dr Gozde Ozakinci	Lecturer	Medical and Biological Sciences	St Andrews University	Theory-informed health behaviour change interventions in diverse populations.	
Dr Deepa Simukadas	Clinical senior lecturer	School of Medicine	Dundee University	PA in older people	
Dr Cindy Gray	LKAS Research Fellow in Health B	Institute of Health and Wellbeing	Glasgow University	Expertise in designing and evaluating (including conducting randomised controlled trials) evidence-based interventions to promote sustained behaviour change in physical activity, diet and obesity, including technology-based interventions.	
Dr Claire Fitzsimmons	Chancellor's Fellow	Sport, Physical Education and Health Sciences	Edinburgh University	PA	
Dr Dean Sewell	Senior Lecturer	School of Life Sciences	Heriot-Watt University	Human Physiology and Metabolism	
Dr Rhona McInnes	Senior lecturer	School of Nursing, Midwifery & Health	Stirling University	Maternal and child health	
Alison Hardman	Senior health promotion specialist	Argyll & Bute	NHS	Midwifery, health and well being in the community	
Dr Lorna Paul	Reader	School of Medicine	Glasgow University	Physiotherapy	
Dr Jean Rankin	Senior lecturer	School of Health, Nursing & Midwifery	University West of Scotland	Maternal and child health	
Jay Buchan	Wellbeing Coordinator	Social Care and Well Being	Aberdeen City Council	Older adults and rehabilitation	
Dr Ruth Jepson	Senior Scientific Advisor		SCPHRP	Promoting physical activity, particularly in the outdoor environment	
Dr Ailsa Niven	Senior lecturer	Sport, Physical Education and Health Sciences	Edinburgh University	PA in adolescents	
Dr Daniel Livingstone	Lecturer	School of Computing	University West of Scotland	Serious games	
Dr Helen Hastie	Reader	Computer Science	Heriot-Watt University	Data-driven multimodal interfaces	Given the ever-increasing sensor data available, the challenge is to interpret and use these data to one's best advantage. Latest research in machine learning techniques, such as Reinforcement Learning, can help optimise user activities so as to reach a certain goal or reward such as weight loss, cardio fitness etc. How can multimodality (speech, non-speech audio and haptic feedback) be used to influence decisions and choices amongst users? How can mainstream location-based services be best used to promote and motivate healthy living choices?
Dr David McGookin	Lecturer	Computer Science	Heriot-Watt University	Multimodal and Location Based Interaction and Services	
Dr Sandy Louchart		Computer Science	Heriot-Watt University	Serious games	
Prof Thomas Connolly	Professor	School of Computing	University West of Scotland	Serious games	
Dr Joe Marshall	Leverhulme Research Fellow	Mixed Reality Lab	University of Nottingham	Human computer interaction	How can we interact with technology while moving?
Prof Lynne Baillie	Professor	Engineering	Glasgow Caledonian University	Interactive Technologies	
Dr Martin Halvey	Lecturer	Computer, Communication & Interactive Systems	Glasgow Caledonian University	HCI, Information Retrieval (IR)	How can different modalities be exploited to encourage physical activity? How can personal informatics be used in isolation and collaboratively to encourage physical activity?
Jan McIntyre			Edinburgh City Council	PE Education	
Prof Patrick Olivier	Professor	Culture Lab	Newcastle University	Interaction design/ AI	
Frances Bain	Operations Manager		Paths For All	Physical activity promotion via walking for health	How can technology help us to engage and retain more people in walking activity?
Dr Darryl Charles	Senior Lecturer	Faculty of Computing and Information Engineering	University of Ulster	Games/VR for physical therapy, Games for learning, Computational Intelligence and Games, Interactive Storytelling	How best to model users/players to best create adaptive health games for personalised user experiences.

Dr Nicola Whitton	Senior Research Fellow	Education and Social Research Institute	University of Manchester	Games and learning	How can gaming and playful techniques be used to encourage meaningful and sustained engagement in physical activity?
Dr Suzanne Prior	Postdoctoral Research Associate	<i>Design in Action</i>	Abertay University	Design/digital economy	
Dr Madeline Balaam	Lecturer	<i>Culture Lab</i>	Newcastle University	HCI with specialism in user centred design in healthcare	
Dr Rob Comber	Research fellow	Culture Lab	Newcastle University	Behavioural change	
Dr Sarah Gallacher	Research fellow	CS	UCL	Sustainable and connected Cities	How can we use technology to encourage "sustained" sustainable behaviour changes beyond the novelty effect
Prof Simon Dobson	Professor	<i>Computer Science</i>	St Andrews	Sensor networks, programming languages, context-aware systems, uncertain reasoning	How do we program sensor systems, for a particular purpose, with appropriate adaptations, and without excruciating pain?
Dr Juan Ye	lecturer	<i>Computer Science</i>	St Andrews	Context-aware systems, uncertain reasoning	Can we use location-aware systems to support physical activity in those with physical and/or cognitive decline?
Dr John Macateer	lecturer		SCPHRP	Development, implementation and evaluation of interventions to change behaviour	
Dr Kate Howland	Lecturer	<i>Informatics</i>	Sussex	Location aware games	
Dr Tristan Henderson	Senior Lecturer	<i>Computer Science</i>	University of St Andrews	Privacy, mobile and wireless networks, network measurement, opportunistic networks	What new privacy concerns arise from the collection, tracking and sharing of physical activity data and how can we build systems to alleviate these concerns?
Andrew Macvean	Research fellow	CS	Heriot-Watt University	Exergames, behaviour change	
Stuart Gray		CS	Heriot-Watt University	Exergames, behaviour change	
Dr Eric Hekler	Assistant professor	School of Nutrition and Health Promotion	Arizona State	Behavioural change	
Dr Marilyn McGee-Lenn	Lecturer	<i>Computer Science</i>	University of Glasgow	Human Computer Interaction and Design and evaluation of technologies for health and wellness	How do you really evaluate true impact of technologies for health and wellness?
Dr Nadia Berthouze	Reader	<i>UCL Interaction Centre</i>	UCL	Affective Computing (Automatic emotion recognition), Automatic analysis of body movement, Human Computer Interaction	How can we detect a person's affective/mental state while doing physical activity (e.g., engaged, in the flow, bored, frustrated, demotivated, satisfied)? How can we create general detection model that take into account idiosyncratic behaviour? Can these affective/mental cues be used to provide more effective tailored feedback or to personalize the program of physical activity to increase motivation or facilitate adoption and maintenance of the program? Can we design and integrate emotion regulation mechanisms in technology for physical activity ?
Dr Ana Tajadura-Jimenez	ESRC Future Research Leader	<i>UCL Interaction Center</i>	UCL	Embodied psychoacoustics; Auditory-induced emotion; Multisensory body perception & emotion; Presence	How can we build audio-based applications that can improve body-image, self-esteem, movement patterns and social interactions to support wellbeing
Dr Gemma Ryde	Research fellow	School of Nursing, Midwifery & Health	University of Stirling	Developing technology for assessing sedentary behaviour	
Dr Alasdair Thin	Lecturer	School of Life Sciences	Heriot Watt University	serious games for health	
Dr Soren Brage	Group leader	MRC Epidemiology Unit	University of Cambridge	Physical Activity Epidemiology	How do population levels of physical activity vary by person, time, and place?

Key: **Bold** entries are steering committee members. *Italics* denotes a computer scientist. **Blue** indicates an early career researcher