

Wally Smith

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2902473/publications.pdf>

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39
papers

629
citations

1040056

9
h-index

940533

16
g-index

40
all docs

40
docs citations

40
times ranked

579
citing authors

#	ARTICLE	IF	CITATIONS
1	Digital Emotion Regulation in Everyday Life. , 2022, , .		8
2	Extended Goal Recognition: Lessons from Magic. <i>Frontiers in Artificial Intelligence</i> , 2021, 4, 730990.	3.4	1
3	Digital Technologies in Nature. , 2021, , .		1
4	Digital Emotion Regulation. <i>Current Directions in Psychological Science</i> , 2020, 29, 412-418.	5.3	46
5	The Things We Talk About When We Talk About Browsing: An Empirical Typology of Library Browsing Behavior. <i>Journal of the Association for Information Science and Technology</i> , 2019, 70, 1383-1394.	2.9	19
6	Tablet computers in Philippine public schools: school-level factors that influence technology management and use. <i>Technology, Pedagogy and Education</i> , 2019, 28, 73-89.	5.4	5
7	Videoconferencing and the networked provision of language programs in regional and rural schools. <i>ReCALL</i> , 2019, 31, 204-217.	5.2	13
8	â€PastPortâ€™: Reflections on the Design of a Mobile App for Citizen Heritage in Port Melbourne. <i>Australian Historical Studies</i> , 2018, 49, 103-125.	0.3	3
9	Manoeuvres in the Dark. , 2017, , .		11
10	Trajectories of Engagement and Disengagement with a Story-Based Smoking Cessation App. , 2017, , .		28
11	The Construction of Impossibility: A Logic-Based Analysis of Conjuring Tricks. <i>Frontiers in Psychology</i> , 2016, 7, 748.	2.1	10
12	Sessions with Grandma. , 2016, , .		19
13	Down the Superhighway in a Single Tome. , 2015, , .		7
14	Differentiated Participation in Social Videogaming. , 2015, , .		10
15	An Object-Centred Approach to Encourage Online Participation in the Context of Behaviour Change. <i>Computer Supported Cooperative Work</i> , 2015, 24, 39-64.	2.9	5
16	Technologies of stage magic: Simulation and dissimulation. <i>Social Studies of Science</i> , 2015, 45, 319-343.	2.5	14
17	Transnationalism, Indigenous Knowledge and Technology. , 2015, , .		19
18	Audience experience in social videogaming. , 2014, , .		19

#	ARTICLE	IF	CITATIONS
19	Unbounding the interaction design problem. , 2014, , .		7
20	<i>Quitty</i>. , 2014, , .		20
21	Directed looking and proximal content. , 2014, , .		0
22	What people talk about when they talk about quitting. , 2014, , .		12
23	Lend me some sugar: Borrowing rates of neighbouring books as evidence for browsing. , 2014, , .		8
24	A Mobile App Offering Distractions and Tips to Cope With Cigarette Craving: A Qualitative Study. JMIR MHealth and UHealth, 2014, 2, e23.	3.7	35
25	Patterns of support in an online community for smoking cessation. , 2013, , .		20
26	Things you don't want to know about yourself. , 2012, , .		12
27	Introducing the ambivalent socialiser. , 2012, , .		8
28	Incorporating a knowledge perspective into security risk assessments. VINE: the Journal of Information and Knowledge Management Systems, 2011, 41, 152-166.	1.0	35
29	Using mobile phones for promoting water conservation. , 2011, , .		10
30	Hand-held histories: using digital archival documents on architectural tours. Architectural Research Quarterly, 2011, 15, 69-77.	0.1	2
31	Can traditional HCI principles be applied to computing technology in learning contexts?. , 2010, , .		1
32	Theatre of Use. Social Studies of Science, 2009, 39, 449-480.	2.5	46
33	Coordination in Adaptive Organisations: Extending Shared Plans with Knowledge Cultivation. Lecture Notes in Computer Science, 2009, , 90-107.	1.3	5
34	SmartGardenWatering. , 2009, , .		11
35	Supporting gardeners to plan domestic watering. , 2008, , .		6
36	The magic of machines in the house. Journal of Architecture, 2008, 13, 633-660.	0.3	4

#	ARTICLE	IF	CITATIONS
37	Tools for designing and delivering multiple-perspective scenarios. , 2006, , .		0
38	A case study of co-ordinative decision-making in disaster management. Ergonomics, 2000, 43, 1153-1166.	2.1	133
39	Asset Identification in Information Security Risk Assessment: A Business Practice Approach. Communications of the Association for Information Systems, 0, 39, 297-320.	0.9	13