

Thomas D Olsson

List of Publications by Year in descending order

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69
papers

1,673
citations

759233

12
h-index

713466

21
g-index

69
all docs

69
docs citations

69
times ranked

1299
citing authors

#	ARTICLE	IF	CITATIONS
1	Expected user experience of mobile augmented reality services: a user study in the context of shopping centres. <i>Personal and Ubiquitous Computing</i> , 2013, 17, 287-304.	2.8	275
2	Visualizing Big Data with augmented and virtual reality: challenges and research agenda. <i>Journal of Big Data</i> , 2015, 2, .	11.0	193
3	Online user survey on current mobile augmented reality applications. , 2011, , .		117
4	User evaluation of mobile augmented reality scenarios. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2012, 4, 29-47.	1.4	105
5	A Diary Study on Combining Multiple Information Devices in Everyday Activities and Tasks. , 2015, , .		98
6	Conceptualizing Big Social Data. <i>Journal of Big Data</i> , 2017, 4, .	11.0	72
7	Narratives of satisfying and unsatisfying experiences of current mobile augmented reality applications. , 2012, , .		63
8	Factors Influencing Adjustment to Remote Work: Employeesâ€™ Initial Responses to the COVID-19 Pandemic. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 6966.	2.6	50
9	Technologies for Enhancing Collocated Social Interaction: Review of Design Solutions and Approaches. <i>Computer Supported Cooperative Work</i> , 2020, 29, 29-83.	2.9	49
10	Expectations for user experience in haptic communication with mobile devices. , 2009, , .		41
11	A User-Centric View of Intelligent Environments: User Expectations, User Experience and User Role in Building Intelligent Environments. <i>Computers</i> , 2013, 2, 1-33.	3.3	38
12	User needs and design guidelines for mobile services for sharing digital life memories. , 2008, , .		32
13	CueSense. , 2015, , .		31
14	Supporting Communication between Grandparents and Grandchildren through Tangible Storytelling Systems. , 2018, , .		28
15	Understanding collocated social interaction between PokÃ©mon GO players. , 2017, , .		27
16	Multimodal interaction with speech and physical touch interface in a media center application. , 2009, , .		21
17	Concepts and Subjective Measures for Evaluating User Experience of Mobile Augmented Reality Services. , 2013, , 203-232.		21
18	Towards Deeper Understanding of User Experience with Ubiquitous Computing Systems: Systematic Literature Review and Design Framework. <i>Lecture Notes in Computer Science</i> , 2015, , 384-401.	1.3	20

#	ARTICLE	IF	CITATIONS
19	Understanding collective content. , 2009, , .		19
20	User experience of proactive audio-based social devices. , 2014, , .		18
21	Design and Evaluation of a Multi-Player Mobile Game for Icebreaking Activity. , 2016, , .		18
22	Directions for professional social matching systems. Communications of the ACM, 2020, 63, 60-69.	4.5	17
23	Increasing Collocated People's Awareness of the Mobile User's Activities. , 2016, , .		16
24	Outlining the design space of playful interactions between nearby strangers. , 2016, , .		16
25	Consumer value of camera-based mobile interaction with the real world. Pervasive and Mobile Computing, 2013, 9, 258-268.	3.3	15
26	Layers of user expectations of future technologies. , 2014, , .		15
27	User-centered design of a mobile application for sharing life memories. , 2007, , .		14
28	Reflections on experience-driven design. , 2013, , .		14
29	Understanding Decision-Making in Recruitment. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-22.	3.3	14
30	Next2You. , 2016, , .		13
31	From Chance to Serendipity: Knowledge Workers's™ Experiences of Serendipitous Social Encounters. Advances in Human-Computer Interaction, 2020, 2020, 1-18.	2.8	13
32	Enhancing personal communication with spatial haptics: Two scenario-based experiments on gestural interaction. Journal of Visual Languages and Computing, 2009, 20, 287-304.	1.8	12
33	User evaluation of mobile augmented reality in architectural planning. , 2012, , 733-740.		12
34	Personal or social?. , 2014, , .		11
35	Opportunities and challenges of mobile applications as "tickets-to-talk". , 2014, , .		11
36	Social Displays on Mobile Devices. , 2015, , .		10

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37	A diary study on annotating locations with mixed reality information. , 2010, , .		9
38	Roles, scenarios and challenges of social devices. , 2013, , .		9
39	A Comparison of Methods to Move Visual Objects Between Personal Mobile Devices in Different Contexts of Use. , 2015, , .		9
40	Exploring characteristics of collective content. , 2008, , .		8
41	Applying Critical Voice in Design of User Interfaces for Supporting Self-Reflection and Emotion Regulation in Online News Commenting. , 2021, , .		8
42	City scene. , 2013, , .		7
43	Interaction and Humans in Internet of Things. Lecture Notes in Computer Science, 2015, , 633-636.	1.3	7
44	Developing mobile mixed reality application based on user needs and expectations. , 2012, , .		6
45	Playfulness and progression in technology-enhanced social experiences between nearby strangers. , 2018, , .		6
46	Children and intuitiveness of interaction. , 2012, , .		5
47	Instance based personalized multi-form image browsing and retrieval. Multimedia Tools and Applications, 2014, 71, 1087-1104.	3.9	5
48	Secure and Connected Wearable Intelligence for Content Delivery at a Mass Event: A Case Study. Journal of Sensor and Actuator Networks, 2017, 6, 5.	3.9	5
49	Facilitating the First Move. , 2019, , .		5
50	Issues on user acceptance and experience in smart interoperability environments. , 2010, , .		4
51	Collective Content as a Facilitator of Community Interaction: A User Study of Four Close-Knit Communities. Lecture Notes in Computer Science, 2009, , 246-255.	1.3	4
52	Mobile first?. , 2016, , .		4
53	Understanding Matchmakersâ€™ Experiences, Principles and Practices of Assembling Innovation Teams. Computer Supported Cooperative Work, 2021, 30, 589-616.	2.9	4
54	Exploring the effects of cumulative contextual cues on interpreting vibrotactile messages. , 2011, , .		3

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55	An exploratory study of user-generated spatial gestures with social mobile devices. , 2012, , .		3
56	Interactions and applications for see-through technologies. , 2014, , .		3
57	Collaborative Video Challenges. , 2015, , .		3
58	Scholarsâ€™ Perceptions of Relevance in Bibliography-Based People Recommender System. Computer Supported Cooperative Work, 2019, 28, 357-389.	2.9	3
59	Beyond individuals. , 2019, , .		3
60	Checkpoints, hotspots and standalones. , 2012, , .		2
61	Enhancing the Conference Experience with a Multi-Device, Multimodal, Multi-User Program Guide. , 2013, , .		2
62	Investigation of Egocentric Social Structures for Diversity-Enhancing Followee Recommendations. , 2019, , .		2
63	Examining Serendipitous Encounters and Self-Determination in Twitter-Enabled Innovation. Advances in Human-Computer Interaction, 2021, 2021, 1-12.	2.8	2
64	Multi-form hierarchical representation of image categories for browsing and retrieval. , 2010, , .		1
65	Interaction Between Nearby Strangers. , 2016, , .		1
66	Utilizing Structural Network Positions to Diversify People Recommendations on Twitter. Advances in Human-Computer Interaction, 2022, 2022, 1-17.	2.8	1
67	User Perspective on the Adoption of Mobile Augmented Reality Based Applications. Advances in E-Business Research Series, 2013, , 165-188.	0.4	0
68	Mobile Interactions Augmented by Wearable Computing. , 2018, , 1084-1094.		0
69	Johdanto: Yhteiskuntatieteiden ja informaatioteknologian rajapinnoilla. Informaatiotutkimus, 2021, 40, .	0.1	0