

# Thomas D Olsson

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2924786/publications.pdf>

Version: 2024-02-01

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	Utilizing Structural Network Positions to Diversify People Recommendations on Twitter. <i>Advances in Human-Computer Interaction</i> , 2022, 2022, 1-17.	2.8	1
2	Examining Serendipitous Encounters and Self-Determination in Twitter-Enabled Innovation. <i>Advances in Human-Computer Interaction</i> , 2021, 2021, 1-12.	2.8	2
3	Applying Critical Voice in Design of User Interfaces for Supporting Self-Reflection and Emotion Regulation in Online News Commenting. , 2021, , .		8
4	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
5	Johdanto: Yhteiskuntatieteiden ja informaatioteknologian rajapinnoilla. <i>Informaatiotutkimus</i> , 2021, 40, .	0.1	0
6	Understanding Matchmakersâ€™ Experiences, Principles and Practices of Assembling Innovation Teams. <i>Computer Supported Cooperative Work</i> , 2021, 30, 589-616.	2.9	4
7	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
8	From Chance to Serendipity: Knowledge Workersâ€™ Experiences of Serendipitous Social Encounters. <i>Advances in Human-Computer Interaction</i> , 2020, 2020, 1-18.	2.8	13
9	Directions for professional social matching systems. <i>Communications of the ACM</i> , 2020, 63, 60-69.	4.5	17
10	Scholarsâ€™ Perceptions of Relevance in Bibliography-Based People Recommender System. <i>Computer Supported Cooperative Work</i> , 2019, 28, 357-389.	2.9	3
11	Facilitating the First Move. , 2019, , .		5
12	Investigation of Egocentric Social Structures for Diversity-Enhancing Followee Recommendations. , 2019, , .		2
13	Beyond individuals. , 2019, , .		3
14	Understanding Decision-Making in Recruitment. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019, 3, 1-22.	3.3	14
15	Playfulness and progression in technology-enhanced social experiences between nearby strangers. , 2018, , .		6
16	Supporting Communication between Grandparents and Grandchildren through Tangible Storytelling Systems. , 2018, , .		28
17	Mobile Interactions Augmented by Wearable Computing. , 2018, , 1084-1094.		0
18	Conceptualizing Big Social Data. <i>Journal of Big Data</i> , 2017, 4, .	11.0	72

#	ARTICLE	IF	CITATIONS
19	Understanding collocated social interaction between Pokémon GO players. , 2017, , .		27
20	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
21	Increasing Collocated People's Awareness of the Mobile User's Activities. , 2016, , .		16
22	Interaction Between Nearby Strangers. , 2016, , .		1
23	Next2You. , 2016, , .		13
24	Design and Evaluation of a Multi-Player Mobile Game for Icebreaking Activity. , 2016, , .		18
25	Mobile first?. , 2016, , .		4
26	Outlining the design space of playful interactions between nearby strangers. , 2016, , .		16
27	Social Displays on Mobile Devices. , 2015, , .		10
28	A Comparison of Methods to Move Visual Objects Between Personal Mobile Devices in Different Contexts of Use. , 2015, , .		9
29	Visualizing Big Data with augmented and virtual reality: challenges and research agenda. Journal of Big Data, 2015, 2, .	11.0	193
30	CueSense. , 2015, , .		31
31	Collaborative Video Challenges. , 2015, , .		3
32	A Diary Study on Combining Multiple Information Devices in Everyday Activities and Tasks. , 2015, , .		98
33	Towards Deeper Understanding of User Experience with Ubiquitous Computing Systems: Systematic Literature Review and Design Framework. Lecture Notes in Computer Science, 2015, , 384-401.	1.3	20
34	Interaction and Humans in Internet of Things. Lecture Notes in Computer Science, 2015, , 633-636.	1.3	7
35	Personal or social?. , 2014, , .		11
36	Layers of user expectations of future technologies. , 2014, , .		15

#	ARTICLE	IF	CITATIONS
37	Opportunities and challenges of mobile applications as "tickets-to-talk". , 2014, , .		11
38	User experience of proactive audio-based social devices. , 2014, , .		18
39	Interactions and applications for see-through technologies. , 2014, , .		3
40	Instance based personalized multi-form image browsing and retrieval. Multimedia Tools and Applications, 2014, 71, 1087-1104.	3.9	5
41	Expected user experience of mobile augmented reality services: a user study in the context of shopping centres. Personal and Ubiquitous Computing, 2013, 17, 287-304.	2.8	275
42	Consumer value of camera-based mobile interaction with the real world. Pervasive and Mobile Computing, 2013, 9, 258-268.	3.3	15
43	Reflections on experience-driven design. , 2013, , .		14
44	Enhancing the Conference Experience with a Multi-Device, Multimodal, Multi-User Program Guide. , 2013, , .		2
45	City scene. , 2013, , .		7
46	Roles, scenarios and challenges of social devices. , 2013, , .		9
47	Concepts and Subjective Measures for Evaluating User Experience of Mobile Augmented Reality Services. , 2013, , 203-232.		21
48	A User-Centric View of Intelligent Environments: User Expectations, User Experience and User Role in Building Intelligent Environments. Computers, 2013, 2, 1-33.	3.3	38
49	User Perspective on the Adoption of Mobile Augmented Reality Based Applications. Advances in E-Business Research Series, 2013, , 165-188.	0.4	0
50	Checkpoints, hotspots and standalones. , 2012, , .		2
51	An exploratory study of user-generated spatial gestures with social mobile devices. , 2012, , .		3
52	Narratives of satisfying and unsatisfying experiences of current mobile augmented reality applications. , 2012, , .		63
53	Children and intuitiveness of interaction. , 2012, , .		5
54	User evaluation of mobile augmented reality scenarios. Journal of Ambient Intelligence and Smart Environments, 2012, 4, 29-47.	1.4	105

#	ARTICLE	IF	CITATIONS
55	User evaluation of mobile augmented reality in architectural planning. , 2012, , 733-740.		12
56	Developing mobile mixed reality application based on user needs and expectations. , 2012, , .		6
57	Online user survey on current mobile augmented reality applications. , 2011, , .		117
58	Exploring the effects of cumulative contextual cues on interpreting vibrotactile messages. , 2011, , .		3
59	A diary study on annotating locations with mixed reality information. , 2010, , .		9
60	Issues on user acceptance and experience in smart interoperability environments. , 2010, , .		4
61	Multi-form hierarchical representation of image categories for browsing and retrieval. , 2010, , .		1
62	Understanding collective content. , 2009, , .		19
63	Multimodal interaction with speech and physical touch interface in a media center application. , 2009, , .		21
64	Expectations for user experience in haptic communication with mobile devices. , 2009, , .		41
65	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
66	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
67	Exploring characteristics of collective content. , 2008, , .		8
68	User needs and design guidelines for mobile services for sharing digital life memories. , 2008, , .		32
69	User-centered design of a mobile application for sharing life memories. , 2007, , .		14