

Bran Knowles

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3618596/publications.pdf>

Version: 2024-02-01

37
papers

837
citations

1307594

7
h-index

1281871

11
g-index

37
all docs

37
docs citations

37
times ranked

538
citing authors

#	ARTICLE	IF	CITATIONS
1	The wisdom of older technology (non)users. Communications of the ACM, 2018, 61, 72-77.	4.5	128
2	Next steps for sustainable HCI. Interactions, 2014, 21, 66-69.	1.0	117
3	HCI, Civic Engagement & Trust. , 2015, , .		84
4	This Changes Sustainable HCI. , 2018, , .		66
5	Older Adultsâ€™ Deployment of â€˜Distrustâ€™. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-25.	5.7	54
6	Exploring sustainability research in computing. , 2013, , .		49
7	Patterns of persuasion for sustainability. , 2014, , .		41
8	Rethinking plan A for sustainable HCI. , 2014, , .		36
9	Have We Taken On Too Much?: A Critical Review of the Sustainable HCI Landscape. , 2022, , .		32
10	The harm in conflating aging with accessibility. Communications of the ACM, 2021, 64, 66-71.	4.5	23
11	Models and Patterns of Trust. , 2015, , .		22
12	Uncertainty in current and future health wearables. Communications of the ACM, 2018, 61, 62-67.	4.5	19
13	HCI and Aging. , 2019, , .		16
14	Re-imagining persuasion. , 2013, , .		14
15	A Scenario-Based Methodology for Exploring Risks. , 2019, , .		13
16	Deviant and guilt-ridden: Computing within psychological limits. First Monday, 0, , .	0.6	12
17	Trustworthy by design. , 2014, , .		11
18	Design Patterns, Principles, and Strategies for Sustainable HCI. , 2016, , .		11

#	ARTICLE	IF	CITATIONS
19	Emerging Trust Implications of Data-Rich Systems. IEEE Pervasive Computing, 2016, 15, 76-84.	1.3	11
20	Exploring (un)sustainable growth of digital technologies in the home. , 0, , .		10
21	BARTER. , 2014, , .		9
22	Fifty Shades of Grey. , 2021, , .		8
23	Barter: A Technology Strategy for Local Wealth Generation. IT Professional, 2014, 16, 28-34.	1.5	7
24	Are People the Key to Enabling Collaborative Smart Logistics?. , 2017, , .		7
25	Mobile Age. , 2017, , .		6
26	Is Sustainability a Special Case for Persuasion?. Interacting With Computers, 2017, 29, 58-70.	1.5	5
27	Examining Interdependencies and Constraints in Co-Creation. , 2019, , .		5
28	Wicked Persuasion: A Designerly Approach. Lecture Notes in Computer Science, 2014, , 137-142.	1.3	5
29	A sustainable HCI knowledge base in progress. Interactions, 2016, 23, 74-76.	1.0	5
30	Is there a European strand of sustainable HCI?. , 2014, , .		4
31	ImaginationLancaster: Open-Ended, Anti-Disciplinary, Diverse. She Ji, 2018, 4, 307-341.	1.0	3
32	Designing a Mobile Service as a Facilitator for Capturing Local Trade Data. , 2013, , .		2
33	Anticipatory Governance in the Technology Sector: Processes, Critiques and Principles for Addressing Grand Challenges in Computing. , 2021, , .		1
34	The Alchemy of Trust: The Creative Act of Designing Trustworthy Socio-Technical Systems. , 2022, , .		1
35	Revealing flows in the local economy through visualisations. , 2014, , .		0
36	Visualising the flow of a local economy to encourage inter-community trading. , 2014, , .		0

#	ARTICLE	IF	CITATIONS
37	Accounting for Dynamic Diversity Among Child Users of IoT. IEEE Pervasive Computing, 2020, 19, 43-51.	1.3	0