

# Annalu Waller

## List of Publications by Year in descending order

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Version: 2024-02-01

31  
papers

824  
citations

623734

14  
h-index

580821

25  
g-index

31  
all docs

31  
docs citations

31  
times ranked

886  
citing authors

#	ARTICLE	IF	CITATIONS
1	Establishing Context. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-30.	5.7	11
2	Participatory Design and Research: Challenges for Augmentative and Alternative Communication Technologies. , 2021, , .		1
3	A Design Engineering Approach for Quantitatively Exploring Context-Aware Sentence Retrieval for Nonspeaking Individuals with Motor Disabilities. , 2020, , .		14
4	Telling tales: unlocking the potential of AAC technologies. International Journal of Language and Communication Disorders, 2019, 54, 159-169.	1.5	28
5	Developing a Task Switching Training Game for Children With a Rare Genetic Syndrome Linked to Intellectual Disability. Simulation and Gaming, 2019, 50, 160-179.	1.9	13
6	Pushing the Boundaries of Participatory Design. Lecture Notes in Computer Science, 2019, , 747-753.	1.3	2
7	Personal storytelling: Using Natural Language Generation for children with complex communication needs, in the wild. International Journal of Human Computer Studies, 2016, 92-93, 1-16.	5.6	15
8	Applying the Verona coding definitions of emotional sequences (VR-CoDES) in the dental context involving patients with complex communication needs: An exploratory study. Patient Education and Counseling, 2014, 97, 180-187.	2.2	11
9	Use of an agile bridge in the development of assistive technology. , 2013, , .		4
10	My Diabetes My Way: an electronic personal health record for diabetes. British Journal of Diabetes and Vascular Disease, 2013, 13, 143-149.	0.6	9
11	Focus groups as a requirements gathering method with adults with severe speech and physical impairments. Behaviour and Information Technology, 2013, 32, 752-760.	4.0	6
12	Public policy issues in augmentative and alternative communication technologies a comparison of the U.K. and the U.S.. Interactions, 2013, 20, 68-75.	1.0	9
13	Supporting Personal Narrative for Children with Complex Communication Needs. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-35.	5.7	23
14	Using Web Technology to Support Population-Based Diabetes Care. Journal of Diabetes Science and Technology, 2011, 5, 523-534.	2.2	17
15	Evaluating the STANDUP Pun Generating Software with Children with Cerebral Palsy. ACM Transactions on Accessible Computing, 2009, 1, 1-27.	2.4	31
16	THE CONSTRUCTION OF A PUN GENERATOR FOR LANGUAGE SKILLS DEVELOPMENT. Applied Artificial Intelligence, 2008, 22, 841-869.	3.2	41
17	Patients'™ Engagement With "Sweet Talk" A Text Messaging Support System for Young People With Diabetes. Journal of Medical Internet Research, 2008, 10, e20.	4.3	147
18	Assessing the loneliness of older people with cerebral palsy. Disability and Rehabilitation, 2006, 28, 469-479.	1.8	77

#	ARTICLE	IF	CITATIONS
19	Communication Access to Conversational Narrative. Topics in Language Disorders, 2006, 26, 221-239.	1.0	27
20	Participatory design of a text message scheduling system to support young people with diabetes. Health Informatics Journal, 2006, 12, 304-318.	2.1	64
21	"Sweet Talk": Text Messaging Support for Intensive Insulin Therapy for Young People with Diabetes. Diabetes Technology and Therapeutics, 2003, 5, 991-996.	4.4	115
22	Using written stories to support the use of narrative in conversational interactions: Case study. AAC: Augmentative and Alternative Communication, 2001, 17, 221-232.	1.4	29
23	Using written stories to support the use of narrative in conversational interactions: Case study. AAC: Augmentative and Alternative Communication, 2001, 17, 221-232.	1.4	1
24	Evaluating the use of TalksBac, a predictive communication device for nonfluent adults with aphasia. International Journal of Language and Communication Disorders, 1998, 33, 45-70.	1.5	60
25	How do members of different language communities compose sentences with a picture-based communication system?â€”a crossâ€”cultural study of pictureâ€”based sentences constructed by English and Japanese speakers. AAC: Augmentative and Alternative Communication, 1998, 14, 71-80.	1.4	19
26	Towards a narrativeâ€”based augmentative communication system. International Journal of Language and Communication Disorders, 1997, 32, 289-306.	1.5	16
27	Towards a narrative-based augmentative communication system. International Journal of Language and Communication Disorders, 1997, 32, 289-306.	1.5	0
28	On the validity of user-modeling in AAC: Comments on Horstmann and Levine (1990). AAC: Augmentative and Alternative Communication, 1992, 8, 89-91.	1.4	19
29	Further comment on the validity of user-modeling in AAC. AAC: Augmentative and Alternative Communication, 1992, 8, 252-253.	1.4	2
30	Natural language generation for augmentative and assistive technologies. , 0, , 252-278.		1
31	Training AAC Users in User-Centred Design. , 0, , .		12