Manfred Tscheligi

List of Publications by Year
in descending order

423 papers	5,476 citations	331259 21 h-index	377514 34 g-index
453 all docs	453 docs citations	453 times ranked	3367 citing authors

#	Article	IF	Citations
1	Towards Autonomous Cars. , 2014, , .		207
2	Predicting information technology usage in the car. , 2012, , .		137
3	To Err Is Robot: How Humans Assess and Act toward an Erroneous Social Robot. Frontiers in Robotics and AI, 2017, 4, .	2.0	119
4	Paper prototyping - what is it good for?. , 2003, , .		101
5	Joking, storytelling, artsharing, expressing affection. , 2000, , .		84
6	Being there again â€" Presence in real and virtual environments and its relation to usability and user experience using a mobile navigation task. International Journal of Human Computer Studies, 2017, 101, 76-87.	3.7	82
7	Trends in the living room and beyond. Computers in Entertainment, 2008, 6, 1-23.	1.2	81
8	Acceptance of future persuasive in-car interfaces towards a more economic driving behaviour. , 2009, , .		81
9	Semantically structured tag clouds. , 2009, , .		78
10	â€œI Love This Dogâ€â€"Childrenâ€™s Emotional Attachment toÂtheÂRobotic Dog AIBO. International Journal of Social Robotics, 2009, 1, 243-248.	3.1	68
11	HCI and Autonomous Vehicles. , 2016, , .		66
12	Toward an Information Society for All: HCI Challenges and R&D Recommendations. International Journal of Human-Computer Interaction, 1999, 11, 1-28.	3.3	64
13	Interactive TV for the Home: An Ethnographic Study on Users' Requirements and Experiences. International Journal of Human-Computer Interaction, 2008, 24, 174-196.	3.3	63
14	A methodological variation for acceptance evaluation of Human-Robot Interaction in public places. , 2008, , .		60
15	NoseTapping. , 2013, , .		54
16	Systematic analysis of video data from different humanâ€"robot interaction studies: a categorization of social signals during error situations. Frontiers in Psychology, 2015, 6, 931.	1.1	52
17	Hands free - care free. , 2014, , .		49
18	Evaluating performance and acceptance of older adults using freehand gestures for TV menu control. , 2012, , .		46

#	Article	IF	Citations
19	Looking Forward to a â€œRobotic Societyâ€. International Journal of Social Robotics, 2011, 3, 111-123.	3.1	45
20	Methods for evaluating games. , 2007, , .		44
21	Evaluating user experiences in games. , 2008, , .		44
22	Materials, materiality, and media. , 2013, , .		44
23	Consumersâ€™ privacy concerns and implications for a privacy preserving Smart Grid architectureâ€"Results of an Austrian study. Energy Research and Social Science, 2015, 9, 137-145.	3.0	44
24	A taxonomy of autonomous vehicle handover situations. Transportation Research, Part A: Policy and Practice, 2019, 124, 507-522.	2.0	44
25	Personalization in Serious and Persuasive Games and Gamified Interactions. , 2015, , .		40
26	Do We Care About Diversity in Human Computer Interaction. , 2019, , .		40
27	Augmented reality for industrial robot programmers: Workload analysis for task-based, augmented reality-supported robot control. , 2016, , .		39
28	Using emotion in games. , 2007, , .		38
29	Basic senior personas. , 2012, , .		38
30	LOLL <i>io</i>. , 2013, , .		38
31	SIG. , 2018, , .		38
32	Depth and breadth away from the desktop. , 2006, , .		33
33	From Awareness to Empowerment. , 2015, , .		33
34	Usability and usage of iTV services. Computers in Entertainment, 2007, 5, 6.	1.2	32
35	A Formal Analysis of the ISO 9241-210 Definition of User Experience. , 2015, , .		32
36	Revisiting personas. , 2012, , .		31

#	ARTICLE	IF	CITATIONS
37	Mid-air Authentication Gestures. , 2014, , .		31
38	Player Type Models. , 2016, , .		31
39	Using Heuristics to Evaluate the Overall User Experience of Video Games and Advanced Interaction Games. Human-computer Interaction Series, 2010, , 233-256.	0.4	31
40	Autonomous vs. tele-operated. , 2009, , .		30
41	ChaseLight. , 2015, , .		30
42	Personality Traits, Usage Patterns and Information Disclosure in Online Communities. , 0, , .		30
43	Facial expressions as game input with different emotional feedback conditions. , 2008, , .		29
44	Capture the car!. , 2011, , .		29
45	Three Strategies for Autonomous Car-to-Pedestrian Communication. , 2017, , .		29
46	Probing an agile usability process. , 2008, , .		28
47	Robots asking for directions â€" The willingness of passers-by to support robots. , 2010, , .		28
48	Come drive with me. , 2013, , .		28
49	Being there for real. , 2014, , .		28
50	I'm There! The influence of virtual reality and mixed reality environments combined with two different navigation methods on presence. , 2015, , .		28
51	Work gamification: Effects on enjoyment, productivity and the role of leadership. Electronic Commerce Research and Applications, 2020, 43, 100994.	2.5	28
52	Tablet, gestures, remote control?. , 2014, , .		27
53	The Good, The Bad, The Weird: Audience Evaluation of a â€œRealâ€•Robot in Relation to Science Fiction and Mass Media. Lecture Notes in Computer Science, 2013, , 301-310.	1.0	27
54	I need help!. , 2012, , .		26

#	Article	IF	Citations
55	Fabrication & HCI. , 2016, , .		26
56	Robots asking for directions. , 2010, , .		26
57	Enhanced shopping. , 2008, , .		25
58	Teaching a humanoid: A user study on learning by demonstration with HOAP-3. , 2009, , .		25
59	Integration of Extreme Programming and User-Centered Design: Lessons Learned. Lecture Notes in Business Information Processing, 2009, , 174-179.	0.8	25
60	Deploying Robots in a Production Environment: A Study on Temporal Transitions of Workers' Experiences. Lecture Notes in Computer Science, 2015, , 203-220.	1.0	25
61	Gaze-Based Onlooker Integration. , 2015, , .		25
62	Viewing experience of 3DTV: An exploration of the feeling of sickness and presence in a shopping mall. Entertainment Computing, 2013, 4, 71-81.	1.8	24
63	Persuasive Technology to Support Chronic Health Conditions: Investigating the Optimal Persuasive Strategies for Persons with COPD. Lecture Notes in Computer Science, 2018, , 255-266.	1.0	23
64	Playful Probing: Making Probing More Fun. Lecture Notes in Computer Science, 2007, , 606-619.	1.0	23
65	Control Transition Interfaces in Semiautonomous Vehicles. , 2017, , .		22
66	More than Sex: The Role of Femininity and Masculinity in the Design of Personalized Persuasive Games. Lecture Notes in Computer Science, 2016, , 219-229.	1.0	22
67	FORE-Watch â€" The Clock That Tells You When to Use: Persuading Users to Align Their Energy Consumption with Green Power Availability. Lecture Notes in Computer Science, 2011, , 157-166.	1.0	22
68	Experiencing real-world interaction. , 2007, , .		21
69	Mobile attachment causes and consequences for emotional bonding with mobile phones. , 2014, , .		21
70	A leap for touch. , 2015, , .		21
71	Reflections on Operators' and Maintenance Engineers' Experiences of Smart Factories. , 2018, , .		21
72	Presence and User Experience in a Virtual Environment under the Influence of Ethanol: An Explorative Study. Scientific Reports, 2018, 8, 6407.	1.6	21

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73	Exploring human-robot cooperation possibilities for semiconductor manufacturing. , 2011, , .		20
74	Experiencing Autonomous Vehicles. , 2015, , .		20
75	User-centred design and evaluation of a tele-operated echocardiography robot. Health and Technology, 2020, 10, 649-665.	2.1	20
76	Persuasion as an ingredient of societal interfaces. Interactions, 2007, 14, 41-43.	0.8	19
77	Using probes to create child personas for games. , 2011, , .		19
78	Rapid assessment of game experiences in public settings. , 2012, , .		19
79	Ambient Light and its Influence on Driving Experience. , 2017, , .		19
80	Everyday automation experience: a research agenda. Personal and Ubiquitous Computing, 2020, 24, 725-734.	1.9	19
81	Methods towards API Usability: A Structural Analysis of Usability Problem Categories. Lecture Notes in Computer Science, 2012, , 164-180.	1.0	18
82	Human-computer non-interaction. , 2014, , .		18
83	Light my way. , 2015, , .		18
84	Ambient Rabbits Likeability of Embodied Ambient Displays. Lecture Notes in Computer Science, 2009, , 164-173.	1.0	18
85	EdgeBraille: Braille-based text input for touch devices. Journal of Assistive Technologies, 2015, 9, 147-158.	0.9	17
86	Robot humor: How self-irony and Schadenfreude influence people's rating of robot likability. , 2016, , .		17
87	What We Can Learn from Pilots for Handovers and (De)Skilling in Semi-Autonomous Driving. , 2017, , .		17
88	Interacting with Autonomous Vehicles. , 2018, , .		17
89	Where the eyes meet: Lessons learned from shared gaze-based interactions in cooperative and competitive online games. Entertainment Computing, 2018, 27, 47-59.	1.8	17
90	The PerCues Framework and Its Application for Sustainable Mobility. Lecture Notes in Computer Science, 2007, , 92-95.	1.0	17

#	Article	IF	Citations
91	Mobile multimedia. , 2008, , .		16
92	Shared Gaze in the Car. , 2014, , .		16
93	Working together with industrial robots: Experiencing robots in a production environment. , 2015, , .		16
94	TorqueScreen. , 2015, , .		16
95	Un-Crafting. , 2015, , .		16
96	EyeCo: Effects of Shared Gaze on Social Presence in an Online Cooperative Game. Lecture Notes in Computer Science, 2016, , 102-114.	1.0	16
97	Active Corners. , 2016, , .		16
98	Un-Crafting. , 2017, , .		16
99	Trends in the Living Room and Beyond. , 2007, , 146-155.		16
100	Enhancing the Shopping Experience with Ambient Displays: A Field Study in a Retail Store. Lecture Notes in Computer Science, 2007, , 314-331.	1.0	16
101	Towards a navigation system for blind people. ACM SIGACCESS Accessibility and Computing, 2012, , 12-29.	0.2	15
102	Co-Navigator. , 2015, , .		15
103	Can You Read My Face?. International Journal of Social Robotics, 2015, 7, 63-76.	3.1	15
104	Activities and Technology Usage while Driving. , 2016, , .		15
105	Elements of Humor. , 2017, , .		15
106	Head and shoulders: automatic error detection in human-robot interaction. , 2017, , .		15
107	Insights from User Experience Research in the Factory: What to Consider in Interaction Design. IFIP Advances in Information and Communication Technology, 2015, , 39-56.	0.5	15
108	Focusing on Elderly: An iTV Usability Evaluation Study with Eye-Tracking. , 2007, , 66-75.		15

#	Article	IF	Citations
109	Connecting TV & PC. , 2009, , .		15
110	A methodological adaptation for heuristic evaluation of HRI. , 2010, , .		14
111	Exploring the back of the steering wheel. , 2012, , .		14
112	Using a Parking Assist System Over Time. , 2014, , .		14
113	Gaming to sit safe. , 2014, , .		14
114	User-centred design with visually impaired pupils: A case study of a game editor for orientation and mobility training. International Journal of Child-Computer Interaction, 2017, 11, 12-18.	2.5	14
115	Acceptance Factors for Future Workplaces in Highly Automated Trucks. , 2018, , .		14
116	Experiencing Distance: Wearable Engagements with Remote Relationships. , 2021, , .		14
117	Anthropomorphic design for an interactive urban robot. , 2011, , .		13
118	"Dad, Stop Crashing My Car!". , 2014, , .		13
119	Collaborative Appropriation: How Couples, Teams, Groups and Communities Adapt and Adopt Technologies. , 2016, , .		13
120	LaserViz. , 2017, , .		13
121	Deconstructing PokÃ©mon Go â€" An Empirical Study on Player Personality Characteristics. Lecture Notes in Computer Science, 2017, , 83-94.	1.0	13
122	Grandparents and Grandchildren Meeting Online: The Role of Material Things in Remote Settings. , 2021, , .		13
123	Impact of Robot Actions on Social Signals and Reaction Times in HRI Error Situations. Lecture Notes in Computer Science, 2015, , 461-471.	1.0	13
124	Be Part Of It: Spectator Experience in Gaming and Esports. , 2020, , .		13
125	Landmarks: yes; but which?. , 2005, , .		12
126	Interacting with embodied agents that can see. , 2006, , .		12

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127	Contextual user experience. , 2010, , .		12
128	Ethnographic insights on security, privacy, and personalization aspects of user interaction in interactive TV. , 2010, , .		12
129	Designing accessible experiences for older users: user requirement analysis for a railway ticketing portal. Universal Access in the Information Society, 2011, 10, 391-402.	2.1	12
130	Navigating in public space. , 2012, , .		12
131	Playful taste interaction. , 2013, , .		12
132	Robots in Time: How User Experience in Human-Robot Interaction Changes over Time. Lecture Notes in Computer Science, 2013, , 138-147.	1.0	12
133	Factory Workers' Ordinary User Experiences: An Overlooked Perspective. Human Technology, 2018, 14, 209-232.	0.4	12
134	Maypole highlights. Interactions, 1999, 6, 12-15.	0.8	11
135	"Now you need to laugh!". , 2009, , .		11
136	MAESTRO. , 2010, , .		11
137	Designing wearable devices for the factory: Rapid contextual experience prototyping. , 2013, , .		11
138	'Sometimes it's the weather's fault'. , 2014, , .		11
139	Design and Exploration of Mid-Air Authentication Gestures. ACM Transactions on Interactive Intelligent Systems, 2016, 6, 1-22.	2.6	11
140	Control of mobile robot for remote medical examination: Design concepts and users' feedback from experimental studies. , 2016, , .		11
141	User Experience Research in the Semiconductor Factory: A Contradiction?. Lecture Notes in Computer Science, 2011, , 144-151.	1.0	11
142	Benefits and Hurdles for Older Adults in Intergenerational Online Interactions. Lecture Notes in Computer Science, 2012, , 697-704.	1.0	11
143	User-Centered Design between Cultures: Designing for and with Immigrants. Lecture Notes in Computer Science, 2013, , 713-720.	1.0	11
144	Advanced Driver Assistance Systems for Aging Drivers. , 2019, , .		11

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145	The Future of Making: Where Industrial and Personal Fabrication Meet. Aarhus Series on Human Centered Computing, 2015, 1, 4.	1.6	11
146	Field evaluation of a cross platform 6 key navigation model and a unified user interface design. , 2010, , .		10
147	Elderly's Social Presence Supported by ICTs: Investigating User Requirements for Social Presence. , 2011, , .		10
148	User experience of industrial robots over time. , 2012, , .		10
149	Hand and eyes. , 2013, , .		10
150	The wheels are turning. , 2013, , .		10
151	Around the world in 8 workshops. , 2014, , .		10
152	Eye Tracking in the Car. , 2014, , .		10
153	Enabling accessibility through multimodality?. , 2015, , .		10
154	Everyday commuting. , 2015, , .		10
155	You Never Forget How to Drive. , 2016, , .		10
156	The Persuasive Potential Questionnaire (PPQ): Challenges, Drawbacks, and Lessons Learned. Lecture Notes in Computer Science, 2016, , 162-175.	1.0	10
157	Open Design at the Intersection of Making and Manufacturing. , 2017, , .		10
158	PokÃ©mon WALK: Persuasive Effects of PokÃ©mon GO Game-Design Elements. Lecture Notes in Computer Science, 2017, , 241-252.	1.0	10
159	MacroScope. , 2018, , .		10
160	Mobile location-based games to support orientation & mobility training for visually impaired students. , 2018, , .		10
161	Where Does It Go?. , 2019, , .		10
162	Four Eyes See More Than Two: Shared Gaze in the Car. Lecture Notes in Computer Science, 2015, , 331-348.	1.0	10

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163	Cues in the environment. , 2006, , .		9
164	User requirement analysis for a railway ticketing portal with emphasis on semantic accessibility for older users. , 2009, , .		9
165	Affect misattribution procedure. , 2012, , .		9
166	The car as an arena for gaming. , 2012, , .		9
167	Values in action (ViA). , 2012, , .		9
168	The Interactive Urban Robot: User-centered development and final field trial of a direction requesting robot. Paladyn, 2015, 6, .	1.9	9
169	MaDSAV. , 2015, , .		9
170	Physics-based gaming. , 2015, , .		9
171	Apply Now!. , 2017, , .		9
172	Automation Experience at the Workplace. , 2021, , .		9
173	Stress Out: Translating Real-World Stressors into Audio-Visual Stress Cues in VR for Police Training. Lecture Notes in Computer Science, 2021, , 551-561.	1.0	9
174	Exploring Persuasion in the Home: Results of a Long-Term Study on Energy Consumption Behavior. Lecture Notes in Computer Science, 2013, , 150-165.	1.0	9
175	Comparing Different Layouts of Tag Clouds: Findings on Visual Perception. Lecture Notes in Computer Science, 2011, , 23-37.	1.0	9
176	uTRUSTit â€" Usable Trust in the Internet of Things. Lecture Notes in Computer Science, 2012, , 220-221.	1.0	9
177	All In: Targeting Trustworthiness for Special Needs User Groups in the Internet of Things. Lecture Notes in Computer Science, 2013, , 223-231.	1.0	9
178	NEmESys. , 2005, , .		8
179	Mobile navigation support for pedestrians. Interactions, 2006, 13, 31-33.	0.8	8
180	Design for creating, uploading and sharing user generated content. , 2008, , .		8

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181	Trip experience sampling. , 2012, , .		8
182	Feedback guidelines for multimodal human-robot interaction: How should a robot give feedback when asking for directions?. , 2012, , .		8
183	Drag and drop the apple. , 2013, , .		8
184	FACE-TO-FACE WITH A ROBOT: WHAT DO WE ACTUALLY TALK ABOUT?. International Journal of Humanoid Robotics, 2013, 10, 1350011.	0.6	8
185	2nd Workshop on User Experience of Autonomous Driving. , 2014, , .		8
186	Capturing the in-between of interactive artifacts and users. , 2014, , .		8
187	Experience Maps. , 2014, , .		8
188	I Trained this robot: The impact of pre-experience and execution behavior on robot teachers. , 2014, , .		8
189	Sharing Touch Interfaces. , 2015, , .		8
190	A Heuristic Framework for Evaluating User Experience in Games. Human-computer Interaction Series, 2015, , 187-206.	0.4	8
191	1st Workshop on Ethically Inspired User Interfaces for Automated Driving. , 2016, , .		8
192	TalkingCards. , 2016, , .		8
193	Using Persona, Scenario, and Use Case to Develop a Human-Robot Augmented Reality Collaborative Workspace. , 2017, , .		8
194	Understanding the Headless Rider: Display-Based Awareness and Intent-Communication in Automated Vehicle-Pedestrian Interaction in Mixed Traffic. Multimodal Technologies and Interaction, 2021, 5, 51.	1.7	8
195	Visual Search Strategies of Tag Clouds - Results from an Eyetracking Study. Lecture Notes in Computer Science, 2009, , 819-831.	1.0	8
196	Transferring Human-Human Interaction Studies to HRI Scenarios in Public Space. Lecture Notes in Computer Science, 2011, , 230-247.	1.0	8
197	Usability Evaluations for Multi-device Application Development Three Example Studies. Lecture Notes in Computer Science, 2003, , 302-316.	1.0	7
198	An Ethnographic Study on Recommendations in the Living Room: Implications for the Design of iTV Recommender Systems. Lecture Notes in Computer Science, 2008, , 92-101.	1.0	7

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199	Always-on information. , 2008, , .		7
200	Interactive simplicity for iTV. , 2010, , .		7
201	ConWIZ. , 2012, , .		7
202	Money on the move workload, usability and technology acceptance of second-screen atm-interactions. , 2013, , .		7
203	Anthropomorphism in the factory - a paradigm change?. , 2013, , .		7
204	Editorial: Learning from failures in game design for children. International Journal of Child-Computer Interaction, 2014, 2, 73-75.	2.5	7
205	Research in the semiconductor factory: Insights into experiences and contextual influences. , 2014, , .		7
206	Using Individual and Collaborative Challenges in Behavior Change Support Systems: Findings from a Two-Month Field Trial of a Trip Planner Application. Lecture Notes in Computer Science, 2015, , 160-171.	1.0	7
207	Designing user interfaces for different user groups: A three-way teleconference system for doctors, patients and assistants using a Remote Medical robot. , 2016, , .		7
208	ARV 2017. , 2017, , .		7
209	Trust in Automated Vehicles. I-com, 2018, 17, 79-90.	0.9	7
210	â€œWhatâ€™s the Robo-Driver up to?â€•Requirements for Screen-based Awareness and Intent Communication in Autonomous Buses. I-com, 2019, 18, 151-165.	0.9	7
211	Suppose your bus broke down and nobody came. Personal and Ubiquitous Computing, 2020, 24, 797-812.	1.9	7
212	Mode Awareness Interfaces in Automated Vehicles, Robotics, and Aviation: A Literature Review. , 2021, , .		7
213	Attentional Behavior of Users on the Move Towards Pervasive Advertising Media. Human-computer Interaction Series, 2011, , 287-307.	0.4	7
214	Dots and Letters: Accessible Braille-Based Text Input for Visually Impaired People on Mobile Touchscreen Devices. Lecture Notes in Computer Science, 2014, , 650-657.	1.0	7
215	Privacy, Trust and Interaction in the Internet of Things. Lecture Notes in Computer Science, 2011, , 378-379.	1.0	7
216	Evaluating and investigating an iTV interaction concept in the field. , 2009, , .		7

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217	Be Active! Participatory Design of Accessible Movement-Based Games. , 2020, , .		7
218	Surrounded by ambient persuasion. , 2008, , .		6
219	Measuring Mobile Emotions. , 2009, , .		6
220	Local communities and IPTV. Computers in Entertainment, 2009, 7, 1-21.	1.2	6
221	Special Issue on Robots for Future Societies: Evaluating Social Acceptance and Societal Impact of Robots. International Journal of Social Robotics, 2010, 2, 345-346.	3.1	6
222	Measuring the dynamics of user experience in short interaction sequences. , 2010, , .		6
223	A case study on the effect of feedback on itinerary requests in human-robot interaction. , 2011, , .		6
224	A communication structure for human-robot itinerary requests. , 2011, , .		6
225	The Front Seat Passenger: How to Transfer Qualitative Findings into Design. International Journal of Vehicular Technology, 2013, 2013, 1-14.	1.1	6
226	Contextualise! personalise! persuade!. , 2013, , .		6
227	From Classes to Mechanics. , 2015, , .		6
228	User requirements for a medical robotic system: Enabling doctors to remotely conduct ultrasonography and physical examination. , 2016, , .		6
229	Interaction Design Labels. , 2016, , .		6
230	No need to stop. , 2017, , .		6
231	Transport Companies, Truck Drivers, and the Notion of Semi-Autonomous Trucks. , 2017, , .		6
232	Using technology acceptance models for product development. , 2018, , .		6
233	Everyday Automation Experience. , 2019, , .		6
234	Evaluating User Experience Factors Using Experiments: Expressive Artificial Faces Embedded in Contexts. Human-computer Interaction Series, 2010, , 165-183.	0.4	6

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235	Utilizing a Digital Game as a Mediatory Artifact for Social Persuasion to Prevent Speeding. Lecture Notes in Computer Science, 2016, , 199-210.	1.0	6
236	Directed Cultural Probes: Detecting Barriers in the Usage of Public Transportation. Lecture Notes in Computer Science, 2011, , 404-411.	1.0	6
237	Blinded by novelty. , 2020, , .		6
238	The Neglected Passengerâ€"How Collaboration in the Car Fosters Driving Experience and Safety. Human-computer Interaction Series, 2017, , 187-213.	0.4	6
239	An experimental setting to measure contextual perception of embodied conversational agents. , 2007, , .		5
240	How online communities support human values. , 2008, , .		5
241	User perception of usability aspects in indirect HRI - a chain of translations. , 2010, , .		5
242	Opportunities and challenges when designing and developing with kids @ school. , 2011, , .		5
243	Security, privacy, and personalization. Computers in Entertainment, 2011, 9, 1-33.	1.2	5
244	Perceived 3DTV viewing in the public. , 2011, , .		5
245	Evaluating in real life robotic environment: Bringing together research and practice. , 2012, , .		5
246	The digital bookshelf. , 2013, , .		5
247	Computerized experience sampling in the car. , 2013, , .		5
248	Revisiting Corporate Social Media. , 2014, , .		5
249	The multiple layers of materiality. , 2014, , .		5
250	1st Workshop on Situational Awareness in Semi-Automated Vehicles. , 2016, , .		5
251	Mobile interaction with and in autonomous vehicles. , 2017, , .		5
252	The Evolution of a Scale Model as an Impromptu Design Tool. , 2017, , .		5

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253	ProMe: A Mentoring Platform for Older Adults Using Machine Learning Techniques for Supporting the "Live and Learn"Concept. Mobile Information Systems, 2018, 2018, 1-8.	0.4	5
254	Stop or Go? Let me Know!. , 2021, , .		5
255	Hands-on-the-Wheel: Exploring the Design Space on the Back Side of a Steering Wheel. Lecture Notes in Computer Science, 2014, , 299-314.	1.0	5
256	Usability & User Experience: Preliminary Results from Evaluating an IPTV Community Platform. Lecture Notes in Computer Science, 2008, , 303-307.	1.0	5
257	KINEIN: A Making Guide on Indefinitely Deploying a Kinetic Display as a Research Product. , 2021, , .		5
258	Deconstructivist Interaction Design: Interrogating Expression and Form. Aarhus Series on Human Centered Computing, 2015, 1, 4.	1.6	5
259	User Experience Evaluation in the Mobile Context. Human-computer Interaction Series, 2010, , 195-204.	0.4	5
260	Interaction Scenarios for HRI in Public Space. Lecture Notes in Computer Science, 2011, , 1-10.	1.0	5
261	Chase Lights in the Peripheral View. , 2020, , .		5
262	Introducing a Comprehensive Quality Criteria Framework for Validating Patterns. , 2009, , .		4
263	Ambient persuasion in the factory: The case of the Operator Guide. , 2011, , .		4
264	Experience characters. , 2011, , .		4
265	Attributes of successful intergenerational online activities. , 2011, , .		4
266	Combining Implicit and Explicit Methods for the Evaluation of an Ambient Persuasive Factory Display. Lecture Notes in Computer Science, 2012, , 113-128.	1.0	4
267	"The harder it gets" Exploring the interdependency of input modalities and task complexity in human-robot collaboration. , 2013, , .		4
268	Experiential perspectives on road congestions. , 2013, , .		4
269	Workload on your fingertips. , 2013, , .		4
270	The car data toolkit. , 2013, , .		4

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271	Potentials of the "Unexpected". , 2014, , .		4
272	Screen feedback in human-robot interaction: How to enhance robot expressiveness. , 2014, , .		4
273	ConWIZ: The contextual Wizard of Oz. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 719-744.	0.8	4
274	Multiple Views on Safety-Critical Automation. , 2016, , .		4
275	Reign in blood. , 2017, , .		4
276	LED Visualizations for Drivers' Attention. , 2018, , .		4
277	Making Un-Use: When Humans Disengage with Technology. , 2021, , .		4
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