

Manfred Tscheligi

List of Publications by Year in descending order

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Version: 2024-02-01

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	Hybrid Design Tools for Participatory, Embodied Sensemaking: An Applied Framework. , 2022, , .		4
2	Breathing Training on the Run: Exploring Users Perception on Gamified Breathing Training Application During Treadmill Running. Lecture Notes in Computer Science, 2022, , 58-74.	1.0	3
3	Engaging with Automation: Understanding and Designing for Operation, Appropriation, and Behaviour Change. , 2022, , .		1
4	VR [we are] Training - Workshop on Collaborative Virtual Training for Challenging Contexts. , 2022, , .		3
5	What Is Meaningful Human-Computer Interaction? Understanding Freedom, Responsibility, and Noos in HCI Based on Viktor Frankl's Existential Philosophy. , 2022, , .		1
6	Assistance Needs in Production Environments: A Contextual Exploration of Workers' Experiences and Work Practices. IFIP Advances in Information and Communication Technology, 2021, , 299-309.	0.5	0
7	Experiencing Distance: Wearable Engagements with Remote Relationships. , 2021, , .		14
8	Enhancing video communication experience for low vision users. , 2021, , .		3
9	Making Un-Use: When Humans Disengage with Technology. , 2021, , .		4
10	Grandparents and Grandchildren Meeting Online: The Role of Material Things in Remote Settings. , 2021, , .		13
11	Automation Experience at the Workplace. , 2021, , .		9
12	The WEIRDness of QoE research: The diversity of QoMEX authorship considering locality and gender. , 2021, , .		0
13	Audio-Frequency Induction Loops (AFILs) as a Design Material for Architectural Interactivity: An Illustrated Guide. , 2021, , .		4
14	How does it feel? - Investigating Soft-Touch Surface Experience Dimensions. , 2021, , .		0
15	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
16	Stop or Go? Let me Know!. , 2021, , .		5
17	Tracing COVID-19 - Older Adults' Attitudes Toward Digital Contact Tracing and How to Increase Their Participation. , 2021, , .		2
18	Mode Awareness Interfaces in Automated Vehicles, Robotics, and Aviation: A Literature Review. , 2021, , .		7

#	ARTICLE	IF	CITATIONS
19	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
20	KINEIN: A Making Guide on Indefinitely Deploying a Kinetic Display as a Research Product. , 2021, , .		5
21	Run, Beep, Breathe: Exploring the Effects on Adherence and User Experience of 5 Breathing Instruction Sounds while Running. , 2021, , .		4
22	Work gamification: Effects on enjoyment, productivity and the role of leadership. Electronic Commerce Research and Applications, 2020, 43, 100994.	2.5	28
23	Everyday automation experience: a research agenda. Personal and Ubiquitous Computing, 2020, 24, 725-734.	1.9	19
24	Suppose your bus broke down and nobody came. Personal and Ubiquitous Computing, 2020, 24, 797-812.	1.9	7
25	User-centred design and evaluation of a tele-operated echocardiography robot. Health and Technology, 2020, 10, 649-665.	2.1	20
26	Be Part Of It: Spectator Experience in Gaming and Esports. , 2020, , .		13
27	Automation Experience across Domains: Designing for Intelligibility, Interventions, Interplay and Integrity. , 2020, , .		4
28	Ensuring Accessibility: Individual Video Playback Enhancements for Low Vision Users. , 2020, , .		2
29	Be Active! Participatory Design of Accessible Movement-Based Games. , 2020, , .		7
30	Blinded by novelty. , 2020, , .		6
31	Capacity Management in an Automated Shuttle Bus: Findings from a Lab Study. , 2020, , .		4
32	Chase Lights in the Peripheral View. , 2020, , .		5
33	Designing for Tangible (Un-)Connectedness. , 2020, , .		0
34	Circular HCI. , 2020, , .		2
35	A taxonomy of autonomous vehicle handover situations. Transportation Research, Part A: Policy and Practice, 2019, 124, 507-522.	2.0	44
36	From Low Vision to High Quality: Video QoE Enhancement for Visually Impaired Users. , 2019, , .		3

#	ARTICLE	IF	CITATIONS
37	Introduction to ECSCW 2019. Computer Supported Cooperative Work, 2019, 28, 291-292.	1.9	0
38	Persuading the Driver. , 2019, , .		2
39	Organisational Climate Fostering Playfulness. , 2019, , .		1
40	Do We Care About Diversity in Human Computer Interaction. , 2019, , .		40
41	Everyday Automation Experience. , 2019, , .		6
42	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
43	Driving Together Across Vehicle. International Journal of Mobile Human Computer Interaction, 2019, 11, 58-74.	0.1	0
44	Security Patterns for Webdesign. , 2019, , .		0
45	Where Does It Go?. , 2019, , .		10
46	Advanced Driver Assistance Systems for Aging Drivers. , 2019, , .		11
47	How to Improve the Interaction Design of NFC Payment Terminals?. Lecture Notes in Computer Science, 2019, , 55-68.	1.0	0
48	Engaging Bystanders Using Persuasive Technology: A Meta-analysis of Influencing Factors on Moral Courage. Lecture Notes in Computer Science, 2019, , 202-209.	1.0	2
49	Shared Gaze While Driving: How Drivers Can Be Supported by an LED-Visualization of the Front-Seat Passengerâ€™s Gaze. Lecture Notes in Computer Science, 2019, , 329-350.	1.0	1
50	Driving simulator studies at home. , 2019, , .		0
51	The Insurer's Paradox. , 2019, , .		0
52	Interacting with Autonomous Vehicles. , 2018, , .		17
53	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
54	Reflections on Operators' and Maintenance Engineers' Experiences of Smart Factories. , 2018, , .		21

#	ARTICLE	IF	CITATIONS
55	“Thanks for Your Input. We Will Get Back to You Shortly.” How to Design Automated Feedback in Location-Based Citizen Participation Systems. Lecture Notes in Geoinformation and Cartography, 2018, , 257-268.	0.5	0
56	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
57	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
58	Using technology acceptance models for product development. , 2018, , .		6
59	Privacy in the smart grid. , 2018, , .		2
60	LED Visualizations for Drivers' Attention. , 2018, , .		4
61	Follow Me. , 2018, , .		2
62	Acceptance Factors for Future Workplaces in Highly Automated Trucks. , 2018, , .		14
63	MacroScope. , 2018, , .		10
64	Mobile location-based games to support orientation & mobility training for visually impaired students. , 2018, , .		10
65	SIG. , 2018, , .		38
66	Trust in Automated Vehicles. I-com, 2018, 17, 79-90.	0.9	7
67	NFC Payments “ Gaps Between User Perception and Reality. IFIP Advances in Information and Communication Technology, 2018, , 346-353.	0.5	1
68	Presence and User Experience in a Virtual Environment under the Influence of Ethanol: An Explorative Study. Scientific Reports, 2018, 8, 6407.	1.6	21
69	Smart Pocket Watch. , 2018, , .		2
70	Factory Workers' Ordinary User Experiences: An Overlooked Perspective. Human Technology, 2018, 14, 209-232.	0.4	12
71	Being there again “ 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
72	LaserViz. , 2017, , .		13

#	ARTICLE	IF	CITATIONS
73	Three Strategies for Autonomous Car-to-Pedestrian Communication. , 2017, , .		29
74	Elements of Humor. , 2017, , .		15
75	Open Design at the Intersection of Making and Manufacturing. , 2017, , .		10
76	Pok�mon WALK: Persuasive Effects of Pok�mon GO Game-Design Elements. Lecture Notes in Computer Science, 2017, , 241-252.	1.0	10
77	Handovers and Resumption of Control in Semi-Autonomous Vehicles. , 2017, , .		2
78	Using Persona, Scenario, and Use Case to Develop a Human-Robot Augmented Reality Collaborative Workspace. , 2017, , .		8
79	Tablet-Based Augmented Reality in the Factory. , 2017, , .		3
80	Industrial Human-Robot Interaction. , 2017, , .		1
81	Deconstructing Pok�mon Go â€œ An Empirical Study on Player Personality Characteristics. Lecture Notes in Computer Science, 2017, , 83-94.	1.0	13
82	Exploring Gaze and Hand Gestures for Non-Verbal In-Game Communication. , 2017, , .		3
83	Control Transition Interfaces in Semiautonomous Vehicles. , 2017, , .		22
84	What We Can Learn from Pilots for Handovers and (De)Skilling in Semi-Autonomous Driving. , 2017, , .		17
85	Apply Now!. , 2017, , .		9
86	Which cloak dresses you best?. , 2017, , .		0
87	Mobile interaction with and in autonomous vehicles. , 2017, , .		5
88	Un-Crafting. , 2017, , .		16
89	Head and shoulders: automatic error detection in human-robot interaction. , 2017, , .		15
90	ARV 2017. , 2017, , .		7

#	ARTICLE	IF	CITATIONS
91	User-centred design with visually impaired pupils: A case study of a game editor for orientation and mobility training. <i>International Journal of Child-Computer Interaction</i> , 2017, 11, 12-18.	2.5	14
92	Reign in blood. , 2017, , .		4
93	No need to stop. , 2017, , .		6
94	Transport Companies, Truck Drivers, and the Notion of Semi-Autonomous Trucks. , 2017, , .		6
95	Starting up an E-Mentoring Relationship. , 2017, , .		1
96	The Evolution of a Scale Model as an Impromptu Design Tool. , 2017, , .		5
97	To Err Is Robot: How Humans Assess and Act toward an Erroneous Social Robot. <i>Frontiers in Robotics and AI</i> , 2017, 4, .	2.0	119
98	Ambient Light and its Influence on Driving Experience. , 2017, , .		19
99	Individual LED Visualization Calibration to Increase Spatial Accuracy. , 2017, , .		2
100	The Neglected Passenger – How Collaboration in the Car Fosters Driving Experience and Safety. <i>Human-computer Interaction Series</i> , 2017, , 187-213.	0.4	6
101	1st Workshop on Ethically Inspired User Interfaces for Automated Driving. , 2016, , .		8
102	1st Workshop on Situational Awareness in Semi-Automated Vehicles. , 2016, , .		5
103	Enhancing Telephone Communication in the Vehicle Through Audio from the Headrest. , 2016, , .		0
104	Collaborative Appropriation: How Couples, Teams, Groups and Communities Adapt and Adopt Technologies. , 2016, , .		13
105	Robot humor: How self-irony and Schadenfreude influence people's rating of robot likability. , 2016, , .		17
106	User requirements for a medical robotic system: Enabling doctors to remotely conduct ultrasonography and physical examination. , 2016, , .		6
107	EyeCo: Effects of Shared Gaze on Social Presence in an Online Cooperative Game. <i>Lecture Notes in Computer Science</i> , 2016, , 102-114.	1.0	16
108	Player Type Models. , 2016, , .		31

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109	TalkingCards. , 2016, , .		8
110	Interaction Design Labels. , 2016, , .		6
111	Design and Exploration of Mid-Air Authentication Gestures. ACM Transactions on Interactive Intelligent Systems, 2016, 6, 1-22.	2.6	11
112	Augmented reality for industrial robot programmers: Workload analysis for task-based, augmented reality-supported robot control. , 2016, , .		39
113	Designing user interfaces for different user groups: A three-way teleconference system for doctors, patients and assistants using a Remote Medical robot. , 2016, , .		7
114	Multiple Views on Safety-Critical Automation. , 2016, , .		4
115	Activities and Technology Usage while Driving. , 2016, , .		15
116	Control of mobile robot for remote medical examination: Design concepts and users' feedback from experimental studies. , 2016, , .		11
117	HCI and Autonomous Vehicles. , 2016, , .		66
118	Towards successful self-management and empowerment for COPD patients. , 2016, , .		1
119	You Never Forget How to Drive. , 2016, , .		10
120	3rd International Workshop on Pervasive Participation. , 2016, , .		0
121	Fabrication & HCI. , 2016, , .		26
122	Active Corners. , 2016, , .		16
123	The Persuasive Potential Questionnaire (PPQ): Challenges, Drawbacks, and Lessons Learned. Lecture Notes in Computer Science, 2016, , 162-175.	1.0	10
124	Utilizing a Digital Game as a Mediator Artifact for Social Persuasion to Prevent Speeding. Lecture Notes in Computer Science, 2016, , 199-210.	1.0	6
125	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
126	Persuasive Information Security: Techniques to Help Employees Protect Organizational Information Security. Lecture Notes in Computer Science, 2016, , 339-351.	1.0	4

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127	The Impact of Spatial Properties on Collaboration. , 2016, , .		2
128	Personalization in Serious and Persuasive Games and Gamified Interactions. , 2015, , .		40
129	Co-Navigator. , 2015, , .		15
130	ChaseLight. , 2015, , .		30
131	Help radar. , 2015, , .		1
132	Enabling accessibility through multimodality?. , 2015, , .		10
133	A leap for touch. , 2015, , .		21
134	Light my way. , 2015, , .		18
135	Everyday commuting. , 2015, , .		10
136	The Interactive Urban Robot: User-centered development and final field trial of a direction requesting robot. Paladyn, 2015, 6, .	1.9	9
137	From Classes to Mechanics. , 2015, , .		6
138	EdgeBraille: Braille-based text input for touch devices. Journal of Assistive Technologies, 2015, 9, 147-158.	0.9	17
139	LCTNav. , 2015, , .		1
140	ConWIZ: The contextual Wizard of Oz. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 719-744.	0.8	4
141	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
142	2ndinternational workshop on pervasive participation. , 2015, , .		0
143	Sharing Touch Interfaces. , 2015, , .		8
144	Sounds Like it Works. , 2015, , .		0

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145	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
146	Young vs old " landscape vs portrait: a comparative study of touch gesture performance. Journal of Assistive Technologies, 2015, 9, 136-146.	0.9	3
147	The Potentials of Gamification to Motivate Older Adults to Participate in a P2P Support Exchange Platform. , 2015, , .		2
148	MaDSAV. , 2015, , .		9
149	I'm There! The influence of virtual reality and mixed reality environments combined with two different navigation methods on presence. , 2015, , .		28
150	Working together with industrial robots: Experiencing robots in a production environment. , 2015, , .		16
151	TorqueScreen. , 2015, , .		16
152	A Heuristic Framework for Evaluating User Experience in Games. Human-computer Interaction Series, 2015, , 187-206.	0.4	8
153	Can You Read My Face?. International Journal of Social Robotics, 2015, 7, 63-76.	3.1	15
154	Evaluating User Experience Factors using Experiments: Expressive Artificial Faces Embedded in Contexts. Human-computer Interaction Series, 2015, , 113-131.	0.4	3
155	Integrating Theories of Mind with Tangible and Embedded Interaction Design. , 2015, , .		0
156	From Awareness to Empowerment. , 2015, , .		33
157	Un-Crafting. , 2015, , .		16
158	Time and Design. , 2015, , .		1
159	People, Context, and Devices. , 2015, , .		0
160	Physics-based gaming. , 2015, , .		9
161	Consumers'™ privacy concerns and implications for a privacy preserving Smart Grid architecture"Results of an Austrian study. Energy Research and Social Science, 2015, 9, 137-145.	3.0	44
162	Experiencing Autonomous Vehicles. , 2015, , .		20

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163	A Formal Analysis of the ISO 9241-210 Definition of User Experience. , 2015, , .		32
164	Four Eyes See More Than Two: Shared Gaze in the Car. Lecture Notes in Computer Science, 2015, , 331-348.	1.0	10
165	Deploying Robots in a Production Environment: A Study on Temporal Transitions of Workersâ€™ Experiences. Lecture Notes in Computer Science, 2015, , 203-220.	1.0	25
166	Contextual Interaction Design Research: Enabling HCI. Lecture Notes in Computer Science, 2015, , 621-623.	1.0	1
167	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
168	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
169	From Bottom-up Insights to Feature Ideas: A Case Study into the Office Environments of Older Knowledge Workers. IFIP Advances in Information and Communication Technology, 2015, , 83-96.	0.5	2
170	Gaze-Based Onlooker Integration. , 2015, , .		25
171	Deconstructivist Interaction Design: Interrogating Expression and Form. Aarhus Series on Human Centered Computing, 2015, 1, 4.	1.6	5
172	The Future of Making: Where Industrial and Personal Fabrication Meet. Aarhus Series on Human Centered Computing, 2015, 1, 4.	1.6	11
173	Exploring Challenging Environments: Contextual Research in the Car and the Factory Through an HCI Lens. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2015, , 271-304.	1.1	0
174	Hands free - care free. , 2014, , .		49
175	Mobile attachment causes and consequences for emotional bonding with mobile phones. , 2014, , .		21
176	2nd Workshop on User Experience of Autonomous Driving. , 2014, , .		8
177	"Dad, Stop Crashing My Car!". , 2014, , .		13
178	Applying Topic Recognition to Spoken Language in Human-Robot Interaction Dialogues. , 2014, , .		0
179	Shared Gaze in the Car. , 2014, , .		16
180	"Touch me". , 2014, , .		3

#	ARTICLE	IF	CITATIONS
181	Attention in mobile interactions. , 2014, , .		3
182	Attention approximation of mobile users towards their environment. , 2014, , .		1
183	'Sometimes it's the weather's fault'. , 2014, , .		11
184	Characteristics of narrative textual data linked to user experiences. , 2014, , .		2
185	Tablet, gestures, remote control?. , 2014, , .		27
186	Being there for real. , 2014, , .		28
187	Potentials of the "Unexpected". , 2014, , .		4
188	Mid-air Authentication Gestures. , 2014, , .		31
189	Using a Parking Assist System Over Time. , 2014, , .		14
190	Capturing the in-between of interactive artifacts and users. , 2014, , .		8
191	Game idea jam for sport and exertion games. , 2014, , .		1
192	Revisiting Corporate Social Media. , 2014, , .		5
193	Memoing and lenses. , 2014, , .		1
194	Around the world in 8 workshops. , 2014, , .		10
195	TACTUX. , 2014, , .		3
196	Experience Maps. , 2014, , .		8
197	Eye Tracking in the Car. , 2014, , .		10
198	Gaming to sit safe. , 2014, , .		14

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199	Editorial: Learning from failures in game design for children. International Journal of Child-Computer Interaction, 2014, 2, 73-75.	2.5	7
200	I Trained this robot: The impact of pre-experience and execution behavior on robot teachers. , 2014, , .		8
201	Screen feedback in human-robot interaction: How to enhance robot expressiveness. , 2014, , .		4
202	Research in the semiconductor factory: Insights into experiences and contextual influences. , 2014, , .		7
203	Towards Autonomous Cars. , 2014, , .		207
204	The multiple layers of materiality. , 2014, , .		5
205	Human-computer non-interaction. , 2014, , .		18
206	Persuasion in the Car: Probing Potentials. Lecture Notes in Computer Science, 2014, , 273-278.	1.0	3
207	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
208	Look into My Eyes & See, What You Mean to Me. Social Presence as Source for Social Capital. Lecture Notes in Computer Science, 2014, , 183-198.	1.0	4
209	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
210	Patterns in the Clouds - The Effects of Clustered Presentation on Tag Cloud Interaction. Lecture Notes in Computer Science, 2014, , 124-132.	1.0	3
211	To Trust or Not to Trust. Lecture Notes in Computer Science, 2014, , 164-181.	1.0	1
212	Characteristics and Addressed Challenges in Evaluating the Aniketos Project Outcome. Lecture Notes in Computer Science, 2014, , 234-246.	1.0	0
213	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
214	Screen feedback: How to overcome the expressive limitations of a social robot. , 2013, , .		1
215	Input modality and task complexity: Do they relate?. , 2013, , .		2
216	Collaborative reporting tools: An analysis of maintenance activities in a semiconductor factory. , 2013, , .		2

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217	Designing wearable devices for the factory: Rapid contextual experience prototyping. , 2013, , .		11
218	"The harder it gets" Exploring the interdependency of input modalities and task complexity in human-robot collaboration. , 2013, , .		4
219	A case study in automated GUI generation for multiple devices. , 2013, , .		3
220	Drag and drop the apple. , 2013, , .		8
221	Enhancing company communication. , 2013, , .		1
222	Money on the move workload, usability and technology acceptance of second-screen atm-interactions. , 2013, , .		7
223	Towards the counter free store. , 2013, , .		0
224	LOLL <i>io</i>. , 2013, , .		38
225	Hand and eyes. , 2013, , .		10
226	Entertainment technology in transportation against frustration, aggression and irrationality. , 2013, , .		0
227	Materials, materiality, and media. , 2013, , .		44
228	The wheels are turning. , 2013, , .		10
229	The digital bookshelf. , 2013, , .		5
230	Inspirations from honey bees. , 2013, , .		0
231	Alert in the cleanroom. , 2013, , .		2
232	Do you enjoy getting gifts?. , 2013, , .		1
233	Come drive with me. , 2013, , .		28
234	Experiential perspectives on road congestions. , 2013, , .		4

#	ARTICLE	IF	CITATIONS
235	Let's talk about failures. , 2013, , .		2
236	NoseTapping. , 2013, , .		54
237	Workload on your fingertips. , 2013, , .		4
238	Assisting maintainers in the semiconductor factory. , 2013, , .		2
239	Automotive HMI test package. , 2013, , .		2
240	Co-designing for NFC and ATMs. , 2013, , .		1
241	The Front Seat Passenger: How to Transfer Qualitative Findings into Design. International Journal of Vehicular Technology, 2013, 2013, 1-14.	1.1	6
242	Playful taste interaction. , 2013, , .		12
243	Computerized experience sampling in the car. , 2013, , .		5
244	Contextualise! personalise! persuade!. , 2013, , .		6
245	The car data toolkit. , 2013, , .		4
246	Evaluating a social media platform in a large-scale international company: A five action approach. , 2013, , .		2
247	Anthropomorphism in the factory - a paradigm change?. , 2013, , .		7
248	FACE-TO-FACE WITH A ROBOT: WHAT DO WE ACTUALLY TALK ABOUT?. International Journal of Humanoid Robotics, 2013, 10, 1350011.	0.6	8
249	Robots in Time: How User Experience in Human-Robot Interaction Changes over Time. Lecture Notes in Computer Science, 2013, , 138-147.	1.0	12
250	The Good, The Bad, The Weird: Audience Evaluation of a "Real" Robot in Relation to Science Fiction and Mass Media. Lecture Notes in Computer Science, 2013, , 301-310.	1.0	27
251	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
252	Rethinking the Human-Agent Relationship: Which Social Cues Do Interactive Agents Really Need to Have?. , 2013, , 1-28.		2

#	ARTICLE	IF	CITATIONS
253	Where to Place My Ambient Persuasive Display? Insights from a Six-Month Study. Lecture Notes in Computer Science, 2013, , 110-115.	1.0	1
254	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
255	User-Centered Design between Cultures: Designing for and with Immigrants. Lecture Notes in Computer Science, 2013, , 713-720.	1.0	11
256	The ConWIZ Protocol: A Generic Protocol for Wizard of Oz Simulations. Lecture Notes in Computer Science, 2013, , 434-441.	1.0	3
257	Using Wizard of Oz to Collect Interaction Data for Voice Controlled Home Care and Communication Services. , 2013, , .		4
258	Computer Entertainment in Cars and Transportation. Lecture Notes in Computer Science, 2013, , 653-655.	1.0	0
259	Affect misattribution procedure. , 2012, , .		9
260	Revisiting personas. , 2012, , .		31
261	Design challenges and concept for intergenerational online learning. , 2012, , .		2
262	Predicting information technology usage in the car. , 2012, , .		137
263	Are 5 buttons enough. , 2012, , .		1
264	Exploring the back of the steering wheel. , 2012, , .		14
265	User experience of industrial robots over time. , 2012, , .		10
266	Trip experience sampling. , 2012, , .		8
267	Basic senior personas. , 2012, , .		38
268	Exploring collaboration in challenging environments. , 2012, , .		2
269	I need help!. , 2012, , .		26
270	How designers can make sense of qualitative research findings. , 2012, , .		0

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271	The car as an arena for gaming. , 2012, , .		9
272	Navigating in public space. , 2012, , .		12
273	Values in action (ViA). , 2012, , .		9
274	Exploring children's 3DTV experience. , 2012, , .		3
275	Feedback guidelines for multimodal human-robot interaction: How should a robot give feedback when asking for directions?. , 2012, , .		8
276	Evaluating in real life robotic environment: Bringing together research and practice. , 2012, , .		5
277	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
278	Repair now. , 2012, , .		3
279	ConWIZ. , 2012, , .		7
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