

# A J Astell

## List of Publications by Year in descending order

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126  
papers

3,434  
citations

172457

29  
h-index

175258

52  
g-index

143  
all docs

143  
docs citations

143  
times ranked

3874  
citing authors

#	ARTICLE	IF	CITATIONS
1	Perspectives on ethnic and racial disparities in Alzheimer's disease and related dementias: Update and areas of immediate need. <i>Alzheimer's and Dementia</i> , 2019, 15, 292-312.	0.8	310
2	Ambient Assisted Living Technologies for Aging Well: A Scoping Review. <i>Journal of Intelligent Systems</i> , 2016, 25, 55-69.	1.6	195
3	Using a touch screen computer to support relationships between people with dementia and caregivers. <i>Interacting With Computers</i> , 2010, 22, 267-275.	1.5	185
4	Molecular connexions between dementia and diabetes. <i>Neuroscience and Biobehavioral Reviews</i> , 2007, 31, 1046-1063.	6.1	148
5	Memory bias for emotional facial expressions in major depression. <i>Cognition and Emotion</i> , 2003, 17, 101-122.	2.0	127
6	Technology and Dementia: The Future is Now. <i>Dementia and Geriatric Cognitive Disorders</i> , 2019, 47, 131-139.	1.5	118
7	A cognitive prosthesis and communication support for people with dementia. <i>Neuropsychological Rehabilitation</i> , 2004, 14, 117-134.	1.6	114
8	Sex and gender differences in caregiving burden experienced by family caregivers of persons with dementia: A systematic review. <i>PLoS ONE</i> , 2020, 15, e0231848.	2.5	109
9	Studies Involving People With Dementia and Touchscreen Technology: A Literature Review. <i>JMIR Rehabilitation and Assistive Technologies</i> , 2016, 3, e10.	2.2	102
10	Involving older people with dementia and their carers in designing computer based support systems: some methodological considerations. <i>Universal Access in the Information Society</i> , 2009, 8, 49-58.	3.0	97
11	Older Adults's Perspectives on Using Digital Technology to Maintain Good Mental Health: Interactive Group Study. <i>Journal of Medical Internet Research</i> , 2019, 21, e11694.	4.3	95
12	Designing a multimedia conversation aid for reminiscence therapy in dementia care environments. , 2004, , .		93
13	Predictors of Sexual Offence Recidivism in Offenders with Intellectual Disabilities. <i>Journal of Applied Research in Intellectual Disabilities</i> , 2004, 17, 299-305.	2.0	89
14	A Communication Support System for Older People with Dementia. <i>Computer</i> , 2007, 40, 35-41.	1.1	77
15	Technology and personhood in dementia care. <i>Quality in Ageing and Older Adults</i> , 2006, 7, 15-25.	0.8	56
16	Assessing mood in older adults: a conceptual review of methods and approaches. <i>International Psychogeriatrics</i> , 2012, 24, 1197-1206.	1.0	50
17	Living With Ambiguity: A Metasynthesis of Qualitative Research on Mild Cognitive Impairment. <i>Gerontologist</i> , The, 2015, 55, 892-912.	3.9	50
18	â€˜That's for old so and so's!â€™: does identity influence older adults's technology adoption decisions?. <i>Ageing and Society</i> , 2020, 40, 1550-1576.	1.7	48

#	ARTICLE	IF	CITATIONS
19	Coaching Through Technology: A Systematic Review into Efficacy and Effectiveness for the Ageing Population. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 5930.	2.6	48
20	Tip-of-the-Tongue States and Lexical Access in Dementia. <i>Brain and Language</i> , 1996, 54, 196-215.	1.6	45
21	Effects of age, dysphoria, and emotionâ€focusing on autobiographical memory specificity in children. <i>Cognition and Emotion</i> , 2006, 20, 488-505.	2.0	45
22	Does familiarity affect the enjoyment of touchscreen games for people with dementia?. <i>International Journal of Medical Informatics</i> , 2016, 91, e1-e8.	3.3	44
23	Observing prioritization effects on cognition and gait: The effect of increased cognitive load on cognitively healthy older adultsâ€™ dual-task performance. <i>Gait and Posture</i> , 2017, 53, 139-144.	1.4	43
24	The Use of Motion-Based Technology for People Living With Dementia or Mild Cognitive Impairment: A Literature Review. <i>Journal of Medical Internet Research</i> , 2017, 19, e3.	4.3	43
25	â€It's definitely <i>not</i> Alzheimer'sâ€™: Perceived benefits and drawbacks of a mild cognitive impairment diagnosis. <i>British Journal of Health Psychology</i> , 2017, 22, 786-804.	3.5	40
26	Technology and Fun for a Happy Old Age. , 2013, , 169-187.		39
27	Communicating with people living with dementia who are nonverbal: The creation of Adaptive Interaction. <i>PLoS ONE</i> , 2017, 12, e0180395.	2.5	38
28	Engaging multimedia leisure for people with dementia. <i>Gerontechnology</i> , 2009, 8, .	0.1	37
29	Stimulating people with dementia to reminisce using personal and generic photographs. <i>International Journal of Computers in Healthcare</i> , 2010, 1, 177.	0.5	36
30	Computer Interactive Reminiscence and Conversation Aid groupsâ€™ Delivering cognitive stimulation with technology. <i>Alzheimer's and Dementia: Translational Research and Clinical Interventions</i> , 2018, 4, 481-487.	3.7	34
31	The assessment of symbolic play in young children: A prototype test. <i>International Journal of Language and Communication Disorders</i> , 1992, 27, 231-245.	1.5	31
32	Developing CIRCA-BC and Exploring the Role of the Computer as a Third Participant in Conversation. <i>American Journal of Alzheimer's Disease and Other Dementias</i> , 2015, 30, 101-107.	1.9	31
33	The validation of a computer-based food record for older adults: the Novel Assessment of Nutrition and Ageing (NANA) method. <i>British Journal of Nutrition</i> , 2015, 113, 654-664.	2.3	31
34	Validation of the NANA (Novel Assessment of Nutrition and Ageing) touch screen system for use at home by older adults. <i>Experimental Gerontology</i> , 2014, 60, 100-107.	2.8	27
35	Cognitive Behavior Therapy for Anxious and Depressed Youth: Improving Homework Adherence Through Mobile Technology. <i>JMIR Research Protocols</i> , 2016, 5, e209.	1.0	27
36	Naming problems in dementia: Semantic or lexical?. <i>Aphasiology</i> , 1998, 12, 357-374.	2.2	26

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37	The Kinect Project: Group motion-based gaming for people living with dementia. <i>Dementia</i> , 2019, 18, 2189-2205.	2.0	26
38	The social function of imitation in severe dementia. <i>Infant and Child Development</i> , 2006, 15, 311-319.	1.5	25
39	Designing the Interface Between Dementia Patients, Caregivers And Computer-Based Intervention. <i>Design Journal</i> , 2007, 10, 12-23.	0.8	25
40	Leveraging everyday technology for people living with dementia: a case study. <i>Journal of Assistive Technologies</i> , 2014, 8, 164-176.	0.8	24
41	Predictors of discharge destination for 234 patients admitted to a combined geriatric medicine/old age psychiatry unit. <i>International Journal of Geriatric Psychiatry</i> , 2008, 23, 903-908.	2.7	23
42	The benefits and barriers to technology acquisition: Understanding the decision-making processes of older adults with age-related vision loss (ARVL). <i>British Journal of Occupational Therapy</i> , 2017, 80, 123-131.	0.9	23
43	Using the NANA toolkit at home to predict older adults's future depression. <i>Journal of Affective Disorders</i> , 2017, 213, 187-190.	4.1	22
44	Facilitating communication in dementia with multimedia technology. <i>Brain and Language</i> , 2004, 91, 80-81.	1.6	21
45	Informing Understandings of Mild Cognitive Impairment for Older Adults: Implications From a Scoping Review. <i>Journal of Applied Gerontology</i> , 2017, 36, 808-839.	2.0	21
46	Accessing semantic knowledge in dementia: evidence from a word definition task. <i>Brain and Language</i> , 2002, 82, 312-326.	1.6	20
47	Storytelling as a Model of Conversation for People With Dementia and Caregivers. <i>American Journal of Alzheimer's Disease and Other Dementias</i> , 2011, 26, 535-541.	1.9	20
48	How are depression and autobiographical memory retrieval related to culture?. <i>Journal of Abnormal Psychology</i> , 2011, 120, 969-974.	1.9	20
49	The Effect of Rhythmic Musical Training on Healthy Older Adults's Gait and Cognitive Function. <i>Gerontologist</i> , The, 2014, 54, 624-633.	3.9	19
50	The effects of rumination and distraction on over-general autobiographical memory retrieval during social problem solving. <i>British Journal of Clinical Psychology</i> , 2006, 45, 267-272.	3.5	18
51	People with dementia playing casual games on a tablet. <i>Gerontechnology</i> , 2017, 16, 37-47.	0.1	18
52	Designing an interface usable by people with dementia. , 2003, , .		15
53	Computer-based tools for assessing micro-longitudinal patterns of cognitive function in older adults. <i>Age</i> , 2016, 38, 335-350.	3.0	15
54	Investigating the enabling factors influencing occupational therapists's adoption of assisted living technology. <i>British Journal of Occupational Therapy</i> , 2017, 80, 668-675.	0.9	14

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55	Digital Video Games for Older Adults with Cognitive Impairment. Lecture Notes in Computer Science, 2014, , 264-271.	1.3	14
56	The effects of thought suppression on autobiographical memory recall. Behaviour Research and Therapy, 2009, 47, 275-284.	3.1	13
57	A comparison of food portion size estimation by older adults, young adults and nutritionists. Journal of Nutrition, Health and Aging, 2018, 22, 230-236.	3.3	13
58	Implementing Accessibility Settings in Touchscreen Apps for People Living with Dementia. Gerontology, 2019, 65, 560-570.	2.8	13
59	Network-based approaches for evaluating ambient assisted living (AAL) technologies. Evaluation, 2017, 23, 192-208.	1.8	12
60	System Development Guidelines From a Review of Motion-Based Technology for People With Dementia or MCI. Frontiers in Psychiatry, 2018, 9, 189.	2.6	12
61	Sex and gender differences in technology needs and preferences among informal caregivers of persons with dementia. BMC Geriatrics, 2020, 20, 176.	2.7	12
62	Needs and preferences for technology among Chinese family caregivers of persons with dementia: A pilot study. Journal of Rehabilitation and Assistive Technologies Engineering, 2018, 5, 205566831877531.	0.9	11
63	I don't know what I know: Evidence of preserved semantic knowledge but impaired metalinguistic knowledge in adults with probable Alzheimer's disease. Aphasiology, 2008, 22, 321-335.	2.2	10
64	Exploring How Persons with Dementia and Care Partners Collaboratively Appropriate Information and Communication Technologies. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-38.	5.7	10
65	Staff perceptions of the consequences of COVID-19 on quality of dementia care for residents in Ontario long-term care homes. International Journal of Geriatric Psychiatry, 2022, 37, .	2.7	10
66	The urge to communicate in severe dementia. Brain and Language, 2004, 91, 51-52.	1.6	9
67	Digital tools for delivery of dementia education for health-care providers: a systematic review. Educational Gerontology, 2019, 45, 681-699.	1.3	9
68	Making software accessible to people with severe memory deficits. , 2005, , .		8
69	An Estimate of Lifetime Cognitive Change and Its Relationship with Diabetes Health in Older Adults with Type 1 Diabetes: Preliminary Results. Behavioural Neurology, 2010, 23, 165-167.	2.1	7
70	The effects of imagery on problem-solving ability and autobiographical memory. Journal of Behavior Therapy and Experimental Psychiatry, 2012, 43, S4-S11.	1.2	7
71	Self-initiated management approaches in everyday occupations used by people with acquired cognitive impairment. Scandinavian Journal of Occupational Therapy, 2022, 29, 139-151.	1.7	7
72	Fostering Resilience in Dementia Through Narratives: Contributions of Multimedia Technologies. , 2011, , 231-243.		7

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73	COBALT, TUNGSTEN, and THAW: New tools for engaging older adults as technology experts. <i>Gerontechnology</i> , 2018, 17, 76-76.	0.1	7
74	Barriers and facilitators to person-centred infection prevention and control: results of a survey about the Dementia Isolation Toolkit. <i>BMC Geriatrics</i> , 2022, 22, 74.	2.7	7
75	O2-08-04: IPAD HAPPY GAMES FOR PEOPLE WITH DEMENTIA AS PLEASANT AND MEANINGFUL ACTIVITY. , 2014, 10, P181-P181.		6
76	Computerized Self-Administered Measures of Mood and Appetite for Older Adults: The Novel Assessment of Nutrition and Ageing Toolkit. <i>Journal of Applied Gerontology</i> , 2018, 37, 157-176.	2.0	6
77	Technology and Dementia: The Future Is Now. <i>Dementia and Geriatric Cognitive Disorders</i> , 2019, 47, 129-130.	1.5	6
78	Technology-Supported Group Activity to Promote Communication in Dementia: A Protocol for a Within-Participants Study. <i>Technologies</i> , 2018, 6, 33.	5.1	5
79	Kinect Project: People with dementia or mild cognitive impairment learning to play group motion-based games. <i>Alzheimer's and Dementia: Translational Research and Clinical Interventions</i> , 2019, 5, 475-482.	3.7	5
80	Fostering Resilience in Dementia Through Narratives: Contributions of Multimedia Technologies. , 2018, , 245-260.		5
81	Lessons Learned from Developing Cognitive Support for Communication, Entertainment, and Creativity for Older People with Dementia. <i>Lecture Notes in Computer Science</i> , 2009, , 195-201.	1.3	5
82	Intuitive Interaction Framework in User-Product Interaction for People Living with Dementia. <i>Human-computer Interaction Series</i> , 2020, , 147-169.	0.6	5
83	Perceptions of Digital Technology Experiences and Development Among Family Caregivers and Technology Researchers: Qualitative Study. <i>JMIR Formative Research</i> , 2022, 6, e19967.	1.4	5
84	Creating Technologies with People Who have Dementia. <i>Human-computer Interaction Series</i> , 2019, , 21-36.	0.6	4
85	A hybrid matchmaking approach in the ambient assisted living domain. <i>Universal Access in the Information Society</i> , 2022, 21, 53-70.	3.0	4
86	Using the TUNGSTEN Approach to Co-design DataDay: A Self-management App for Dementia. <i>Human-computer Interaction Series</i> , 2020, , 171-185.	0.6	4
87	An Agile Development Cycle of an Online Memory Program for Healthy Older Adults. <i>Canadian Journal on Aging</i> , 2022, , 1-10.	1.1	4
88	Strategy prompts increase verbal fluency in people with Alzheimer's disease. <i>Brain and Language</i> , 2006, 99, 151-152.	1.6	3
89	Designing an interface usable by people with dementia. <i>ACM SIGCAPH Computers and the Physically Handicapped</i> , 2002, , 156-157.	0.1	3
90	Designing for Experiences in Blended Reality Environments for People with Dementia. <i>Lecture Notes in Computer Science</i> , 2020, , 495-509.	1.3	3

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91	Working towards inclusion: Creating technology for and with people living with mild cognitive impairment or dementia who are employed. <i>Dementia</i> , 2022, 21, 556-578.	2.0	3
92	Supporting people with dementia- Understanding their interactions with Mixed Reality Technologies. , 0, , .		3
93	Technology for Healthy Aging and Wellbeing: Co-producing Solutions. <i>Frontiers in Psychology</i> , 2021, 12, 745947.	2.1	3
94	Supporting Conversation for People with Dementia by Introducing a Computer-Based Third Element to the Interaction. <i>Lecture Notes in Computer Science</i> , 2013, , 143-149.	1.3	2
95	[TDâ€™â€œ12]: ACTO DEMENTIA: IMPLEMENTING ACCESSIBILITY OPTIONS FOR DEMENTIA IN EXISTING TOUCHSCREEN APPS. <i>Alzheimer's and Dementia</i> , 2017, 13, P162.	0.8	2
96	TECHNOLOGY PERCEPTIONS AMONG CHINESE FAMILY CAREGIVERS OF PERSONS WITH DEMENTIA: AÅSEX-GENDER LENS. <i>Innovation in Aging</i> , 2017, 1, 785-785.	0.1	2
97	Quantification of Advanced Dementia Patientsâ€™™ Engagement in Therapeutic Sessions: An Automatic Video Based Approach using Computer Vision and Machine Learning. , 2020, 2020, 5785-5788.		2
98	Cognitive Prostheses: Findings from Attempts to Model Some Aspects of Cognition. <i>Lecture Notes in Computer Science</i> , 2011, , 275-284.	1.3	2
99	Experiences of influencing one's own life when living with working-age dementia. <i>Ageing and Society</i> , 0, , 1-20.	1.7	2
100	COBALT: Challenging obstacles and barriers to assistive living technologies. <i>Gerontechnology</i> , 2012, 11, .	0.1	2
101	Well-Being and HCI in Later Life - What Matters?. <i>Lecture Notes in Computer Science</i> , 2016, , 445-453.	1.3	2
102	Impact of digital storytelling experience among people living with dementia. <i>Gerontechnology</i> , 2018, 17, 72-72.	0.1	2
103	Impacts of Motion-Based Technology on Balance, Movement Confidence, and Cognitive Function Among People With Dementia or Mild Cognitive Impairment: Protocol for a Quasi-Experimental Pre- and Posttest Study. <i>JMIR Research Protocols</i> , 2020, 9, e18209.	1.0	2
104	Standardizing norms for 180 coloured Snodgrass and Vanderwart pictures in Kannada language. <i>PLoS ONE</i> , 2022, 17, e0266359.	2.5	2
105	Use of NANA, a novel method of dietary assessment, for the longitudinal capture of dietary intake in older adults. <i>Proceedings of the Nutrition Society</i> , 2013, 72, .	1.0	1
106	TDâ€™â€œ15: Developing a Framework to Support the Identification of Accessible Touchscreen Apps for People Living with Dementia. <i>Alzheimer's and Dementia</i> , 2016, 12, P158.	0.8	1
107	O2â€™12â€™04: Maximising the Value of Touchscreen Tablet Devices for People Living with Dementia. <i>Alzheimer's and Dementia</i> , 2016, 12, P258.	0.8	1
108	Assessing the feasibility of heart rate variability as an objective indicator of anxiety in older adults with dementia living in care homes. <i>BMC Research Notes</i> , 2021, 14, 48.	1.4	1

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109	Validating NANA: Novel assessment of nutrition and ageing. <i>Gerontechnology</i> , 2012, 11, .	0.1	1
110	Design recommendations for a self-care app to be used by people with cognitive challenges. <i>Gerontechnology</i> , 2018, 17, 78-78.	0.1	1
111	NANA: Novel assessment of nutrition and ageing. <i>Gerontechnology</i> , 2010, 9, .	0.1	1
112	An Agile Development Cycle of an Online Memory Program for Healthy Older Adults”ERRATUM. <i>Canadian Journal on Aging</i> , 2022, 41, 669-669.	1.1	1
113	P2-381 Supporting communication in dementia: the potential of hypermedia. <i>Neurobiology of Aging</i> , 2004, 25, S341-S342.	3.1	0
114	P1-129 What errors tell us about cognitive processes in AD. <i>Neurobiology of Aging</i> , 2004, 25, S131.	3.1	0
115	P3-416: Is a Diagnosis of MCI a Blessing or a Curse?. <i>Alzheimer's and Dementia</i> , 2016, 12, P1011.	0.8	0
116	[P4-324]: NEEDS AND PREFERENCES OF TECHNOLOGY AMONG CHINESE FAMILY CAREGIVERS OF PERSONS WITH DEMENTIA: A SEX AND GENDER PERSPECTIVE. <i>Alzheimer's and Dementia</i> , 2017, 13, P1414.	0.8	0
117	EXPLORING THE USE OF GROUP DIGITAL ACTIVITIES FOR PEOPLE LIVING WITH DEMENTIA. <i>Innovation in Aging</i> , 2017, 1, 486-486.	0.1	0
118	BIDDING THE MEDICAL MODEL “GOODBYE! NEW WAYS OF THINKING ABOUT DEMENTIA. <i>Innovation in Aging</i> , 2017, 1, 5-6.	0.1	0
119	INTRODUCING TOUCH SCREEN APPLICATIONS TO PEOPLE WITH ADVANCED DEMENTIA THROUGH STAFF-CLIENT CO-PLAY. <i>Innovation in Aging</i> , 2017, 1, 482-483.	0.1	0
120	A Protocol Paper on the Preservation of Identity: Understanding the Technology Adoption Patterns of Older Adults With Age-Related Vision Loss (ARVL). <i>International Journal of Qualitative Methods</i> , The, 2019, 18, 160940691983183.	2.8	0
121	AAL-WELL: AAL technologies and wellness for people with mild cognitive impairment. <i>Gerontechnology</i> , 2014, 13, .	0.1	0
122	Food environments: from home to hospital. , 2014, , 155-180.		0
123	DataDay: Digital daily support for people living with dementia. <i>Gerontechnology</i> , 2018, 17, 68-68.	0.1	0
124	Case Study: Co-creating NANA (Novel Assessment of Nutrition and Ageing) with Older Adults Living at Home. <i>International Perspectives on Social Policy, Administration, and Practice</i> , 2021, , 183-186.	0.1	0
125	Using Adaptive Interaction to Simplify Caregiver’s Communication with People with Dementia Who Cannot Speak. <i>Frontiers in Communication</i> , 2022, 6, .	1.2	0
126	Developing a pragmatic evaluation of ICTs for older adults with cognitive impairment at scale: the IN LIFE experience. <i>Universal Access in the Information Society</i> , 2022, 21, 1.	3.0	0