

# Nick Taylor

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5947988/publications.pdf>

Version: 2024-02-01

38  
papers

910  
citations

1684188

5  
h-index

1474206

9  
g-index

40  
all docs

40  
docs citations

40  
times ranked

504  
citing authors

#	ARTICLE	IF	CITATIONS
1	Making Community. , 2016, , .		104
2	Leaving the wild. , 2013, , .		101
3	PosterVote. , 2014, , .		85
4	Social interaction around a rural community photo display. International Journal of Human Computer Studies, 2009, 67, 1037-1047.	5.6	52
5	Everybody's Hacking. , 2018, , .		48
6	Probing communities. , 2007, , .		45
7	P-LAYERS – A Layered Framework Addressing the Multifaceted Issues Facing Community-Supporting Public Display Deployments. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-34.	5.7	44
8	Supporting Community Awareness with Interactive Displays. Computer, 2012, 45, 26-32.	1.1	41
9	Reflections on Deploying Distributed Consultation Technologies with Community Organisations. , 2016, , .		32
10	Our Friends Electric. , 2019, , .		28
11	Strategies for Engaging Communities in Creating Physical Civic Technologies. , 2018, , .		25
12	Creating a rural community display with local engagement. , 2010, , .		23
13	Community Inventor Days. , 2017, , .		22
14	Proceed with Care: Reimagining Home IoT Through a Care Perspective. , 2021, , .		22
15	BinCam: Designing for Engagement with Facebook for Behavior Change. Lecture Notes in Computer Science, 2013, , 99-115.	1.3	19
16	The department of hidden stories. , 2014, , .		12
17	StoryCrate. , 2012, , .		11
18	BallotShare: An exploration of the design space for digital voting in the workplace. Computers in Human Behavior, 2014, 41, 433-443.	8.5	10

#	ARTICLE	IF	CITATIONS
19	Politics at Home. , 2016, , .		10
20	Open Design at the Intersection of Making and Manufacturing. , 2017, , .		10
21	Social Printers. , 2017, , .		10
22	Supporting Community Participation in Interactive Exhibits. , 2014, , .		9
23	Maker Movements, Do-It-Yourself Cultures and Participatory Design. , 2018, , .		9
24	Content analysis of a rural community's interaction with its cultural heritage through a longitudinal display deployment. , 2015, , .		7
25	Utilising insight journalism for community technology design. , 2014, , .		6
26	"This might be stupid, but..." . , 2008, , .		5
27	Designing Alternative Systems for Local Communities. , 2015, , .		5
28	The political sensorium. , 2012, , .		4
29	Introduction to This Special Issue on Open Design at the Intersection of Making and Manufacturing. Human-Computer Interaction, 2019, 34, 379-388.	4.4	4
30	The Design, Deployment and Evaluation of Situated Display-Based Systems to Support Coordination and Community. Cognitive Technologies, 2012, , 105-124.	0.8	4
31	Feminist Care in the Anthropocene: Packing and Unpacking Tensions in Posthumanist HCI. , 2022, , .		4
32	Exploring delegate engagement with an augmented conference. , 2014, , .		3
33	Prototyping Things: Reflecting on Unreported Objects of Design Research for IoT. , 2021, , .		3
34	Experiences of Supporting Local and Remote Mobile Phone Interaction in Situated Public Display Deployments. International Journal of Mobile Human Computer Interaction, 2009, 1, 1-21.	0.4	3
35	Experiences of Supporting Local and Remote Mobile Phone Interaction in Situated Public Display Deployments. , 2011, , 108-123.		2
36	Opportunistic engagement by designing on the street. , 2012, , .		1

#	ARTICLE	IF	CITATIONS
37	Audience and Expert Perspectives on Second Screen Engagement with Political Debates. , 2019, , .		0
38	Supporting Shared Sense of History Within a Rural Village Community. Studies in Applied Philosophy, Epistemology and Rational Ethics, 2020, , 93-113.	0.3	0