

Michael Crabb

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6971152/publications.pdf>

Version: 2024-02-01

20
papers

169
citations

1937685

4
h-index

1720034

7
g-index

20
all docs

20
docs citations

20
times ranked

91
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing Accessible Services. , 2019, , .		27
2	Online News Videos. , 2015, , .		24
3	Responsive design for personalised subtitles. , 2015, , .		22
4	Meeple Centred Design: A Heuristic Toolkit for Evaluating the Accessibility of Tabletop Games. The Computer Games Journal, 2018, 7, 97-114.	1.0	18
5	An Analysis of Age, Technology Usage, and Cognitive Characteristics Within Information Retrieval Tasks. ACM Transactions on Accessible Computing, 2016, 8, 1-26.	2.4	16
6	Eighteen Months of Meeple Like Us: An Exploration into the State of Board Game Accessibility. The Computer Games Journal, 2018, 7, 75-95.	1.0	15
7	Age, technology usage, and cognitive characteristics in relation to perceived disorientation and reported website ease of use. , 2014, , .		11
8	Adaptive Subtitles: Preferences and Trade-Offs in Real-Time Media Adaption. , 2021, , .		10
9	Understanding the Diverse Needs of Subtitle Users in a Rapidly Evolving Media Landscape. Smppte Motion Imaging Journal, 2016, 125, 33-41.	0.2	7
10	The Development of a Framework for Understanding the UX of Subtitles. , 2015, , .		4
11	Projection mapping as a method to improve board game accessibility. ACM SIGACCESS Accessibility and Computing, 2016, , 3-9.	0.2	3
12	W3C Accessibility Guidelines for Mobile Games. The Computer Games Journal, 2018, 7, 49-61.	1.0	3
13	Human cognitive measurement as a metric within usability studies. , 2013, , .		2
14	Inclusive Design for Immersive Spaces. Design Journal, 2019, 22, 2105-2118.	0.8	2
15	Household Surface Interactions: Understanding User Input Preferences and Perceived Home Experiences. , 2020, , .		2
16	â€œœ™ Surprised So Much Is Connectedâ€œ, 2022, , .		2
17	An Analysis of User Engagement in Relation to Computing Workshop Activities. , 2015, , .		1
18	Take a GANDER. Gathering Accessibility Needs by Doing Explorative Research. Design Journal, 2019, 22, 2303-2306.	0.8	0

#	ARTICLE	IF	CITATIONS
19	Graphic Novel Subtitles: Requirement Elicitation and System Implementation. , 2021, , .		0
20	Author Reflections on Creating Accessible Academic Papers. ACM Transactions on Accessible Computing, 2022, 15, 1-36.	2.4	0