Michael Crabb

List of Publications by Year
in descending order

20	169	4	7
papers	citations	h-index	g-index

20	20	20	91
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	â€œIâ€™m Surprised So Much Is Connectedâ€. , 2022, , .		2
2	Author Reflections on Creating Accessible Academic Papers. ACM Transactions on Accessible Computing, 2022, 15, 1-36.	2.4	0
3	Adaptive Subtitles: Preferences and Trade-Offs in Real-Time Media Adaption. , 2021, , .		10
4	Graphic Novel Subtitles: Requirement Elicitation and System Implementation. , 2021, , .		0
5	Household Surface Interactions: Understanding User Input Preferences and Perceived Home Experiences. , 2020, , .		2
6	Take a GANDER. Gathering Accessibility Needs by Doing Explorative Research. Design Journal, 2019, 22, 2303-2306.	0.8	0
7	Inclusive Design for Immersive Spaces. Design Journal, 2019, 22, 2105-2118.	0.8	2
8	Developing Accessible Services. , 2019, , .		27
9	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
10	Meeple Centred Design: A Heuristic Toolkit for Evaluating the Accessibility of Tabletop Games. The Computer Games Journal, 2018, 7, 97-114.	1.0	18
11	W3C Accessibility Guidelines for Mobile Games. The Computer Games Journal, 2018, 7, 49-61.	1.0	3
12	Projection mapping as a method to improve board game accessibility. ACM SIGACCESS Accessibility and Computing, 2016, , 3-9.	0.2	3
13	Understanding the Diverse Needs of Subtitle Users in a Rapidly Evolving Media Landscape. Smpte Motion Imaging Journal, 2016, 125, 33-41.	0.2	7
14	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
15	An Analysis of User Engagement in Relation to Computing Workshop Activities. , 2015, , .		1
16	Responsive design for personalised subtitles. , 2015, , .		22
17	Online News Videos. , 2015, , .		24
18	The Development of a Framework for Understanding the UX of Subtitles. , 2015, , .		4

#	ARTICLE	IF	CITATIONS
19	Age, technology usage, and cognitive characteristics in relation to perceived disorientation and reported website ease of use. , 2014, , .		11
20	Human cognitive measurement as a metric within usability studies. , 2013, , .		2