Simone Stumpf

List of Publications by Year
in descending order

63	2,991	623734 14	677142 22
papers	citations	h-index	g-index

64	64	64	1884
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Towards Responsible AI: A Design Space Exploration of Human-Centered Artificial Intelligence User Interfaces to Investigate Fairness. International Journal of Human-Computer Interaction, 2023, 39, 1762-1788.	4.8	10
2	Collecting and sharing self-generated health and lifestyle data: Understanding barriers for people living with long-term health conditions â€“ a survey study. Digital Health, 2022, 8, 205520762210844.	1.8	8
3	Investigating Daily Practices of Self-care to Inform the Design of Supportive Health Technologies for Living and Ageing Well with HIV. , 2022, , .		6
4	Toward Involving End-users in Interactive Human-in-the-loop AI Fairness. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-30.	3.7	10
5	Workshop on Trust and Reliance in AI-Human Teams (TRAIT). , 2022, , .		1
6	Monitoring Quality of Life Indicators at Home from Sparse, and Low-Cost Sensor Data. Lecture Notes in Computer Science, 2021, , 157-162.	1.3	0
7	TExSS: Transparency and Explanations in Smart Systems. , 2021, , .		0
8	Interdependence in Action. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-33.	3.3	7
9	Disability-first Dataset Creation: Lessons from Constructing a Dataset for Teachable Object Recognition with Blind and Low Vision Data Collectors. , 2021, , .		15
10	ORBIT: A Real-World Few-Shot Dataset for Teachable Object Recognition. , 2021, , .		16
11	Gender-Inclusive HCI Research and Design: A Conceptual Review. Foundations and Trends in Human-Computer Interaction, 2020, 13, 1-69.	2.9	36
12	Investigating the intelligibility of a computer vision system for blind users. , 2020, , .		9
13	ExSS-ATEC. , 2020, , .		2
14	Trust, Identity, Privacy, and Security Considerations for Designing a Peer Data Sharing Platform Between People Living With HIV. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-27.	3.3	22
15	ExSS. , 2019, , .		2
16	Co-Created Personas. , 2019, , .		49
17	Monitoring meaningful activities using small low-cost devices in a smart home. Personal and Ubiquitous Computing, 2019, 23, 339-357.	2.8	21
18	From GenderMag to InclusiveMag: An Inclusive Design Meta-Method. , 2019, , .		15

#	Article	IF	Citations
19	XAIâ€"Explainable artificial intelligence. Science Robotics, 2019, 4, .	17.6	829
20	Designing for reflection on shared HIV health information. , 2019, , .		7
21	Designing Troubleshooting Support Cards for Novice End-User Developers of Physical Computing Prototypes. Lecture Notes in Computer Science, 2019, , 191-199.	1.3	1
22	Co-designing smart home technology with people with dementia or Parkinson's disease. , 2018, , .		24
23	Welcome Letter. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-1.	3.3	0
24	Explainable AI: The New 42?. Lecture Notes in Computer Science, 2018, , 295-303.	1.3	159
25	The use of online forums by people living with HIV for help in understanding personal health information. International Journal of Medical Informatics, 2017, 108, 64-70.	3.3	11
26	Presenting and visualizing results on an image retrieval user interface. , 2017, , .		2
27	User Trust in Intelligent Systems. , 2016, , .		51
28	It Feels Like I'm Managing Myself. , 2016, , .		23
29	Towards the Right Assistance at the Right Time for Using Complex Interfaces. , 2016, , .		2
30	GenderMag: A Method for Evaluating Software's Gender Inclusiveness. Interacting With Computers, 2016, 28, 760-787.	1.5	137
31	Expeditions through image jungles. Journal of Documentation, 2016, 72, 5-23.	1.6	11
32	Crossed Wires. , 2016, , .		64
33	The Role of Explanations on Trust and Reliance in Clinical Decision Support Systems. , 2015, , .		152
34	Principles of Explanatory Debugging to Personalize Interactive Machine Learning. , 2015, , .		258
35	You Are the Only Possible Oracle: Effective Test Selection for End Users of Interactive Machine Learning Systems. IEEE Transactions on Software Engineering, 2014, 40, 307-323.	5.6	44
36	End-user feature labeling: Supervised and semi-supervised approaches based on locally-weighted logistic regression. Artificial Intelligence, 2013, 204, 56-74.	5.8	17

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37	Too much, too little, or just right? Ways explanations impact end users' mental models. , 2013, , .		172
38	The effect of explanations on perceived control and behaviors in intelligent systems. , 2013, , .		2
39	End-User Experiences of Visual and Textual Programming Environments for Arduino. Lecture Notes in Computer Science, 2013, , 25-39.	1.3	41
40	Towards recognizing "cool". , 2012, , .		9
41	End-user interactions with intelligent and autonomous systems. , 2012, , .		9
42	Tangible user interfaces for learning. International Journal of Technology Enhanced Learning, 2012, 4, 139.	0.7	20
43	Tell me more?. , 2012, , .		117
44	This image smells good. , 2011, , .		10
45	End-user feature labeling. , 2011, , .		13
46	When users generate music playlists: When words leave off, music begins?. , 2011, , .		7
47	Mini-crowdsourcing end-user assessment of intelligent assistants: A cost-benefit study. , 2011, , .		11
48	Why-oriented end-user debugging of naive Bayes text classification. ACM Transactions on Interactive Intelligent Systems, 2011, 1, 1-31.	3.7	52
49	Where Are My Intelligent Assistantâ€™s Mistakes? A Systematic Testing Approach. Lecture Notes in Computer Science, 2011, , 171-186.	1.3	5
50	European-American Collaboration Workshop. Lecture Notes in Computer Science, 2011, , 409-412.	1.3	0
51	Explaining how to play real-time strategy games. Knowledge-Based Systems, 2010, 23, 295-301.	7.1	14
52	Explanatory Debugging: Supporting End-User Debugging of Machine-Learned Programs. , 2010, , .		51
53	Explaining How to Play Real-Time Strategy Games. , 2010, , 249-262.		0
54	Fixing the program my computer learned. , 2009, , .		47

#	Article	IF	Citations
55	Detecting and correcting user activity switches. , 2009, , .		25
56	Interacting meaningfully with machine learning systems: Three experiments. International Journal of Human Computer Studies, 2009, 67, 639-662.	5.6	127
57	Integrating rich user feedback into intelligent user interfaces. , 2008, , .		27
58	Toward harnessing user feedback for machine learning. , 2007, , .		77
59	Supporting end-user debugging. , 2006, , .		24
60	Talking about team framing: using argumentation to analyse and support experiential learning in early design episodes. Design Studies, 2002, 23, 5-23.	3.1	70
61	Toward Helping Users in Assessing the Trustworthiness of User-Generated Reviews. , 0, , .		29
62	Presenting and visualizing image results for professional image searchers: A field evaluation. , 0, , .		0
63	An exploratory study to design constrained engagement in smart heating systems. , 0, , .		1