

Anna Cox

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8249385/publications.pdf>

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25
papers

1,838
citations

1307594

7
h-index

1199594

12
g-index

30
all docs

30
docs citations

30
times ranked

1603
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring and defining the experience of immersion in games. <i>International Journal of Human Computer Studies</i> , 2008, 66, 641-661.	5.6	1,268
2	Motivations, learning and creativity in online citizen science. <i>Journal of Science Communication</i> , 2016, 15, A05.	0.8	97
3	Not doing but thinking. , 2012, , .		80
4	Switch on to games: Can digital games aid post-work recovery?. <i>International Journal of Human Computer Studies</i> , 2014, 72, 654-662.	5.6	52
5	Removing the HUD. , 2015, , .		47
6	Digital Games and Mindfulness Apps: Comparison of Effects on Post Work Recovery. <i>JMIR Mental Health</i> , 2019, 6, e12853.	3.3	35
7	Don't Kick the Habit. , 2016, , .		31
8	Number Entry Interfaces and Their Effects on Error Detection. <i>Lecture Notes in Computer Science</i> , 2011, , 178-185.	1.3	28
9	Evaluation of a novel intervention to reduce burnout in doctors-in-training using self-care and digital wellbeing strategies: a mixed-methods pilot. <i>BMC Medical Education</i> , 2020, 20, 294.	2.4	20
10	A Taxonomy of Number Entry Error. , 2011, , .		19
11	Multitasking and interruptions. , 2012, , .		15
12	Using information behaviors to evaluate the functionality and usability of electronic resources: From Ellis's model to evaluation. <i>Journal of the Association for Information Science and Technology</i> , 2008, 59, 2244-2267.	2.6	12
13	SIGCHI Games. , 2016, , .		10
14	The Functionality of Mobile Apps for Anxiety: Systematic Search and Analysis of Engagement and Tailoring Features. <i>JMIR MHealth and UHealth</i> , 2021, 9, e26712.	3.7	10
15	Disability Interactions in Digital Games. , 2019, , .		8
16	Choosing to interleave. , 2012, , .		7
17	Tailoring Number Entry Interfaces To The Task of Programming Medical Infusion Pumps. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2013, 57, 683-687.	0.3	5
18	Life-swap: how discussions around personal data can motivate desire for change. <i>Personal and Ubiquitous Computing</i> , 2020, 24, 669-681.	2.8	4

#	ARTICLE	IF	CITATIONS
19	Prioritizing unread e-mails: people send urgent responses before important or short ones. Human-Computer Interaction, 2020, , 1-24.	4.4	3
20	Safer Interactive Medical Device Design: Insights from the CHI+MED Project. , 2015, , .		3
21	Designing for the task. , 2012, , .		2
22	Infusion device standardisation and dose error reduction software. British Journal of Health Care Management, 2015, 21, 68-76.	0.2	1
23	MHC '18. , 2018, , .		1
24	Motivational and Situational Aspects of Active and Passive Social Media Breaks May Explain the Difference Between Recovery and Procrastination. , 2022, , .		1
25	Citizen Scientists Are Not Just Quiz Takers: Information about Project Type Influences Data Disclosure in Online Psychological Surveys. Citizen Science: Theory and Practice, 2022, 7, 4.	1.2	0