

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	Citizen Scientists Are Not Just Quiz Takers: Information about Project Type Influences Data Disclosure in Online Psychological Surveys. <i>Citizen Science: Theory and Practice</i> , 2022, 7, 4.	1.2	0
2	Motivational and Situational Aspects of Active and Passive Social Media Breaks May Explain the Difference Between Recovery and Procrastination. , 2022, , .		1
3	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
4	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
5	Prioritizing unread e-mails: people send urgent responses before important or short ones. <i>Human-Computer Interaction</i> , 2020, , 1-24.	4.4	3
6	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
7	Disability Interactions in Digital Games. , 2019, , .		8
8	Digital Games and Mindfulness Apps: Comparison of Effects on Post Work Recovery. <i>JMIR Mental Health</i> , 2019, 6, e12853.	3.3	35
9	MHC '18. , 2018, , .		1
10	SIGCHI Games. , 2016, , .		10
11	Don't Kick the Habit. , 2016, , .		31
12	Motivations, learning and creativity in online citizen science. <i>Journal of Science Communication</i> , 2016, 15, A05.	0.8	97
13	Infusion device standardisation and dose error reduction software. <i>British Journal of Health Care Management</i> , 2015, 21, 68-76.	0.2	1
14	Removing the HUD. , 2015, , .		47
15	Safer Interactive Medical Device Design: Insights from the CHI+MED Project. , 2015, , .		3
16	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
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	Choosing to interleave. , 2012, , .		7

#	ARTICLE	IF	CITATIONS
19	Not doing but thinking. , 2012, , .		80
20	Multitasking and interruptions. , 2012, , .		15
21	Designing for the task. , 2012, , .		2
22	Number Entry Interfaces and Their Effects on Error Detection. Lecture Notes in Computer Science, 2011, , 178-185.	1.3	28
23	A Taxonomy of Number Entry Error. , 2011, , .		19
24	Measuring and defining the experience of immersion in games. International Journal of Human Computer Studies, 2008, 66, 641-661.	5.6	1,268
25	Using information behaviors to evaluate the functionality and usability of electronic resources: From Ellis's model to evaluation. Journal of the Association for Information Science and Technology, 2008, 59, 2244-2267.	2.6	12