Judy Kay

List of Publications by Year
in descending order

85 papers	2,229 citations	279798 23 h-index	302126 39 g-index
94 all docs	94 docs citations	94 times ranked	1691 citing authors

#	Article	IF	Citations
1	The um toolkit for cooperative user modelling. User Modeling and User-Adapted Interaction, 1995, 4, 149-196.	3.8	135
2	Learner Control. User Modeling and User-Adapted Interaction, 2001, 11, 111-127.	3.8	105
3	SMILIâ˜º: a Framework for Interfaces to Learning Data in Open Learner Models, Learning Analytics and Related Fields. International Journal of Artificial Intelligence in Education, 2016, 26, 293-331.	5.5	99
4	Electronic Dietary Intake Assessment (e-DIA): Comparison of a Mobile Phone Digital Entry App for Dietary Data Collection With 24-Hour Dietary Recalls. JMIR MHealth and UHealth, 2015, 3, e98.	3.7	85
5	MEMENTO: a digital-physical scrapbook for memory sharing. Personal and Ubiquitous Computing, 2007, 11, 313-328.	2.8	74
6	An Interactive Teacherâ€™s Dashboard for Monitoring Groups in a Multi-tabletop Learning Environment. Lecture Notes in Computer Science, 2012, , 482-492.	1.3	74
7	MTFeedback: Providing Notifications to Enhance Teacher Awareness of Small Group Work in the Classroom. IEEE Transactions on Learning Technologies, 2015, 8, 187-200.	3.2	65
8	Recommending people to people: the nature of reciprocal recommenders with a case study in online dating. User Modeling and User-Adapted Interaction, 2013, 23, 447-488.	3.8	58
9	Who cares about the Content? An Analysis of Playful Behaviour at a Public Display. , 2014, , .		58
10	Personis: A Server for User Models. Lecture Notes in Computer Science, 2002, , 203-212.	1.3	56
11	Who did what? Who said that?. , 2011, , .		56
12	Capturing and analyzing verbal and physical collaborative learning interactions at an enriched interactive tabletop. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 455-485.	3.0	56
13	PersonisAD: Distributed, Active, Scrutable Model Framework for Context-Aware Services. , 2007, , 55-72.		54
14	Electronic Dietary Intake Assessment (e-DIA): relative validity of a mobile phone application to measure intake of food groups. British Journal of Nutrition, 2016, 115, 2219-2226.	2.3	52
15	Open Learner Models as Drivers for Metacognitive Processes. Springer International Handbooks of Education, 2013, , 349-365.	0.1	47
16	Studying long-term system use. Communications of the ACM, 1995, 38, 61-69.	4.5	45
17	Consistent Modelling of Users, Devices and Sensors in a Ubiquitous Computing Environment. User Modeling and User-Adapted Interaction, 2005, 15, 197-234.	3.8	42
18	Defining Adherence. , 2018, 2, 1-22.		41

#	ARTICLE	IF	CITATIONS
19	TSCL: A conceptual model to inform understanding of collaborative learning processes at interactive tabletops. International Journal of Human Computer Studies, 2015, 83, 62-82.	5.6	38
20	Collocated Collaboration Analytics: Principles and Dilemmas for Mining Multimodal Interaction Data. Human-Computer Interaction, 2019, 34, 1-50.	4.4	38
21	Creating personalized systems that people can scrutinize and control. ACM Transactions on Interactive Intelligent Systems, 2012, 2, 1-42.	3.7	37
22	Harnessing Long Term Physical Activity Dataâ€"How Long-term Trackers Use Data and How an Adherence-based Interface Supports New Insights. , 2017, 1, 1-28.		37
23	The LATUX workflow. , 2015, , .		35
24	Narcissus: Group and Individual Models to Support Small Group Work. Lecture Notes in Computer Science, 2009, , 54-65.	1.3	35
25	Orchestrating a multi-tabletop classroom. , 2012, , .		33
26	Extending tabletop application design to the classroom. , 2013, , .		32
27	From data to personal user models for lifeâ€long, lifeâ€wide learners. British Journal of Educational Technology, 2019, 50, 2871-2884.	6.3	32
28	Firestorm. , 2011, , .		31
29	Dietary contribution of foods and beverages sold within a university campus and its effect on diet quality of young adults. Nutrition, 2017, 34, 118-123.	2.4	27
30	PERSONAF: framework for personalised ontological reasoning in pervasive computing. User Modeling and User-Adapted Interaction, 2010, 20, 1-40.	3.8	24
31	Itâ€™s the deceiver and the receiver: Individual differences in phishing susceptibility and false positives with item profiling. PLoS ONE, 2018, 13, e0205089.	2.5	24
32	Challenges and Solutions of Ubiquitous User Modeling. Cognitive Technologies, 2012, , 7-30.	0.8	24
33	Examining the Frequency and Contribution of Foods Eaten Away From Home in the Diets of 18- to 30-Year-Old Australians Using Smartphone Dietary Assessment (MYMeals): Protocol for a Cross-Sectional Study. JMIR Research Protocols, 2018, 7, e24.	1.0	24
34	Does the Public Still Look at Public Displays?. , 2018, 2, 1-24.		23
35	To Dwell or Not to Dwell. , 2015, , .		22
36	Collaborative concept mapping at the tabletop. , 2010, , .		19

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37	Attitudes of health professionals to using routinely collected clinical data for performance feedback and personalised professional development. Medical Journal of Australia, 2019, 210, S17-S21.	1.7	19
38	Location Conflict Resolution with an Ontology. Lecture Notes in Computer Science, 2008, , 162-179.	1.3	19
39	Computer-Based Decision Tools for Shared Therapeutic Decision-making in Oncology: Systematic Review. JMIR Cancer, 2021, 7, e31616.	2.4	18
40	Viewing and Controlling Personal Sensor Data: What Do Users Want?. Lecture Notes in Computer Science, 2013, , 15-26.	1.3	18
41	Supporting reflection in introductory computer science. SIGCSE Bulletin, 2000, 32, 144-148.	0.1	17
42	An In-the-Wild Study of Learning to Brainstorm: Comparing Cards, Tabletops and Wall Displays in the Classroom. Interacting With Computers, 2016, 28, 788-810.	1.5	17
43	ScriptStorm: scripting to enhance tabletop brainstorming. Personal and Ubiquitous Computing, 2014, 18, 1433-1453.	2.8	16
44	Design implications for interacting with personalised public displays through mobile augmented reality. , 2016, , .		16
45	Deploying and Visualising Teacher's Scripts of Small Group Activities in a Multi-surface Classroom Ecology: a Study in-the-wild. Computer Supported Cooperative Work, 2015, 24, 177-221.	2.9	15
46	The Contribution of Foods Prepared Outside the Home to the Diets of 18- to 30-Year-Old Australians: The MYMeals Study. Nutrients, 2021, 13, 1761.	4.1	15
47	Foundations for Systematic Evaluation and Benchmarking of a Mobile Food Logger in a Large-scale Nutrition Study. , 2020, 4, 1-25.		14
48	Developing an Intranet-Based Lymphedema Dashboard for Breast Cancer Multidisciplinary Teams: Design Research Study. Journal of Medical Internet Research, 2020, 22, e13188.	4.3	13
49	Concept mapping for eliciting verified personal ontologies. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 212.	0.2	12
50	ONCOR. , 2007, , .		12
51	Seamless and continuous user identification for interactive tabletops using personal device handshaking and body tracking. , 2012, , .		12
52	Integrating orchestration of ubiquitous and pervasive learning environments. , 2013, , .		12
53	A Tool to Measure Young Adults' Food Intake: Design and Development of an Australian Database of Foods for the Eat and Track Smartphone App. JMIR MHealth and UHealth, 2018, 6, e12136.	3.7	11
54	State-of-the-art Dashboards on Clinical Indicator Data to Support Reflection on Practice: Scoping Review. JMIR Medical Informatics, 2022, 10, e32695.	2.6	11

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55	Multi-touch technology in a higher-education classroom. , 2014, , .		10
56	How Does a Nation Walk?. , 2019, 3, 1-46.		10
57	Analyzing Collaborative Interactions with Data Mining Methods for the Benefit of Learning. , 2011, , 161-185.		10
58	An approach for designing and evaluating a plug-in vision-based tabletop touch identification system. , 2013, , .		9
59	Keeping it private. , 2015, , .		9
60	Daily & Hourly Adherence. , 2016, , .		9
61	User Modeling for the Internet of Things. , 2017, , .		8
62	MECUREO ontology and modelling tools. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 191.	0.2	7
63	Giving Learners a Real Sense of Control Over Adaptivity, Even If They Are Not Quite Ready For It Yet. , 2006, , 93-126.		7
64	Pervasive Personalisation of Location Information: Personalised Context Ontology. Lecture Notes in Computer Science, 2008, , 143-152.	1.3	6
65	Opportunities and Challenges for Long-Term Tracking. Human-computer Interaction Series, 2021, , 177-206.	0.6	5
66	Learning to Learn and Work in Net-Based Teams: Supporting Emergent Collaboration with Visualization Tools. , 2010, , 143-188.		5
67	Enhancing learning by Open Learner Model (OLM) driven data design. Computers and Education Artificial Intelligence, 2022, 3, 100069.	10.8	5
68	A Short Workshop on Next Steps Towards Long Term Self Tracking. , 2018, , .		4
69	Scaffolding for an OLM for Long-Term Physical Activity Goals. , 2018, , .		4
70	Device-free. , 2018, , .		4
71	Exploring the Intersection Between Health Professionals' Learning and eHealth Data: Protocol for a Comprehensive Research Program in Practice Analytics in Health Care. JMIR Research Protocols, 2021, 10, e27984.	1.0	3
72	<i>eTRIO</i> trial: study protocol of a randomised controlled trial of online education modules to facilitate effective family caregiver involvement in oncology. BMJ Open, 2021, 11, e043224.	1.9	3

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73	Comparing a Single-Touch Whiteboard and a Multi-Touch Tabletop for Collaboration in School Museum Visits. , 2018, 2, 1-23.		2
74	Can SAL Support Self Reflection for Health and Nutrition?. , 2015, , .		1
75	Formative studies of SAL, simple situated ambient loggers. , 2015, , .		1
76	SAL. , 2015, , .		1
77	Preface to the special issue on ubiquitous user modeling and user-adapted interaction. User Modeling and User-Adapted Interaction, 2015, 25, 185-187.	3.8	1
78	Managing information for personal goals (vision). , 2015, , .		1
79	Tackling HCI Challenges of Creating Personalised, Pervasive Learning Ecosystems. Lecture Notes in Computer Science, 2010, , 1-16.	1.3	1
80	Editorial: Long-Term Self-Tracking for Life-Long Health and Well-Being. Frontiers in Digital Health, 2021, 3, 827586.	2.8	1
81	A problem-based interface design and programming course. SIGCSE Bulletin, 1998, 30, 194-197.	0.1	0
82	Introducing SAL, simple, situated, ambient loggers, for personal goals. , 2015, , .		0
83	Exer-model. , 2019, , .		0
84	Scrutability, Control and Learner Models: Foundations for Learner-Centred Design in AIED. Lecture Notes in Computer Science, 2021, , 3-8.	1.3	0
85	MyPlace Locator: Flexible Sharing of Location Information. Lecture Notes in Computer Science, 2007, , 410-414.	1.3	0