Jean-marie Burkhardt

List of Publications by Year
in descending order

82 papers	1,609 citations	393982 19 h-index	433756 31 g-index
89 all docs	89 docs citations	89 times ranked	1236 citing authors

#	Article	IF	Citations
1	How Does My Train Line Run? Elicitation of Six Information-Seeking Profiles of Regular Suburban Train Users. Sustainability, 2022, 14, 2665.	1.6	1
2	Individual accidents at the interface between platform, train and tracks (PT2I) in the subway: a literature review. Cognition, Technology and Work, 2021, 23, 203-224.	1.7	5
3	Human factors and automation in future railway systems. Cognition, Technology and Work, 2021, 23, 189-192.	1.7	1
4	Difficulties and Problem-Solving Strategies in Wayfinding Among Adults With Cognitive Disabilities: A Look at the Bigger Picture. Frontiers in Human Neuroscience, 2020, 14, 46.	1.0	5
5	The Expression of Users' Creative Potential in Virtual and Real Environments: An Exploratory Study. Creativity Research Journal, 2020, 32, 55-65.	1.7	35
6	The Guided Imaginary Projection, a New Methodology for Prospective Ergonomics. Advances in Intelligent Systems and Computing, 2019, , 1340-1347.	0.5	2
7	Global risk assessment in an autonomous driving context: Impact on both the car and the driver. IFAC-PapersOnLine, 2019, 51, 390-395.	0.5	12
8	The interplay between quality of collaboration, design project evolution and outcome in an architectural design studio. CoDesign, 2019, , 1-18.	1.4	5
9	Évaluer l'utilité dans le contexte des technologies émergentes pour identifier desÂbesoins latentsÂ: Â©lÃ©mentsÂissus d'une analyse des interactions enÂsituation d'usage. Activités, 2019, , .	0.1	4
10	The Effect of Virtual Environment and User/Designer Collaboration on the Creative Co-design Process. Advances in Intelligent Systems and Computing, 2019, , 605-614.	0.5	1
11	Contextual factors explaining risk-taking intentions at Australian level crossings. Safety Science, 2018, 110, 145-161.	2.6	13
12	Collecting evidence from distributed sources to evaluate railway suicide and trespass prevention measures. Ergonomics, 2018, 61, 1433-1453.	1.1	16
13	How do users choose their routes in public transport? The effect of individual profile and contextual factors. Transportation Research Part F: Traffic Psychology and Behaviour, 2017, 51, 24-37.	1.8	18
14	Optimizing suicide and trespass prevention on railways: a problem-solving model from the RESTRAIL project. International Journal of Injury Control and Safety Promotion, 2017, 24, 469-486.	1.0	9
15	Route planning with transportation network maps: an eye-tracking study. Psychological Research, 2017, 81, 1020-1034.	1.0	5
16	Simulation and virtual reality-based learning of non-technical skills in driving: critical situations, diagnostic and adaptation. IFAC-PapersOnLine, 2016, 49, 66-71.	0.5	17
17	An Exploratory Study of Higher Order Driving Skills and Difficult Situations Experienced by Novice Drivers During Their First Months of Driving to Develop Simulation-based Training. , 2016, , .		3
18	Exploring factors related to users' experience of public transport route choice: influence of context and users profiles. Cognition, Technology and Work, 2016, 18, 287-301.	1.7	15

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19	Psychological comfort and discomfort in transport modes. , 2015, , .		2
20	Direct Observations of Pedestrian Unsafe Crossing at Urban Australian Level Crossings. Urban Rail Transit, 2015, 1, 112-130.	0.9	8
21	A systematic review of the literature on safety measures to prevent railway suicides and trespassing accidents. Accident Analysis and Prevention, 2015, 81, 30-50.	3.0	44
22	Towards a Virtual Reality- and Augmented Reality-Mediated Therapeutic Process model: a theoretical revision of clinical issues and HCI issues. Theoretical Issues in Ergonomics Science, 2015, 16, 124-153.	1.0	13
23	Systems-based approach to investigate unsafe pedestrian behaviour at level crossings. Accident Analysis and Prevention, 2015, 81, 167-186.	3.0	40
24	Treating small animal phobias using a projective-augmented reality system: A single-case study. Computers in Human Behavior, 2015, 49, 343-353.	5.1	30
25	Users' participation to creative design of new solutions for mobility. , 2014, , .		1
26	Needsâ€™ elaboration between users, designers and project leaders: Analysis of a design process of a virtual reality-based software. Information and Software Technology, 2014, 56, 1049-1061.	3.0	15
27	A Situated Approach of Roles and Participation in Open Source Software Communities. Human-Computer Interaction, 2014, 29, 205-255.	3.1	23
28	A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment. Lecture Notes in Computer Science, 2014, , 10-20.	1.0	6
29	The Therapeutic Lamp: Treating Small-Animal Phobias. IEEE Computer Graphics and Applications, 2013, 33, 80-86.	1.0	32
30	Haptics and graphic analogies for the understanding of atomic force microscopy. International Journal of Human Computer Studies, 2013, 71, 608-626.	3.7	16
31	V3S: A Virtual Environment for Risk-Management Training Based on Human-Activity Models. Presence: Teleoperators and Virtual Environments, 2013, 22, 1-19.	0.3	21
32	Using the critical incidents technique to explore variables related to users' experience of public transport modes. , 2013, , .		4
33	How Technology Influences the Therapeutic Process: Evaluation of the Patient-Therapist Relationship in Augmented Reality Exposure Therapy and In Vivo Exposure Therapy. Behavioural and Cognitive Psychotherapy, 2013, 41, 505-509.	0.9	21
34	Anticiper et Ã©valuer l'utilitÃ© dans la conception ergonomique des technologies Ã©mergentesÂ: une revue. Travail Humain, 2013, Vol. 76, 27-55.	0.5	20
35	Perspectives on quality of collaboration in design. CoDesign, 2012, 8, 197-199.	1.4	9
36	Evaluation of the quality of collaboration between the client and the therapist in phobia treatments. Interacting With Computers, 2012, 24, 461-471.	1.0	11

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37	Quality of collaboration in design meetings: methodological reflexions. CoDesign, 2012, 8, 247-261.	1.4	27
38	Online epistemic communities: theoretical and methodological directions for understanding knowledge co-elaboration in new digital spaces. Work, 2012, 41, 3511-3518.	0.6	12
39	Participation in design and product quality in online epistemic communities: new research challenges for design ergonomics. Activités, 2012, 09, .	0.1	1
40	Mixing psychology and HCI in evaluation of augmented reality mental health technology. , 2011, , .		11
41	How Technology Influences the Therapeutic Process: A Comparative Field Evaluation of Augmented Reality and In Vivo Exposure Therapy for Phobia of Small Animals. Lecture Notes in Computer Science, 2011, , 523-540.	1.0	18
42	Task Descriptions Using Academic Oriented Modelling Languages: A Survey of Actual Practices across the SIGCHI Community. Lecture Notes in Computer Science, 2011, , 555-570.	1.0	1
43	Creativity in the Age of Emerging Technology: Some Issues and Perspectives in 2010. Creativity and Innovation Management, 2010, 19, 160-166.	1.9	41
44	A Decision-making Help Tool in Innovative Product Design. Journal of Decision Systems, 2010, 19, 9-31.	2.2	6
45	Distributed Design and Distributed Social Awareness: Exploring Inter-subjective Dimensions of Roles. , 2010, , 3-23.		2
46	5. La conception dans les communautés en ligne : questionnements thématiques et méthodologiques sur ces nouvelles pratiques. , 2010, , 103-127.		2
47	Spatial problem solving: assembling three-dimensional puzzles in real and virtual environments. Cognitive Processing, 2009, 10, 179-181.	0.7	1
48	Multisensory VR exploration for computer fluid dynamics in the CoRSAIRe project. Virtual Reality, 2009, 13, 257-271.	4.1	16
49	Multisensory VR interaction for protein-docking in the CoRSAIRe project. Virtual Reality, 2009, 13, 273-293.	4.1	42
50	Automotive technicians' training as a community-of-practice: Implications for the design of an augmented reality teaching aid. Applied Ergonomics, 2009, 40, 713-721.	1.7	38
51	Participation in online interaction spaces: Design-use mediation in an Open Source Software community. International Journal of Industrial Ergonomics, 2009, 39, 533-540.	1.5	34
52	Assessing the â€œQuality of Collaborationâ€•in Technology-Mediated Design Situations with Several Dimensions. Lecture Notes in Computer Science, 2009, , 157-160.	1.0	14
53	User and developer mediation in an Open Source Software community: Boundary spanning through cross participation in online discussions. International Journal of Human Computer Studies, 2008, 66, 558-570.	3.7	55
54	A socio-cognitive analysis of online design discussions in an Open Source Software community. Interacting With Computers, 2008, 20, 141-165.	1.0	45

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55	An Intelligent Tutoring System for Training and Learning in a Virtual Environment for High-Risk Sites. , 2008, , .		3
56	Verbal associations to tactile patterns. , 2008, , .		1
57	A study of the modification of the speed and size of the cursor for simulating pseudo-haptic bumps and holes. ACM Transactions on Applied Perception, 2008, 5, 1-21.	1.2	39
58	SAILOR. , 2008, , .		20
59	User needs analysis to design a 3D multimodal protein-docking interface. , 2008, , .		6
60	Improving Perception and Understanding of Nanoscale Phenomena Using Haptics and Visual Analogy. Lecture Notes in Computer Science, 2008, , 847-856.	1.0	15
61	Multimodal collaborative activity among architectural designers using an augmented desktop at distance or in collocation. , 2008, , .		7
62	Cross-participants. , 2007, , .		3
63	The Visual Appearance of User's Avatar Can Influence the Manipulation of Both Real Devices and Virtual Objects. , 2007, , .		8
64	The Influence of Visual Appearance of User's Avatar on the Manipulation of Objects in Virtual Environments. , 2007, , .		1
65	L'ergonomie de la réalité augmentée pour l'apprentissageÂ: une revue. Travail Humain, 2007, Vol. 70, 97-125.	0.5	18
66	Prototype Evaluation and User-Needs Analysis in the Early Design of Emerging Technologies. , 2007, , 383-392.		24
67	A Methodological Framework for Socio-Cognitive Analyses of Collaborative Design of Open Source Software. Computer Supported Cooperative Work, 2006, 15, 229-250.	1.9	62
68	A Comparison of Three Techniques to Interact in Large Virtual Environments Using Haptic Devices with Limited Workspace. Lecture Notes in Computer Science, 2006, , 288-299.	1.0	15
69	Results from a user-centred critical incidents study for guiding future implementation of augmented reality in automotive maintenance. International Journal of Industrial Ergonomics, 2005, 35, 67-77.	1.5	17
70	Thematic coherence and quotation practices in OSS design-oriented online discussions. , 2005, , .		13
71	Environnements virtuels pour l'apprentissage. , 2005, , .		2
72	Feeling bumps and holes without a haptic interface. , 2004, , .		123

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73	Evaluation of pseudo-haptic feedback for simulating torque: a comparison between isometric and elastic input devices. , 2004, , .		24
74	26. Ergonomie et conception informatique. , 2004, , 437-450.		5
75	Relevance of an intelligent tutorial agent for virtual reality training systems. International Journal of Continuing Engineering Education and Life-Long Learning, 2002, 12, 214.	0.1	9
76	Object-Oriented Program Comprehension: Effect of Expertise, Task and Phase. Empirical Software Engineering, 2002, 7, 115-156.	3.0	104
77	Mental Representations Constructed by Experts and Novices in Object-Oriented Program Comprehension. , 1997, , 339-346.		26
78	Evaluation of the Command and Control Cube. , 0, , .		19
79	"A⁴": A Technique to Improve Perception of Contacts with Under-Actuated Haptic Devices in Virtual Reality. , 0, , .		4
80	The "Bubble" Technique: Interacting with Large Virtual Environments Using Haptic Devices with Limited Workspace. , 0, , .		62
81	Camera Motions Improve the Sensation of Walking in Virtual Environments. , 0, , .		41
82	Haptic Hybrid Rotations: Overcoming Hardware Angular Limitations of Force-Feedback Devices. , 0, , .		5