

# Gabriela Goldschmidt

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

20  
papers

2,039  
citations

18  
h-index

26  
g-index

26  
ext. papers

2,307  
ext. citations

2.6  
avg, IF

5.29  
L-index

| #  | Paper   | IF  | Citations |
|----|---|-----|-----------|
| 20 | The dialectics of sketching. <i>Creativity Research Journal</i> , <b>1991</b> , 4, 123-143  | 1.8 | 452       |
| 19 | On visual design thinking: the vis kids of architecture. <i>Design Studies</i> , <b>1994</b> , 15, 158-174  | 3.6 | 217       |
| 18 | Expertise and the use of visual analogy: implications for design education. <i>Design Studies</i> , <b>1999</b> , 20, 153-175   | 3.6 | 191       |
| 17 | Variances in the impact of visual stimuli on design problem solving performance. <i>Design Studies</i> , <b>2006</b> , 27, 549-569                                      | 3.6 | 176       |
| 16 | Sketching and creative discovery. <i>Design Studies</i> , <b>1998</b> , 19, 519-546   | 3.6 | 136       |
| 15 | The designer as a team of one. <i>Design Studies</i> , <b>1995</b> , 16, 189-209  | 3.6 | 123       |
| 14 | How good are good ideas? Correlates of design creativity. <i>Design Studies</i> , <b>2005</b> , 26, 593-611   | 3.6 | 109       |
| 13 | Inspiring design ideas with texts. <i>Design Studies</i> , <b>2011</b> , 32, 139-155  | 3.6 | 101       |
| 12 | Capturing indeterminism: representation in the design problem space. <i>Design Studies</i> , <b>1997</b> , 18, 441-455  | 3.6 | 79        |
| 11 | Linkographic Evidence for Concurrent Divergent and Convergent Thinking in Creative Design. <i>Creativity Research Journal</i> , <b>2016</b> , 28, 115-122               | 1.8 | 66        |
| 10 | Creative discovery in imagery and perception: combining is relatively easy, restructuring takes a sketch. <i>Acta Psychologica</i> , <b>1998</b> , 99, 177-200          | 1.7 | 57        |
| 9  | The design studio: Teacher-Student communication. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2010</b> , 24, 285-302 | 1.3 | 51        |
| 8  | The design thinking approaches of three different groups of designers based on self-reports. <i>Design Studies</i> , <b>2013</b> , 34, 454-471                          | 3.6 | 49        |
| 7  | How Does Cognitive Conflict in Design Teams Support the Development of Creative Ideas?. <i>Creativity and Innovation Management</i> , <b>2010</b> , 19, 119-133         | 2.7 | 48        |
| 6  | Contents and Structure in Design Reasoning. <i>Design Issues</i> , <b>1998</b> , 14, 85   | 0.7 | 46        |
| 5  | To see eye to eye: the role of visual representations in building shared mental models in design teams. <i>CoDesign</i> , <b>2007</b> , 3, 43-50                        | 1.4 | 42        |
| 4  | Reasoning by Visual Analogy in Design Problem-Solving: The Role of Guidance. <i>Environment and Planning B: Planning and Design</i> , <b>2000</b> , 27, 105-119         |     | 42        |

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|---|---|-----|----|
| 3 | Avoiding Design Fixation: Transformation and Abstraction in Mapping from Source to Target. <i>Journal of Creative Behavior</i> , <b>2011</b> , 45, 92-100 | 2.6 | 35 |
| 2 | Quo vadis, design space explorer?. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2006</b> , 20, 105-111  | 1.3 | 10 |
| 1 | Formulating design research questions: A framework. <i>Design Studies</i> , <b>2022</b> , 78, 101062  | 3.6 | 3  |