

Gabriela Goldschmidt

List of Publications by Year in Descending Order

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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	Formulating design research questions: A framework. <i>Design Studies</i> , 2022 , 78, 101062	3.6	3
19	Linkographic Evidence for Concurrent Divergent and Convergent Thinking in Creative Design. <i>Creativity Research Journal</i> , 2016 , 28, 115-122	1.8	66
18	The design thinking approaches of three different groups of designers based on self-reports. <i>Design Studies</i> , 2013 , 34, 454-471	3.6	49
17	Avoiding Design Fixation: Transformation and Abstraction in Mapping from Source to Target. <i>Journal of Creative Behavior</i> , 2011 , 45, 92-100	2.6	35
16	Inspiring design ideas with texts. <i>Design Studies</i> , 2011 , 32, 139-155	3.6	101
15	How Does Cognitive Conflict in Design Teams Support the Development of Creative Ideas?. <i>Creativity and Innovation Management</i> , 2010 , 19, 119-133	2.7	48
14	The design studio Brit-Teacher-Student communication. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2010 , 24, 285-302	1.3	51
13	To see eye to eye: the role of visual representations in building shared mental models in design teams. <i>CoDesign</i> , 2007 , 3, 43-50	1.4	42
12	Quo vadis, design space explorer?. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2006 , 20, 105-111	1.3	10
11	Variances in the impact of visual stimuli on design problem solving performance. <i>Design Studies</i> , 2006 , 27, 549-569	3.6	176
10	How good are good ideas? Correlates of design creativity. <i>Design Studies</i> , 2005 , 26, 593-611	3.6	109
9	Reasoning by Visual Analogy in Design Problem-Solving: The Role of Guidance. <i>Environment and Planning B: Planning and Design</i> , 2000 , 27, 105-119		42
8	Expertise and the use of visual analogy: implications for design education. <i>Design Studies</i> , 1999 , 20, 153-175	3.6	191
7	Creative discovery in imagery and perception: combining is relatively easy, restructuring takes a sketch. <i>Acta Psychologica</i> , 1998 , 99, 177-200	1.7	57
6	Sketching and creative discovery. <i>Design Studies</i> , 1998 , 19, 519-546	3.6	136
5	Contents and Structure in Design Reasoning. <i>Design Issues</i> , 1998 , 14, 85	0.7	46
4	Capturing indeterminism: representation in the design problem space. <i>Design Studies</i> , 1997 , 18, 441-455	3.6	79

3	The designer as a team o f one. <i>Design Studies</i> , 1995 , 16, 189-209	3.6	123
2	On visual design thinking: the vis kids of architecture. <i>Design Studies</i> , 1994 , 15, 158-174	3.6	217
1	The dialectics of sketching. <i>Creativity Research Journal</i> , 1991 , 4, 123-143	1.8	452