

Audrey Desjardins

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10113928/publications.pdf>

Version: 2024-02-01

35
papers

1,248
citations

1683354

5
h-index

1719596

7
g-index

35
all docs

35
docs citations

35
times ranked

444
citing authors

#	ARTICLE	IF	CITATIONS
1	Democratizing technology. , 2013, , .		282
2	From Research Prototype to Research Product. , 2016, , .		148
3	Revealing Tensions in Autobiographical Design in HCI. , 2018, , .		79
4	A sustainable design fiction. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-34.	4.6	71
5	Living In A Prototype. , 2016, , .		66
6	Investigating Genres and Perspectives in HCI Research on the Home. , 2015, , .		60
7	Bespoke Booklets. , 2019, , .		48
8	A Sample of One. , 2019, , .		44
9	ListeningCups. , 2019, , .		44
10	Alternative Avenues for IoT. , 2019, , .		38
11	Autoethnography of a Hard of Hearing Traveler. , 2019, , .		34
12	Introduction to the Special Issue on First-Person Methods in HCI. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-12.	4.6	32
13	Manifestations of everyday design. , 2013, , .		29
14	Unselfconscious Interaction: A Conceptual Construct. Interacting With Computers, 2016, 28, 501-520.	1.0	28
15	Productive Frictions. , 2016, , .		25
16	IoT Data in the Home: Observing Entanglements and Drawing New Encounters. , 2020, , .		24
17	Cracks in the Success Narrative: Rethinking Failure in Design Research through a Retrospective Trioethnography. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-31.	4.6	23
18	Tutorial Authorship and Hybrid Designers. , 2015, , .		22

#	ARTICLE	IF	CITATIONS
19	Parallels, Tangents, and Loops. , 2020, , .		20
20	How children represent sustainability in the home. , 2011, , .		18
21	Monitoring Pets, Deterring Intruders, and Casually Spying on Neighbors: Everyday Uses of Smart Home Cameras. , 2022, , .		16
22	High Water Pants: Designing Embodied Environmental Speculation. , 2020, , .		15
23	Exploring DIY tutorials as a way to disseminate research through design. Interactions, 2017, 24, 78-82.	0.8	14
24	Behind the Lens. , 2016, , .		13
25	Data Epics. , 2021, , .		13
26	Doing Things with Research through Design. , 2019, , .		11
27	Making Home. , 2017, , .		7
28	Sketching Across the Senses: Exploring Sensory Translation as a Generative Practice for Designing Data Representations. , 2022, , .		5
29	Sonic Technologies of a Queer Breakup. , 2022, , .		5
30	Longitudinal First-Person HCI Research Methods. Human-computer Interaction Series, 2021, , 79-99.	0.4	3
31	World building: Creating alternate worlds as meaningful making in undergraduate education. Art, Design and Communication in Higher Education, 2021, 20, 29-47.	0.4	3
32	Voices and Voids: Subverting Voice Assistant Systems through Performative Experiments. , 2021, , .		3
33	Moving Design Research: GIFs as Research Tools. , 2021, , .		3
34	Critical-Playful Speculations with Cameras in the Home. , 2022, , .		2
35	Examining Opaque Infrastructures with the Desktop Odometer. , 2021, , .		0