Gareth Loudon

List of Publications by Year
in descending order

26 papers	250 citations	1307594 7 h-index	1058476 14 g-index
28 all docs	28 docs citations	28 times ranked	185 citing authors

#	Article	IF	Citations
1	Coworking in the digital economy: Context, motivations, and outcomes. Futures, 2022, 135, 102439.	2.5	48
2	Impact and the Research Environment. Journal of Research Management and Administration, 2021, 1, 16-35.	0.0	0
3	Young adolescentsâ€™ experiences and views on eating and food. Young Consumers, 2020, 21, 389-402.	3.5	6
4	Integrating ideas from design disciplines into the STEM curricula. Higher Education Pedagogies, 2019, 4, 284-286.	3.5	5
5	Technology Demo of using Real-time Biofeedback of Heart Rate Variability Measures to Track and Help Improve Levels of Attention and Relaxation. , 2017, , .		1
6	Organisational learning capability in SMEs: An empirical development of innovation in the supply chain. Cogent Business and Management, 2017, 4, 1364057.	2.9	16
7	Using Real-time Biofeedback of Heart Rate Variability Measures to Track and Help Improve Levels of Attention and Relaxation. , 2017, , .		7
8	Smart CITY patterns: Creating environmental stylesheets to template â€˜inclusivityâ€™ on Cardiff Bay Barrage. , 2017, , .		0
9	Affect and Dialogue in Collaborative Cross- Disciplinary Research: Developing Interactive Public Art on Cardiff Bay Barrage. Open Cultural Studies, 2017, 1, 576-590.	0.3	1
10	Collaborative Research Model for Designing Sustainable Water Usage Solutions. Smart Innovation, Systems and Technologies, 2017, , 987-998.	0.6	0
11	Improving Aid Through Good Design: A Case Study in Rural Zambia. Smart Innovation, Systems and Technologies, 2017, , 881-892.	0.6	0
12	Rich Digital Collaborations in a Small Rural Community. , 2016, , 463-483.		27
13	Active and passive physicality: making the most of low fidelity physical interactive prototypes. Journal of Design Research, 2014, 12, 330.	0.1	4
14	Getting into Context Early: A Comparative Study of Laboratory and In-Context User Testing of Low-Fidelity Information Appliance Prototypes. Design Journal, 2013, 16, 460-485.	0.8	2
15	Modal preferences in creative problem solving. Cognitive Processing, 2012, 13, 147-150.	1.4	9
16	Correlation between coherent heart rate variability and divergent thinking. , 2011, , .		5
17	Physical Fidelity: Exploring the Importance of Physicality on Physical-Digital Conceptual Prototyping. Lecture Notes in Computer Science, 2009, , 217-230.	1.3	7
18	Rapid development of tangible interactive appliances: achieving the fidelity/time balance. International Journal of Arts and Technology, 2008, 1, 309.	0.1	8

#	Article	IF	Citations
19	Designing a design tool: working with industry to create an information appliance design methodology. Journal of Design Research, 2008, 7, 97.	0.1	1
20	Nice technology, shame about the product. IEE Communications Engineer, 2006, 4, 12-15.	0.1	1
21	THE TRADITIONAL DESIGN PROCESS VERSUS A NEW DESIGN METHODOLOGY. , 2005, , 209-223.		1
22	Uncovering the new wireless interaction paradigm. Interactions, 2002, 9, 17-23.	1.0	18
23	Beyond Translation: Approaches to Interactive Products for Chinese Consumers. International Journal of Human-Computer Interaction, 2001, 13, 41-51.	4.8	13
24	New signal processing techniques for the decomposition of EMG signals. Medical and Biological Engineering and Computing, 1992, 30, 591-599.	2.8	49
25	Selective noninvasive electrode to study myoelectric signals. Medical and Biological Engineering and Computing, 1990, 28, 581-586.	2.8	17
26	PARTICIPATORY DESIGN RESEARCH OF VEGETABLE-BASED SNACK PRODUCTS WITH ADOLESCENT PARTICIPANTS. , 0, , .		0