

Cosmin Munteanu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10552782/publications.pdf>

Version: 2024-02-01

16
papers

379
citations

1937685

4
h-index

2053705

5
g-index

16
all docs

16
docs citations

16
times ranked

266
citing authors

#	ARTICLE	IF	CITATIONS
1	Avoiding mixed messages: research-based fact-checking the media portrayals of voice user interfaces for older adults. <i>Human-Computer Interaction</i> , 2023, 38, 235-258.	4.4	2
2	CUI@IUI: Theoretical and Methodological Challenges in Intelligent Conversational User Interface Interactions. , 2021, , .		3
3	Digital Design Marginalization: New Perspectives on Designing Inclusive Interfaces. , 2021, , .		18
4	Finding a New Voice: Transitioning Designers from GUI to VUI Design. , 2021, , .		14
5	An empirically grounded sociotechnical perspective on designing virtual agents for older adults. <i>Human-Computer Interaction</i> , 2020, 35, 481-510.	4.4	22
6	Designing Voice Interfaces: Back to the (Curriculum) Basics. , 2020, , .		16
7	CUI@CHI: Mapping Grand Challenges for the Conversational User Interface Community. , 2020, , .		17
8	Alexa, How Do I Build a VUI Curriculum?. , 2020, , .		4
9	CUI@CSCW: Collaborating through Conversational User Interfaces. , 2020, , .		10
10	Revolution or Evolution? Speech Interaction and HCI Design Guidelines. <i>IEEE Pervasive Computing</i> , 2019, 18, 33-45.	1.3	57
11	The State of Speech in HCI: Trends, Themes and Challenges. <i>Interacting With Computers</i> , 2019, 31, 349-371.	1.5	118
12	A Preliminary Investigation of the Role of Anthropomorphism in Designing Telehealth Bots for Older Adults. , 2019, , .		11
13	Adoption and feasibility of a communication app to enhance social connectedness amongst frail institutionalized oldest old: an embedded case study. <i>Information, Communication and Society</i> , 2018, 21, 1681-1699.	4.0	59
14	Designing Speech, Acoustic and Multimodal Interactions. , 2017, , .		18
15	Multimodal technologies for seniors: challenges and opportunities. , 2017, , 319-362.		7
16	Speech-based interaction. , 2014, , .		3