

Yvonne Rogers

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10635469/publications.pdf>

Version: 2024-02-01

35
papers

3,361
citations

471061

17
h-index

752256

20
g-index

35
all docs

35
docs citations

35
times ranked

1946
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | External cognition: how do graphical representations work?. International Journal of Human Computer Studies, 1996, 45, 185-213. | 3.7 | 758 |
| 2 | Moving on from Weiser's Vision of Calm Computing: Engaging UbiComp Experiences. Lecture Notes in Computer Science, 2006, , 404-421. | 1.0 | 278 |
| 3 | Collaborating around vertical and horizontal large interactive displays: which way is best?. Interacting With Computers, 2004, 16, 1133-1152. | 1.0 | 226 |
| 4 | New theoretical approaches for human-computer interaction. Annual Review of Information Science & Technology, 2005, 38, 87-143. | 2.6 | 183 |
| 5 | Let's get physical: The learning benefits of interacting in digitally augmented physical spaces. Computers and Education, 2004, 43, 137-151. | 5.1 | 170 |
| 6 | Dynamo. , 2003, , . | | 157 |
| 7 | Distributed cognition: an alternative framework for analysing and explaining collaborative working. Journal of Information Technology, 1994, 9, 119-128. | 2.5 | 150 |
| 8 | Rethinking 'multi-user'. , 2011, , . | | 132 |
| 9 | HCI Theory: Classical, Modern, and Contemporary. Synthesis Lectures on Human-Centered Informatics, 2012, 5, 1-129. | 0.4 | 124 |
| 10 | A Conceptual Framework for Mixed Reality Environments: Designing Novel Learning Activities for Young Children. Presence: Teleoperators and Virtual Environments, 2002, 11, 677-686. | 0.3 | 113 |
| 11 | Research in the Wild. Synthesis Lectures on Human-Centered Informatics, 2017, 10, i-97. | 0.4 | 95 |
| 12 | Equal Opportunities: Do Shareable Interfaces Promote More Group Participation Than Single User Displays?. Human-Computer Interaction, 2009, 24, 79-116. | 3.1 | 90 |
| 13 | Mechanisms for collaboration. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-25. | 4.6 | 87 |
| 14 | The introduction of a shared interactive surface into a communal space. , 2004, , . | | 81 |
| 15 | A framework for designing sensor-based interactions to promote exploration and reflection in play. International Journal of Human Computer Studies, 2006, 64, 1-14. | 3.7 | 75 |
| 16 | Conceptualising tangibles to support learning. , 2003, , . | | 74 |
| 17 | Distributed Cognition: An Alternative Framework for Analysing and Explaining Collaborative Working. Journal of Information Technology, 1994, 9, 119-128. | 2.5 | 70 |
| 18 | Coordinating computer-mediated work. Computer Supported Cooperative Work, 1992, 1, 295-315. | 1.9 | 59 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Designing novel interactional workspaces to support face to face consultations. , 2003, , . | | 46 |
| 20 | When the fingers do the talking: A study of group participation with varying constraints to a tabletop interface. , 2008, , . | | 46 |
| 21 | Title is missing!. Instructional Science, 2002, 30, 221-241. | 1.1 | 44 |
| 22 | From Web press to Web pressure. , 1997, , . | | 43 |
| 23 | Things aren't what they seem to be. , 2002, , . | | 43 |
| 24 | How Mobile Technologies Are Changing the Way Children Learn. , 2009, , 1-22. | | 36 |
| 25 | Finger talk. , 2004, , . | | 34 |
| 26 | The Periscope: supporting a computer enhanced field trip for children. Personal and Ubiquitous Computing, 2003, 7, 227-233. | 1.9 | 30 |
| 27 | Ghosts in the network. , 1992, , . | | 28 |
| 28 | Pass the iPad. , 2013, , . | | 23 |
| 29 | PETRA: participatory evaluation through redesign and analysis. Interacting With Computers, 1995, 7, 335-360. | 1.0 | 22 |
| 30 | Coming to your senses. , 2020, , . | | 18 |
| 31 | Nudging the Trolley in the Supermarket. International Journal of Mobile Human Computer Interaction, 2011, 3, 20-34. | 0.1 | 13 |
| 32 | Is the Writing on the Wall for Tabletops?. Lecture Notes in Computer Science, 2009, , 125-137. | 1.0 | 7 |
| 33 | Evocative Computing “ Creating Meaningful Lasting Experiences in Connecting with the Past. Lecture Notes in Computer Science, 2013, , 529-546. | 1.0 | 4 |
| 34 | DataMoves: Entangling Data and Movement to Support Computer Science Education. , 2021, , . | | 2 |
| 35 | The Disappearing Tabletop. , 2017, , . | | 0 |