

Pieter Jan Stappers

List of Publications by Year in descending order

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37
papers

4,290
citations

393982

19
h-index

395343

33
g-index

40
all docs

40
docs citations

40
times ranked

3460
citing authors

#	ARTICLE	IF	CITATIONS
1	Co-creation and the new landscapes of design. <i>CoDesign</i> , 2008, 4, 5-18.	1.4	2,437
2	Contextmapping: experiences from practice. <i>CoDesign</i> , 2005, 1, 119-149.	1.4	572
3	Probes, toolkits and prototypes: three approaches to making in codesigning. <i>CoDesign</i> , 2014, 10, 5-14.	1.4	481
4	From designing to co-designing to collective dreaming. <i>Interactions</i> , 2014, 21, 24-33.	0.8	85
5	Sharing User Experiences in the Product Innovation Process: Participatory Design Needs Participatory Communication. <i>Creativity and Innovation Management</i> , 2007, 16, 35-45.	1.9	69
6	The role of balance as an organizing design principle underlying adults' compositional strategies for creating visual displays. <i>Acta Psychologica</i> , 1998, 99, 141-161.	0.7	58
7	Spatial Balance of Color Triads in the Abstract Art of Piet Mondrian. <i>Perception</i> , 2005, 34, 169-189.	0.5	54
8	Playing twenty questions with nature (the surprise version): reflections on the dynamics of experience. <i>Theoretical Issues in Ergonomics Science</i> , 2008, 9, 125-154.	1.0	32
9	Creative connections: user, designer, context, and tools. <i>Personal and Ubiquitous Computing</i> , 2006, 10, 95-100.	1.9	31
10	Designing Leisure Products for People With Dementia: Developing "the Chitchatters" Game. <i>American Journal of Alzheimer's Disease and Other Dementias</i> , 2010, 25, 74-89.	0.9	31
11	An empirical evaluation of the visual rightness theory of pictorial composition. <i>Acta Psychologica</i> , 1999, 103, 261-280.	0.7	30
12	Achieving empathy with users: the effects of different sources of information. <i>CoDesign</i> , 2011, 7, 65-77.	1.4	30
13	Collecting with Cabinet: or how designers organise visual material, researched through an experiential prototype. <i>Design Studies</i> , 2009, 30, 69-86.	1.9	29
14	Artists' Use of Compositional Balance for Creating Visual Displays. <i>Empirical Studies of the Arts</i> , 2001, 19, 213-227.	0.9	28
15	A qualitative participatory study to identify experiences of coronary heart disease patients to support the development of online self-management services. <i>International Journal of Medical Informatics</i> , 2013, 82, 1183-1194.	1.6	28
16	User Interaction in Semi-Automatic Segmentation of Organs at Risk: a Case Study in Radiotherapy. <i>Journal of Digital Imaging</i> , 2016, 29, 264-277.	1.6	28
17	Design research by proxy. , 2013, , .		26
18	Using the free fall of objects under gravity for visual depth estimation. <i>Bulletin of the Psychonomic Society</i> , 1993, 31, 125-127.	0.2	25

#	ARTICLE	IF	CITATIONS
19	Social Theory as a Thinking Tool for Empathic Design. <i>Design Issues</i> , 2012, 28, 30-49.	0.2	22
20	Using GOMS and NASA-TLX to Evaluate Human-Computer Interaction Process in Interactive Segmentation. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 123-134.	3.3	22
21	Three factors for contextmapping in East Asia: Trust, control and nunchi. <i>CoDesign</i> , 2006, 2, 157-177.	1.4	18
22	Exploring "Generation Y" interaction qualities at home and at work. <i>Cognition, Technology and Work</i> , 2014, 16, 405-415.	1.7	18
23	Factors Contributing to the Implicit Dynamic Quality of Static Abstract Designs. <i>Perception</i> , 2002, 31, 1093-1107.	0.5	14
24	Evaluation of materials selection activities in user-centred design projects. <i>Journal of Engineering Design</i> , 2008, 19, 417-429.	1.1	14
25	Children as coresearchers. , 2014, , .		14
26	Supporting generation Y interactions. , 2011, , .		13
27	A tangible design tool for sketching materials in products. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2009, 23, 275-287.	0.7	10
28	Beyond the Limits of Real-Time Realism. , 2003, , 91-110.		9
29	Presence for Design: Conveying Atmosphere through Video Collages. <i>Cyberpsychology, Behavior and Social Networking</i> , 2001, 4, 215-223.	2.2	8
30	Taking clues from the world outside: navigating interactive panoramas. <i>Personal and Ubiquitous Computing</i> , 2006, 10, 122-127.	1.9	8
31	Gearing up!. , 2014, , .		7
32	A vision on social interactions as the basis for design. <i>CoDesign</i> , 2006, 2, 139-155.	1.4	6
33	Connecting mothers and sons. <i>Interactions</i> , 2004, 11, 68-69.	0.8	5
34	Assessment of user needs for self-management services in coronary heart disease. , 2010, , .		3
35	Co-creation in Context: The User as Co-creator Approach. <i>Lecture Notes in Computer Science</i> , 2015, , 74-84.	1.0	2
36	Family Carebook: A Case Study on Designing Peace of Mind for Family Caregivers. <i>Advances in Intelligent and Soft Computing</i> , 2012, , 129-136.	0.2	2

#	ARTICLE	IF	CITATIONS
37	Design Issues of the Existing Radiotherapy Segmentation Software. Proceedings of the International Symposium of Human Factors and Ergonomics in Healthcare, 2016, 5, 1-8.	0.2	1