

# Pieter Jan Stappers

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11077989/publications.pdf>

Version: 2024-02-01

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	Using GOMS and NASA-TLX to Evaluate Human-Computer Interaction Process in Interactive Segmentation. International Journal of Human-Computer Interaction, 2017, 33, 123-134.	3.3	22
2	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
3	User Interaction in Semi-Automatic Segmentation of Organs at Risk: a Case Study in Radiotherapy. Journal of Digital Imaging, 2016, 29, 264-277.	1.6	28
4	Co-creation in Context: The User as Co-creator Approach. Lecture Notes in Computer Science, 2015, , 74-84.	1.0	2
5	From designing to co-designing to collective dreaming. Interactions, 2014, 21, 24-33.	0.8	85
6	Children as coresearchers. , 2014, , .		14
7	Gearing up!. , 2014, , .		7
8	Exploring â€˜Generation Yâ€™ interaction qualities at home and at work. Cognition, Technology and Work, 2014, 16, 405-415.	1.7	18
9	Probes, toolkits and prototypes: three approaches to making in codesigning. CoDesign, 2014, 10, 5-14.	1.4	481
10	A qualitative participatory study to identify experiences of coronary heart disease patients to support the development of online self-management services. International Journal of Medical Informatics, 2013, 82, 1183-1194.	1.6	28
11	Design research by proxy. , 2013, , .		26
12	Social Theory as a Thinking Tool for Empathic Design. Design Issues, 2012, 28, 30-49.	0.2	22
13	Family Carebook: A Case Study on Designing Peace of Mind for Family Caregivers. Advances in Intelligent and Soft Computing, 2012, , 129-136.	0.2	2
14	Supporting generation Y interactions. , 2011, , .		13
15	Achieving empathy with users: the effects of different sources of information. CoDesign, 2011, 7, 65-77.	1.4	30
16	Designing Leisure Products for People With Dementia: Developing â€˜the Chitchattersâ€™ Game. American Journal of Alzheimer's Disease and Other Dementias, 2010, 25, 74-89.	0.9	31
17	Assessment of user needs for self-management services in coronary heart disease. , 2010, , .		3
18	A tangible design tool for sketching materials in products. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2009, 23, 275-287.	0.7	10

#	ARTICLE	IF	CITATIONS
19	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
20	Evaluation of materials selection activities in user-centred design projects. <i>Journal of Engineering Design</i> , 2008, 19, 417-429.	1.1	14
21	Co-creation and the new landscapes of design. <i>CoDesign</i> , 2008, 4, 5-18.	1.4	2,437
22	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
23	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
24	A vision on social interactions as the basis for design. <i>CoDesign</i> , 2006, 2, 139-155.	1.4	6
25	Taking clues from the world outside: navigating interactive panoramas. <i>Personal and Ubiquitous Computing</i> , 2006, 10, 122-127.	1.9	8
26	Creative connections: user, designer, context, and tools. <i>Personal and Ubiquitous Computing</i> , 2006, 10, 95-100.	1.9	31
27	Three factors for contextmapping in East Asia: Trust, control and nunchi. <i>CoDesign</i> , 2006, 2, 157-177.	1.4	18
28	Spatial Balance of Color Triads in the Abstract Art of Piet Mondrian. <i>Perception</i> , 2005, 34, 169-189.	0.5	54
29	Contextmapping: experiences from practice. <i>CoDesign</i> , 2005, 1, 119-149.	1.4	572
30	Connecting mothers and sons. <i>Interactions</i> , 2004, 11, 68-69.	0.8	5
31	Beyond the Limits of Real-Time Realism. , 2003, , 91-110.		9
32	Factors Contributing to the Implicit Dynamic Quality of Static Abstract Designs. <i>Perception</i> , 2002, 31, 1093-1107.	0.5	14
33	Artists' Use of Compositional Balance for Creating Visual Displays. <i>Empirical Studies of the Arts</i> , 2001, 19, 213-227.	0.9	28
34	Presence for Design: Conveying Atmosphere through Video Collages. <i>Cyberpsychology, Behavior and Social Networking</i> , 2001, 4, 215-223.	2.2	8
35	An empirical evaluation of the visual rightness theory of pictorial composition. <i>Acta Psychologica</i> , 1999, 103, 261-280.	0.7	30
36	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

#	ARTICLE	IF	CITATIONS
37	Using the free fall of objects under gravity for visual depth estimation. Bulletin of the Psychonomic Society, 1993, 31, 125-127.	0.2	25