

Gavriel Salvendy

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

345
papers

5,089
citations

40
h-index

60
g-index

359
ext. papers

5,775
ext. citations

3
avg, IF

5.66
L-index

#	Paper	IF	Citations
345	Number of people required for usability evaluation. <i>Communications of the ACM</i> , 2010 , 53, 130-133	2.5	179
344	A proposed index of usability: A method for comparing the relative usability of different software systems. <i>Behaviour and Information Technology</i> , 1997 , 16, 267-277	2.4	177
343	Can Traditional Divergent Thinking Tests Be Trusted in Measuring and Predicting Real-World Creativity?. <i>Creativity Research Journal</i> , 2011 , 23, 24-37	1.8	154
342	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 1229-1269	3.6	153
341	Review and reappraisal of modelling and predicting mental workload in single- and multi-task environments. <i>Work and Stress</i> , 2000 , 14, 74-99	6.1	140
340	Mass Customization684-709		111
339	Measuring Player Immersion in the Computer Game Narrative. <i>International Journal of Human-Computer Interaction</i> , 2009 , 25, 107-133	3.6	105
338	Prediction of Mental Workload in Single and Multiple Tasks Environments. <i>International Journal of Cognitive Ergonomics</i> , 2000 , 4, 213-242		87
337	Hierarchical Menu Design: Breadth, Depth, and Task Complexity. <i>Perceptual and Motor Skills</i> , 1996 , 82, 1187-1201	2.2	86
336	Toward an Information Society for All: An International Research and Development Agenda. <i>International Journal of Human-Computer Interaction</i> , 1998 , 10, 107-134	3.6	85
335	Use and Design of Handheld Computers for Older Adults: A Review and Appraisal. <i>International Journal of Human-Computer Interaction</i> , 2012 , 28, 799-826	3.6	81
334	Microbreak length, performance, and stress in a data entry task. <i>Ergonomics</i> , 1989 , 32, 855-64	2.9	81
333	Information visualization; assisting low spatial individuals with information access tasks through the use of visual mediators. <i>Ergonomics</i> , 1995 , 38, 1184-98	2.9	70
332	Consumer-based assessment of product creativity: A review and reappraisal. <i>Human Factors and Ergonomics in Manufacturing</i> , 2006 , 16, 155-175	1.4	69
331	Effective advertising on mobile phones: a literature review and presentation of results from 53 case studies. <i>Behaviour and Information Technology</i> , 2008 , 27, 355-373	2.4	68
330	Usability and Security An Appraisal of Usability Issues in Information Security Methods. <i>Computers and Security</i> , 2001 , 20, 620-634	4.9	68
329	Perception of Interactivity: Affects of Four Key Variables in Mobile Advertising. <i>International Journal of Human-Computer Interaction</i> , 2009 , 25, 479-505	3.6	65

328	Occupational stress: review and reappraisal. <i>Human Factors</i> , 1982 , 24, 129-62	3.8	64
327	Factors affecting perception of information security and their impacts on IT adoption and security practices. <i>International Journal of Human Computer Studies</i> , 2011 , 69, 870-883	4.6	63
326	Older adults' use of smart phones: an investigation of the factors influencing the acceptance of new functions. <i>Behaviour and Information Technology</i> , 2014 , 33, 552-560	2.4	62
325	Older Adults' Acceptance of Information Technology. <i>Educational Gerontology</i> , 2011 , 37, 1081-1099	1.2	60
324	Measuring consumer perception of product creativity: Impact on satisfaction and purchasability. <i>Human Factors and Ergonomics in Manufacturing</i> , 2009 , 19, 223-240	1.4	58
323	Design of icons for use by Chinese in mainland China. <i>Interacting With Computers</i> , 1998 , 9, 417-430	1.6	55
322	Review and reappraisal of adaptive interfaces: Toward biologically inspired paradigms. <i>Theoretical Issues in Ergonomics Science</i> , 2002 , 3, 47-84	2.2	55
321	Predictive models of carpal tunnel syndrome causation among VDT operators. <i>Ergonomics</i> , 1998 , 41, 213-26	2.9	55
320	Perception of information security. <i>Behaviour and Information Technology</i> , 2010 , 29, 221-232	2.4	54
319	The cognitive task analysis methods for job and task design: review and reappraisal. <i>Behaviour and Information Technology</i> , 2004 , 23, 273-299	2.4	52
318	Effects of different scenarios of game difficulty on player immersion. <i>Interacting With Computers</i> , 2010 , 22, 230-239	1.6	51
317	Improving computer security for authentication of users: influence of proactive password restrictions. <i>Behavior Research Methods</i> , 2002 , 34, 163-9		51
316	Shopping behaviour and preferences in e-commerce of Turkish and American university students: Implications from cross-cultural design. <i>Behaviour and Information Technology</i> , 2002 , 21, 373-385	2.4	51
315	Predicting real-world ergonomic measurements by simulation in a virtual environment. <i>International Journal of Industrial Ergonomics</i> , 2011 , 41, 64-71	2.9	50
314	Mental Workload and Situation Awareness 2012 , 243-273		48
313	Measuring consistency of web page design and its effects on performance and satisfaction. <i>Ergonomics</i> , 2000 , 43, 443-60	2.9	48
312	Toward an Information Society for All: HCI Challenges and R&D Recommendations. <i>International Journal of Human-Computer Interaction</i> , 1999 , 11, 1-28	3.6	48
311	Effective Utilization of Industrial Robots: A Job and Skills Analysis Approach. <i>A I I E Transactions</i> , 1980 , 12, 216-225		46

310	What is wrong with the World-Wide Web?: a diagnosis of some problems and prescription of some remedies. <i>Ergonomics</i> , 1996 , 39, 995-1004	2.9	44
309	Factor structure of web site creativity. <i>Computers in Human Behavior</i> , 2009 , 25, 568-577	7.7	42
308	A survey of what customers want in a cell phone design. <i>Behaviour and Information Technology</i> , 2007 , 26, 149-163	2.4	42
307	Older Adults' Text Entry on Smartphones and Tablets: Investigating Effects of Display Size and Input Method on Acceptance and Performance. <i>International Journal of Human-Computer Interaction</i> , 2014 , 30, 727-739	3.6	41
306	Measuring perceived interactivity of mobile advertisements. <i>Behaviour and Information Technology</i> , 2010 , 29, 35-44	2.4	40
305	A cross cultural study on knowledge representation and structure in human computer interfaces. <i>International Journal of Industrial Ergonomics</i> , 2004 , 34, 117-129	2.9	40
304	Gender Differences in Persistence in Computer-Related Fields. <i>Journal of Educational Computing Research</i> , 1988 , 4, 185-202	3.8	37
303	An ergonomics study of computerized emergency operating procedures: Presentation style, task complexity, and training level. <i>Reliability Engineering and System Safety</i> , 2008 , 93, 1500-1511	6.3	36
302	Affective and Pleasurable Design 2006 , 543-572		36
301	Designing menus for the Chinese population: Horizontal or vertical?. <i>Behaviour and Information Technology</i> , 1999 , 18, 467-471	2.4	36
300	Content Preparation and Management for Web Design: Eliciting, Structuring, Searching, and Displaying Information. <i>International Journal of Human-Computer Interaction</i> , 2002 , 14, 25-92	3.6	34
299	Effectiveness of user testing and heuristic evaluation as a function of performance classification. <i>Behaviour and Information Technology</i> , 2002 , 21, 137-143	2.4	34
298	Concurrent engineering and virtual reality for human resource planning. <i>Computers in Industry</i> , 2000 , 42, 109-125	11.6	34
297	The Implications of Visualization Ability and Structure Preview Design for Web Information Search Tasks. <i>International Journal of Human-Computer Interaction</i> , 2001 , 13, 75-95	3.6	33
296	Modelling of menu design in computerized work. <i>Interacting With Computers</i> , 1995 , 7, 304-330	1.6	33
295	Integration of humans and computers in the operation and control of flexible manufacturing systems. <i>International Journal of Production Research</i> , 1984 , 22, 841-856	7.8	32
294	Strategies and biases in human decision-making and their implications for expert systems. <i>Behaviour and Information Technology</i> , 1986 , 5, 119-140	2.4	32
293	Age-related difference in the use of mobile phones. <i>Universal Access in the Information Society</i> , 2014 , 13, 401-413	2.5	31

292	Diversified users' satisfaction with advanced mobile phone features. <i>Universal Access in the Information Society</i> , 2006 , 5, 239-249	2.5	31
291	The effects of computer interface design on human postural dynamics. <i>Ergonomics</i> , 1994 , 37, 703-24	2.9	31
290	Implications for Design of Computer Interfaces for Chinese Users in Mainland China. <i>International Journal of Human-Computer Interaction</i> , 1999 , 11, 29-46	3.6	30
289	An experimental study of human decision-making in computer-based scheduling of flexible manufacturing system. <i>International Journal of Production Research</i> , 1988 , 26, 567-583	7.8	30
288	A framework for integrated assembly systems: humans, automation and robots. <i>International Journal of Production Research</i> , 1982 , 20, 431-448	7.8	30
287	Analytical modeling and experimental study of human workload in scheduling of advanced manufacturing systems. <i>International Journal of Human Factors in Manufacturing</i> , 1994 , 4, 205-234		29
286	Cognitive performance of super-experts on computer program modification tasks. <i>Ergonomics</i> , 1991 , 34, 1095-1112	2.9	29
285	Impact of Depth of Menu Hierarchy on Performance Effectiveness in a Supervisory Task: Computerized Flexible Manufacturing System. <i>Human Factors</i> , 1985 , 27, 713-722	3.8	28
284	Customer-centered rules for design of e-commerce Web sites. <i>Communications of the ACM</i> , 2003 , 46, 332-336	2.5	26
283	Design and evaluation of smart home user interface: effects of age, tasks and intelligence level. <i>Behaviour and Information Technology</i> , 2009 , 28, 239-249	2.4	25
282	Service Science: Toward a Smarter Planet1-30		25
281	Quantitative and qualitative differences between experts and novices in chunking computer software knowledge. <i>International Journal of Human-Computer Interaction</i> , 1994 , 6, 105-118	3.6	25
280	Chinese and US online consumers' preferences for content of e-commerce websites: a survey. <i>Theoretical Issues in Ergonomics Science</i> , 2009 , 10, 19-42	2.2	24
279	Percentage of procedural knowledge acquired as a function of the number of experts from whom knowledge is acquired for diagnosis, debugging, and interpretation tasks. <i>International Journal of Human-Computer Interaction</i> , 1994 , 6, 221-233	3.6	24
278	A conceptual framework for knowledge elicitation. <i>International Journal of Man-Machine Studies</i> , 1987 , 26, 521-531		23
277	Effects of measurement errors on psychometric measurements in ergonomics studies: Implications for correlations, ANOVA, linear regression, factor analysis, and linear discriminant analysis. <i>Ergonomics</i> , 2009 , 52, 499-511	2.9	22
276	Design for Aging 2006 , 1418-1445		22
275	How consistent is your web design?. <i>Behaviour and Information Technology</i> , 2001 , 20, 433-447	2.4	22

274	Assessments of risky driving: a Go/No-Go simulator driving task to evaluate risky decision-making and associated behavioral patterns. <i>Applied Ergonomics</i> , 2016 , 52, 265-74	4.2	21
273	The contribution of apparent and inherent usability to a user's satisfaction in a searching and browsing task on the Web. <i>Ergonomics</i> , 2002 , 45, 415-24	2.9	21
272	The relation between usability and product success in cell phones. <i>Behaviour and Information Technology</i> , 2012 , 31, 969-982	2.4	20
271	Cross-Cultural Design 2012 , 162-191		20
270	Human Factors and Ergonomic Methods 2012 , 298-329		19
269	Fostering creativity in product and service development: validation in the domain of information technology. <i>Human Factors</i> , 2011 , 53, 245-70	3.8	19
268	Expert-novice knowledge of computer programming at different levels of abstraction. <i>Ergonomics</i> , 1996 , 39, 461-81	2.9	19
267	A proposed methodology for the prediction of mental workload, based on engineering system parameters. <i>Work and Stress</i> , 1994 , 8, 355-371	6.1	19
266	Intranets and Organizational Learning: A Research and Development Agenda. <i>International Journal of Human-Computer Interaction</i> , 2002 , 14, 93-130	3.6	18
265	Exploring critical usability factors for handsets. <i>Behaviour and Information Technology</i> , 2010 , 29, 45-55	2.4	17
264	Creativity in ergonomic design: a supplemental value-adding source for product and service development. <i>Human Factors</i> , 2010 , 52, 503-25	3.8	17
263	Smart home design and operation preferences of Americans and Koreans. <i>Ergonomics</i> , 2010 , 53, 636-60	2.9	17
262	Human Factors in Ambient Intelligence Environments 2012 , 1354-1373		16
261	Fostering Creativity in Service Development: Facilitating Service Innovation by the Creative Cognition Approach. <i>Service Science</i> , 2009 , 1, 142-153	2.2	16
260	Twenty guidelines for the design of Web-based interfaces with consistent language. <i>Computers in Human Behavior</i> , 2004 , 20, 149-161	7.7	16
259	Keyword comparison: a user-centered feature for improving web search tools. <i>International Journal of Human Computer Studies</i> , 2000 , 52, 915-931	4.6	16
258	Consistency of Human-Computer Interface Design: Quantification and Validation. <i>Human Factors</i> , 1991 , 33, 653-676	3.8	16
257	A structured knowledge elicitation methodology for building expert systems. <i>International Journal of Man-Machine Studies</i> , 1988 , 29, 377-406		16

256	A human-centered approach for designing World-Wide Web browsers. <i>Behavior Research Methods</i> , 1997 , 29, 172-179		15
255	Risk-taking on the road and in the mind: behavioural and neural patterns of decision making between risky and safe drivers. <i>Ergonomics</i> , 2016 , 59, 27-38	2.9	14
254	Impact of multimodal feedback on simulated ergonomic measurements in a virtual environment: A case study with manufacturing workers. <i>Human Factors and Ergonomics in Manufacturing</i> , 2012 , 22, 145-155	1.4	14
253	Factor structure of content preparation for e-business web sites: results of a survey of 428 industrial employees in the People's Republic of China. <i>Behaviour and Information Technology</i> , 2009 , 28, 73-86	2.4	14
252	A framework for reuse of user experience in Web browsing. <i>Behaviour and Information Technology</i> , 2003 , 22, 79-90	2.4	14
251	Perception of computer dialogue personality: an exploratory study. <i>International Journal of Man-Machine Studies</i> , 1989 , 31, 717-728		14
250	The contributions of cognitive engineering to the safe design and operation of CAM and robotics. <i>Journal of Occupational Accidents</i> , 1986 , 8, 49-67		14
249	External and internal attentional environments. II. Reconsideration of the relationship between sinus arrhythmia and information load. <i>Ergonomics</i> , 1982 , 25, 121-32	2.9	14
248	Emotional Factors in Advertising Via Mobile Phones. <i>International Journal of Human-Computer Interaction</i> , 2012 , 28, 597-612	3.6	13
247	Critical purchasing incidents in e-business. <i>Behaviour and Information Technology</i> , 2008 , 27, 63-77	2.4	13
246	Development of The Purdue Cognitive Job Analysis Methodology. <i>International Journal of Cognitive Ergonomics</i> , 2000 , 4, 277-295		13
245	Effects of respirators on performance of physical, psychomotor and cognitive tasks. <i>Ergonomics</i> , 1991 , 34, 321-34	2.9	13
244	Development of a knowledge-based decision support system for diagnosing malfunctions of advanced production equipment. <i>International Journal of Production Research</i> , 1990 , 28, 2259-2276	7.8	13
243	A Real-Time Interactive Computer Model of a Flexible Manufacturing System. <i>IIE Transactions</i> , 1987 , 19, 167-177		13
242	An approach to the design of a skill adaptive interface. <i>International Journal of Human-Computer Interaction</i> , 1995 , 7, 365-383	3.6	12
241	Review and reappraisal of human aspects in planning robotic systems. <i>Behaviour and Information Technology</i> , 1983 , 2, 263-287	2.4	12
240	Stochastic Optimization2625-2649		12
239	Influence of step complexity and presentation style on step performance of computerized emergency operating procedures. <i>Reliability Engineering and System Safety</i> , 2009 , 94, 670-674	6.3	11

238	Content preparation and management for e-commerce Web sites. <i>Communications of the ACM</i> , 2003 , 46, 289-299	2.5	11
237	The effect of language inconsistency on performance and satisfaction in using the Web: results from three experiments. <i>Behaviour and Information Technology</i> , 2003 , 22, 155-163	2.4	11
236	Job enrichment and mental workload in computer-based work: Implications for adaptive job design. <i>International Journal of Industrial Ergonomics</i> , 1999 , 24, 13-23	2.9	11
235	Effects of diversity in cognitive restructuring skills on human-computer performance. <i>Ergonomics</i> , 1994 , 37, 595-609	2.9	11
234	Operator performance and subjective response in control of flexible manufacturing systems. <i>Work and Stress</i> , 1988 , 2, 27-39	6.1	11
233	Human-computer communications with special reference to technological developments, occupational stress and educational needs. <i>Ergonomics</i> , 1982 , 25, 435-47	2.9	11
232	A Qualitative Study of Older Adults' Acceptance of New Functions on Smart Phones and Tablets. <i>Lecture Notes in Computer Science</i> , 2013 , 525-534	0.9	11
231	HUMAN-CENTERED DESIGN OF ARTIFICIAL INTELLIGENCE 2021 , 1085-1106		11
230	The effect of communicational signals on drivers' subjective appraisal and visual attention during interactive driving scenarios. <i>Behaviour and Information Technology</i> , 2015 , 34, 1107-1118	2.4	10
229	User-based assessment of website creativity: a review and appraisal. <i>Behaviour and Information Technology</i> , 2012 , 31, 383-400	2.4	10
228	Effects of personality and task strength on performance in computerized tasks. <i>Ergonomics</i> , 1995 , 38, 281-291	2.9	10
227	Predicting performance in computer programming courses. <i>Behaviour and Information Technology</i> , 1985 , 4, 113-129	2.4	10
226	Visual search-based design and evaluation of screen magnifiers for older and visually impaired users. <i>International Journal of Human Computer Studies</i> , 2009 , 67, 663-675	4.6	9
225	Impact of Consistency in Customer Relationship Management on E-Commerce Shopper Preferences. <i>Journal of Organizational Computing and Electronic Commerce</i> , 2007 , 17, 283-309	1.8	9
224	Optimizing Heuristic Evaluation Process in E-Commerce: Use of the Taguchi Method. <i>International Journal of Human-Computer Interaction</i> , 2007 , 22, 271-287	3.6	9
223	A predictive model for the successful integration of concurrent engineering with people and organizational factors: Based on data of 25 companies. <i>International Journal of Human Factors in Manufacturing</i> , 1995 , 5, 429-445		9
222	The use of protocol analysis for determining ability requirements for personnel selection on a computer-based task. <i>Ergonomics</i> , 1994 , 37, 1787-1800	2.9	9
221	Cognitive issues in the process of software development: review and reappraisal. <i>International Journal of Man-Machine Studies</i> , 1989 , 30, 171-191		9

220	Eliciting knowledge for software development. <i>Behaviour and Information Technology</i> , 1987 , 6, 427-440	2.4	9
219	A proposed theoretical framework for design of decision support systems in computer-integrated manufacturing systems: A cognitive engineering approach. <i>International Journal of Production Research</i> , 1988 , 26, 1037-1063	7.8	9
218	Effects of personality, perceptual difficulty and pacing of a task on productivity, job satisfaction, and physiological stress. <i>Perceptual and Motor Skills</i> , 1979 , 49, 219-22	2.2	9
217	A Survey of Factors Influencing People's Perception of Information Security 2007 , 906-915		9
216	Work Measurement: Principles and Techniques 1409-1462		9
215	Smart-Home Interface Design: Layout Organization Adapted to Americans' and Koreans' Cognitive Styles. <i>Human Factors and Ergonomics in Manufacturing</i> , 2013 , 23, 322-335	1.4	8
214	Content Preparation for E-Commerce Involving Chinese and U.S. Online Consumers. <i>International Journal of Human-Computer Interaction</i> , 2009 , 25, 729-761	3.6	8
213	Visualization support to better comprehend and improve decision tree classification modelling process: a survey and appraisal. <i>Theoretical Issues in Ergonomics Science</i> , 2007 , 8, 63-92	2.2	8
212	External and internal attentional environments. I. The utilization of cardiac deceleratory and acceleratory response data for evaluating differences in mental workload between machine-paced and self-paced work. <i>Ergonomics</i> , 1982 , 25, 107-20	2.9	8
211	Comparison of 3D and 2D menus for cell phones. <i>Computers in Human Behavior</i> , 2011 , 27, 2056-2066	7.7	7
210	Integration of Usability Evaluation Studies via a Novel Meta-Analytic Approach: What are Significant Attributes for Effective Evaluation?. <i>International Journal of Human-Computer Interaction</i> , 2009 , 25, 282-306	3.6	7
209	Service Processes 338-364		7
208	Communication and Human Factors 2006 , 150-176		7
207	Design of E-Business Web Sites 2006 , 1344-1363		7
206	Impact of cognitive abilities of experts on the effectiveness of elicited knowledge. <i>Behaviour and Information Technology</i> , 1995 , 14, 174-182	2.4	7
205	Cognitive engineering based knowledge representation in neural networks. <i>Behaviour and Information Technology</i> , 1991 , 10, 403-418	2.4	7
204	Integrating social and cognitive factors in design of human-computer interactive communication. <i>International Journal of Human-Computer Interaction</i> , 1990 , 2, 1-27	3.6	7
203	Programming Perceptions and Computer Literacy of Students Enrolled in Computer-Related Curricula. <i>IEEE Transactions on Education</i> , 1987 , E-30, 201-211	2.1	7

202	Continuous, unobtrusive, performance and physiological monitoring of industrial workers. <i>Ergonomics</i> , 1980 , 23, 501-6	2.9	7
201	Physical Tasks: Analysis, Design, and Operation1041-1110		7
200	Design for All: Computer-Assisted Design of User Interface Adaptation 2012 , 1484-1507		6
199	New Service Development Process253-267		6
198	Agent-based features for CAD browsers to foster engineering collaboration over the Internet. <i>International Journal of Production Research</i> , 2003 , 41, 3809-3829	7.8	6
197	Improvements in physiological performance as a function of practice* * Part of this paper was presented at the 22nd Annual Conference and Convention of the American Institute of Industrial Engineers, Boston, Massachusetts, 10-15 May 1971.. <i>International Journal of Production Research</i> , 1974 , 12, 519-531	7.8	6
196	Instruction Effect on Human Error Reduction. <i>International Journal of Cognitive Ergonomics</i> , 1999 , 3, 115-129		6
195	Carpal tunnel syndrome causation among VDT operators. <i>Occupational Ergonomics</i> , 1998 , 1, 55-66		6
194	Human-Computer Interaction1192-1236		6
193	Human Factors and Automation in Test and Inspection1887-1920		6
192	Prioritising usability considerations on B2C websites. <i>Theoretical Issues in Ergonomics Science</i> , 2013 , 14, 69-98	2.2	5
191	Prediction of effectiveness of concurrent engineering in electronics manufacturing in the U.S.. <i>Human Factors and Ergonomics in Manufacturing</i> , 1997 , 7, 351-373	1.4	5
190	Improved method to individualize head-related transfer function using anthropometric measurements. <i>Acoustical Science and Technology</i> , 2008 , 29, 388-390	0.5	5
189	Use of subjective rating scores in ergonomics research and practice. <i>Ergonomics</i> , 2002 , 45, 1005-7; discussion 1042-6	2.9	5
188	Concurrent engineering integrating people, organization and technology diagnostic model. <i>International Journal of Computer Integrated Manufacturing</i> , 1998 , 11, 461-474	4.3	5
187	Combining natural language with direct manipulation: the conceptual framework for a hybrid human-computer interface. <i>Behaviour and Information Technology</i> , 1993 , 12, 48-53	2.4	5
186	The contribution of cognitive engineering to the effective design and use of information systems. <i>Information Services and Use</i> , 1986 , 6, 235-252	0.5	5
185	MENTAL WORKLOAD 2021 , 203-226		5

184	Factors for Customer Information Satisfaction: User Approved and Empirically Evaluated. <i>International Journal of Human-Computer Interaction</i> , 2016 , 32, 695-707	3.6	4
183	Website Design and Evaluation 2012 , 1323-1353		4
182	Interactivity: Evolution and Emerging Trends 2012 , 1374-1406		4
181	Customer-Centered Design of Service Organizations 177-206		4
180	Web Site Design and Evaluation 2006 , 1317-1343		4
179	Virtual Environments 2006 , 1079-1096		4
178	Classification of human motions. <i>Theoretical Issues in Ergonomics Science</i> , 2004 , 5, 169-178	2.2	4
177	The utilization of the Purdue cognitive job analysis methodology. <i>Human Factors and Ergonomics in Manufacturing</i> , 2003 , 13, 59-84	1.4	4
176	USABILITY COMPARISON: SIMILARITY AND DIFFERENCES BETWEEN E-COMMERCE AND WORLD WIDE WEB. <i>Journal of the Chinese Institute of Industrial Engineers</i> , 2003 , 20, 258-268		4
175	Underlying dimensions of human problem solving and learning: implications for personnel selection, training, task design and expert system. <i>International Journal of Man-Machine Studies</i> , 1989 , 30, 235-254		4
174	The implementation and evaluation of a theory for high level cognitive skill acquisition through expert systems modelling techniques. <i>Ergonomics</i> , 1989 , 32, 1419-1429	2.9	4
173	Development of a Conceptual Model for Predicting Skills Needed in the Operation of New Technologies. <i>International Journal of Cognitive Ergonomics</i> , 1999 , 3, 333-350		4
172	Developing Instrument for Handset Usability Evaluation: A Survey Study 2007 , 662-671		4
171	Integration of Creativity into Website Design. <i>Lecture Notes in Computer Science</i> , 2009 , 769-776	0.9	4
170	Teams and Team Management and Leadership 975-994		4
169	Work Breakdown Structure 1263-1280		4
168	Reliability and Maintainability 1921-1955		4
167	Enterprise Modeling 280-307		4

166	Exploring the cognitive costs and benefits of using multiple-view visualisations. <i>Behaviour and Information Technology</i> , 2013 , 32, 824-835	2.4	3
165	Managing Service Innovation576-601		3
164	Development of a human information processing model for cognitive task analysis and design. <i>Theoretical Issues in Ergonomics Science</i> , 2006 , 7, 345-370	2.2	3
163	Awareness support for asynchronous engineering collaboration. <i>Human Factors and Ergonomics in Manufacturing</i> , 2003 , 13, 97-113	1.4	3
162	The application of cognitive simulation techniques to work measurement and methods analysis of production control tasks. <i>International Journal of Production Research</i> , 1991 , 29, 1565-1586	7.8	3
161	A minicomputer system for long-term automatic blood pressure monitoring. <i>Annals of Biomedical Engineering</i> , 1979 , 7, 369-74	4.7	3
160	Problem Solving in an AMT Environment: Differences in the Knowledge Requirements for an Interdisciplinary Team. <i>International Journal of Cognitive Ergonomics</i> , 1999 , 3, 23-35		3
159	Factor Structure of Content Preparation for E-Business Web Sites: A Survey Results of Industrial Employees in P.R. China 2007 , 784-795		3
158	Industrial Engineering Applications in Transportation787-824		3
157	Ergonomics in Digital Environments1111-1130		3
156	Advanced Planning and Scheduling for Manufacturing,2033-2053		3
155	User Satisfaction with Tablet PC Features. <i>Human Factors and Ergonomics in Manufacturing</i> , 2016 , 26, 149-158	1.4	2
154	Methods of Evaluating Outcomes 2012 , 1139-1175		2
153	A Survey of Smart Home Interface Preferences for U.S. and Korean Users. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2009 , 53, 541-545	0.4	2
152	Service Operations and Management295-315		2
151	Designing for Service: Creating an Experience Advantage403-413		2
150	Complaint Management414-432		2
149	Architecture of Service Organizations109-134		2

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