

Gavriel Salvendy

List of Publications by Year in Descending Order

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Version: 2024-04-26

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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	WEBSITE DESIGN AND EVALUATION 2021 , 1016-1036		0
344	USABILITY AND USER EXPERIENCE: DESIGN AND EVALUATION 2021 , 972-1015		2
343	HUMANROBOT INTERACTION 2021 , 1121-1142		2
342	DESIGN FOR AGING 2021 , 1249-1286		0
341	CROSS-CULTURAL DESIGN 2021 , 252-279		2
340	HUMAN-CENTERED DESIGN OF ARTIFICIAL INTELLIGENCE 2021 , 1085-1106		11
339	MENTAL WORKLOAD 2021 , 203-226		5
338	MOBILE SYSTEMS DESIGN AND EVALUATION 2021 , 1037-1057		1
337	DESIGN FOR ALL IN DIGITAL TECHNOLOGIES 2021 , 1187-1215		2
336	HUMAN FACTORS IN AMBIENT INTELLIGENCE ENVIRONMENTS 2021 , 1058-1084		1
335	MODELING AND SIMULATION OF HUMAN SYSTEMS 2021 , 704-735		
334	HUMAN ERRORS AND HUMAN RELIABILITY 2021 , 514-572		
333	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 1229-1269	3.6	153
332	User Satisfaction with Tablet PC Features. <i>Human Factors and Ergonomics in Manufacturing</i> , 2016 , 26, 149-158	1.4	2
331	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
330	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
329	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

328	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
327	Creating Greater Synergy Between HCI Academia and Practice. <i>Lecture Notes in Computer Science</i> , 2015 , 727-738	0.9	
326	Age-related difference in the use of mobile phones. <i>Universal Access in the Information Society</i> , 2014 , 13, 401-413	2.5	31
325	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
324	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
323	The Effect of Mixed American-Chinese Group Composition on Computer-Mediated Group Decision Making. <i>Human Factors and Ergonomics in Manufacturing</i> , 2014 , 24, 428-443	1.4	
322	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
321	Exploring the cognitive costs and benefits of using multiple-view visualisations. <i>Behaviour and Information Technology</i> , 2013 , 32, 824-835	2.4	3
320	Prioritising usability considerations on B2C websites. <i>Theoretical Issues in Ergonomics Science</i> , 2013 , 14, 69-98	2.2	5
319	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
318	User-based assessment of website creativity: a review and appraisal. <i>Behaviour and Information Technology</i> , 2012 , 31, 383-400	2.4	10
317	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
316	The relation between usability and product success in cell phones. <i>Behaviour and Information Technology</i> , 2012 , 31, 969-982	2.4	20
315	Human Factors and Ergonomic Methods 2012 , 298-329		19
314	Cross-Cultural Design 2012 , 162-191		20
313	Mental Workload and Situation Awareness 2012 , 243-273		48
312	Methods of Evaluating Outcomes 2012 , 1139-1175		2
311	Website Design and Evaluation 2012 , 1323-1353		4

310	Interactivity: Evolution and Emerging Trends 2012 , 1374-1406		4
309	Human Factors in Ambient Intelligence Environments 2012 , 1354-1373		16
308	Design for All: Computer-Assisted Design of User Interface Adaptation 2012 , 1484-1507		6
307	Emotional Factors in Advertising Via Mobile Phones. <i>International Journal of Human-Computer Interaction</i> , 2012 , 28, 597-612	3.6	13
306	Comparing Low and High-Fidelity Prototypes in Mobile Phone Evaluation. <i>International Journal of Technology Diffusion</i> , 2012 , 3, 1-19	0.4	0
305	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, 145-154	1.4	14
304	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
303	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
302	Comparison of 3D and 2D menus for cell phones. <i>Computers in Human Behavior</i> , 2011 , 27, 2056-2066	7.7	7
301	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
300	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
299	Older Adults' Acceptance of Information Technology. <i>Educational Gerontology</i> , 2011 , 37, 1081-1099	1.2	60
298	Exploring critical usability factors for handsets. <i>Behaviour and Information Technology</i> , 2010 , 29, 45-55	2.4	17
297	Developing and validating a methodology for discount usability evaluation of collaboration technologies. <i>Theoretical Issues in Ergonomics Science</i> , 2010 , 11, 174-196	2.2	
296	Measuring perceived interactivity of mobile advertisements. <i>Behaviour and Information Technology</i> , 2010 , 29, 35-44	2.4	40
295	Harnessing the User's Mental Power to Enhance Website Creativity: The Meta-design Approach to Web Personalization. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2010 , 54, 1817-1821	0.4	0
294	Perception of information security. <i>Behaviour and Information Technology</i> , 2010 , 29, 221-232	2.4	54
293	Number of people required for usability evaluation. <i>Communications of the ACM</i> , 2010 , 53, 130-133	2.5	179

292	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
291	Smart home design and operation preferences of Americans and Koreans. <i>Ergonomics</i> , 2010 , 53, 636-60	2.9	17
290	Effects of different scenarios of game difficulty on player immersion. <i>Interacting With Computers</i> , 2010 , 22, 230-239	1.6	51
289	Content information desired by Chinese users for effective use of information appliances. <i>Computers in Human Behavior</i> , 2010 , 26, 1685-1693	7.7	2
288	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
287	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
286	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
285	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
284	Fostering Creativity in Service Development: Facilitating Service Innovation by the Creative Cognition Approach. <i>Service Science</i> , 2009 , 1, 142-153	2.2	16
283	Integrating Creativity in IT Product and Service Development into Ergonomic Design Practices. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2009 , 53, 1507-1511	0.4	
282	Factor structure of web site creativity. <i>Computers in Human Behavior</i> , 2009 , 25, 568-577	7.7	42
281	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
280	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
279	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
278	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
277	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
276	Measuring Player Immersion in the Computer Game Narrative. <i>International Journal of Human-Computer Interaction</i> , 2009 , 25, 107-133	3.6	105
275	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

274	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
273	What Do Users Want to See? A Content Preparation Study for Consumer Electronics. <i>Lecture Notes in Computer Science</i> , 2009 , 413-420	0.9	2
272	Integration of Creativity into Website Design. <i>Lecture Notes in Computer Science</i> , 2009 , 769-776	0.9	4
271	Menu Design in Cell Phones: Use of 3D Menus. <i>Lecture Notes in Computer Science</i> , 2009 , 48-57	0.9	1
270	Grouping Preferences of Americans and Koreans in Interfaces for Smart Home Control. <i>Lecture Notes in Computer Science</i> , 2009 , 436-445	0.9	
269	Critical purchasing incidents in e-business. <i>Behaviour and Information Technology</i> , 2008 , 27, 63-77	2.4	13
268	Perception of Information Security and its Implications for Mobile Phone. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2008 , 52, 1650-1654	0.4	1
267	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
266	Improved method to individualize head-related transfer function using anthropometric measurements. <i>Acoustical Science and Technology</i> , 2008 , 29, 388-390	0.5	5
265	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
264	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
263	A survey of what customers want in a cell phone design. <i>Behaviour and Information Technology</i> , 2007 , 26, 149-163	2.4	42
262	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
261	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
260	Developing Instrument for Handset Usability Evaluation: A Survey Study 2007 , 662-671		4
259	Factor Structure of Content Preparation for E-Business Web Sites: A Survey Results of Industrial Employees in P.R. China 2007 , 784-795		3
258	A Survey of Factors Influencing People's Perception of Information Security 2007 , 906-915		9
257	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

256	Communication and Human Factors 2006 , 150-176		7
255	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
254	Web Site Design and Evaluation 2006 , 1317-1343		4
253	Design for All: Computer-Assisted Design of User Interface Adaptation 2006 , 1459-1484		2
252	Affective and Pleasurable Design 2006 , 543-572		36
251	Design of E-Business Web Sites 2006 , 1344-1363		7
250	Design and evaluation of visualization support to facilitate association rules modeling. <i>International Journal of Human-Computer Interaction</i> , 2006 , 21, 15-38	3.6	2
249	Virtual Environments 2006 , 1079-1096		4
248	Human Factors and Ergonomic Methods 2006 , 292-321		1
247	Design for Aging 2006 , 1418-1445		22
246	Diversified users' satisfaction with advanced mobile phone features. <i>Universal Access in the Information Society</i> , 2006 , 5, 239-249	2.5	31
245	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
244	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
243	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
242	Classification of human motions. <i>Theoretical Issues in Ergonomics Science</i> , 2004 , 5, 169-178	2.2	4
241	Content preparation and management for e-commerce Web sites. <i>Communications of the ACM</i> , 2003 , 46, 289-299	2.5	11
240	The utilization of the Purdue cognitive job analysis methodology. <i>Human Factors and Ergonomics in Manufacturing</i> , 2003 , 13, 59-84	1.4	4
239	Awareness support for asynchronous engineering collaboration. <i>Human Factors and Ergonomics in Manufacturing</i> , 2003 , 13, 97-113	1.4	3

238	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
237	Graphical Web directory for Web search. <i>Behaviour and Information Technology</i> , 2003 , 22, 71-77	2.4	
236	Customer-centered rules for design of e-commerce Web sites. <i>Communications of the ACM</i> , 2003 , 46, 332-336	2.5	26
235	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
234	A framework for reuse of user experience in Web browsing. <i>Behaviour and Information Technology</i> , 2003 , 22, 79-90	2.4	14
233	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
232	Improving computer security for authentication of users: influence of proactive password restrictions. <i>Behavior Research Methods</i> , 2002 , 34, 163-9		51
231	Review and reappraisal of adaptive interfaces: Toward biologically inspired paradigms. <i>Theoretical Issues in Ergonomics Science</i> , 2002 , 3, 47-84	2.2	55
230	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
229	Intranets and Organizational Learning: A Research and Development Agenda. <i>International Journal of Human-Computer Interaction</i> , 2002 , 14, 93-130	3.6	18
228	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
227	AN ELECTRICAL-CIRCUIT MODEL FOR PREDICTING MENTAL WORKLOAD IN COMPUTER-BASED TASKS. <i>Journal of the Chinese Institute of Industrial Engineers</i> , 2002 , 19, 1-15		
226	Use of subjective rating scores in ergonomics research and practice. <i>Ergonomics</i> , 2002 , 45, 1005-7; discussion 1042-6	2.9	5
225	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
224	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
223	Usability and Security An Appraisal of Usability Issues in Information Security Methods. <i>Computers and Security</i> , 2001 , 20, 620-634	4.9	68
222	How consistent is your web design?. <i>Behaviour and Information Technology</i> , 2001 , 20, 433-447	2.4	22
221	A personal perspective on behaviour and information technology: A 20-year progress and future trend. <i>Behaviour and Information Technology</i> , 2001 , 20, 357-366	2.4	2

220	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
219	Development of The Purdue Cognitive Job Analysis Methodology. <i>International Journal of Cognitive Ergonomics</i> , 2000 , 4, 277-295		13
218	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
217	Concurrent engineering and virtual reality for human resource planning. <i>Computers in Industry</i> , 2000 , 42, 109-125	11.6	34
216	Warning Effect on Human Error Reduction. <i>International Journal of Cognitive Ergonomics</i> , 2000 , 4, 145-161		1
215	Prediction of Mental Workload in Single and Multiple Tasks Environments. <i>International Journal of Cognitive Ergonomics</i> , 2000 , 4, 213-242		87
214	Measuring consistency of web page design and its effects on performance and satisfaction. <i>Ergonomics</i> , 2000 , 43, 443-60	2.9	48
213	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
212	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
211	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
210	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
209	Designing menus for the Chinese population: Horizontal or vertical?. <i>Behaviour and Information Technology</i> , 1999 , 18, 467-471	2.4	36
208	Templates for Search Queries: A User-Centered Feature for Improving Web Search Tools. <i>International Journal of Human-Computer Interaction</i> , 1999 , 11, 301-315	3.6	2
207	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
206	Instruction Effect on Human Error Reduction. <i>International Journal of Cognitive Ergonomics</i> , 1999 , 3, 115-129		6
205	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
204	Design of icons for use by Chinese in mainland China. <i>Interacting With Computers</i> , 1998 , 9, 417-430	1.6	55
203	Predictive models of carpal tunnel syndrome causation among VDT operators. <i>Ergonomics</i> , 1998 , 41, 213-26	2.9	55

202	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
201	Concurrent engineering integrating people, organization and technology diagnostic model. <i>International Journal of Computer Integrated Manufacturing</i> , 1998 , 11, 461-474	4.3	5
200	Carpal tunnel syndrome causation among VDT operators. <i>Occupational Ergonomics</i> , 1998 , 1, 55-66		6
199	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
198	A human-centered approach for designing World-Wide Web browsers. <i>Behavior Research Methods</i> , 1997 , 29, 172-179		15
197	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
196	Automated tuning of an electronic circuit board using the artificial neural network approach. <i>Journal of Intelligent Manufacturing</i> , 1996 , 7, 329-339	6.7	2
195	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
194	Hierarchical Menu Design: Breadth, Depth, and Task Complexity. <i>Perceptual and Motor Skills</i> , 1996 , 82, 1187-1201	2.2	86
193	Expert-novice knowledge of computer programming at different levels of abstraction. <i>Ergonomics</i> , 1996 , 39, 461-81	2.9	19
192	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
191	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
190	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
189	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
188	Effects of personality and task strength on performance in computerized tasks. <i>Ergonomics</i> , 1995 , 38, 281-291	2.9	10
187	Modelling of menu design in computerized work. <i>Interacting With Computers</i> , 1995 , 7, 304-330	1.6	33
186	Aggregation of Evidence in a Fuzzy Knowledge-Based Method for Automated Tuning of Microwave Electric Circuits. <i>Journal of Intelligent and Fuzzy Systems</i> , 1994 , 2, 299-313	1.6	1
185	Design of Skill-Based Adaptive Interface: The Effect of a Gentle Push. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 1994 , 38, 295-299	0.4	

184	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
183	Effects of diversity in cognitive restructuring skills on human-computer performance. <i>Ergonomics</i> , 1994 , 37, 595-609	2.9	11
182	Incorporating Task Complexity into Hierarchical Menu Design. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 1994 , 38, 967-967	0.4	
181	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
180	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
179	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
178	The effects of computer interface design on human postural dynamics. <i>Ergonomics</i> , 1994 , 37, 703-24	2.9	31
177	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
176	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
175	Diversity in Field-Articulation and Its Implications for Human-Computer Interface Design. <i>Proceedings of the Human Factors Society Annual Meeting</i> , 1992 , 36, 902-906		
174	Effects of respirators on performance of physical, psychomotor and cognitive tasks. <i>Ergonomics</i> , 1991 , 34, 321-34	2.9	13
173	Cognitive performance of super-experts on computer program modification tasks. <i>Ergonomics</i> , 1991 , 34, 1095-1112	2.9	29
172	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
171	Cognitive engineering based knowledge representation in neural networks. <i>Behaviour and Information Technology</i> , 1991 , 10, 403-418	2.4	7
170	A conceptual model for optimizing the cost of knowledge acquisition. <i>Information Services and Use</i> , 1991 , 11, 9-21	0.5	
169	Consistency of Human-Computer Interface Design: Quantification and Validation. <i>Human Factors</i> , 1991 , 33, 653-676	3.8	16
168	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
167	Derivation and Validation of a Quantitative Method for the Analysis of Consistency for Interface Design. <i>Proceedings of the Human Factors Society Annual Meeting</i> , 1990 , 34, 329-333		0

166	Knowledge representation in human problem solving: implications for expert system design. <i>Behaviour and Information Technology</i> , 1990 , 9, 191-200	2.4	2
165	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
164	An analogue and propositional hybrid model for the perception of computer generated graphical images. <i>Behaviour and Information Technology</i> , 1989 , 8, 257-272	2.4	1
163	Perception of computer dialogue personality: an exploratory study. <i>International Journal of Man-Machine Studies</i> , 1989 , 31, 717-728		14
162	Cognitive issues in the process of software development: review and reappraisal. <i>International Journal of Man-Machine Studies</i> , 1989 , 30, 171-191		9
161	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
160	Microbreak length, performance, and stress in a data entry task. <i>Ergonomics</i> , 1989 , 32, 855-64	2.9	81
159	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
158	A structured knowledge elicitation methodology for building expert systems. <i>International Journal of Man-Machine Studies</i> , 1988 , 29, 377-406		16
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