Gavriel Salvendy

List of Publications by Year
in descending order

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238 papers	6,887 citations	66315 42 h-index	98753 67 g-index
359 all docs	359 docs citations	359 times ranked	4489 citing authors

#	Article	IF	Citations
1	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
2	Factors for Customer Information Satisfaction: User Approved and Empirically Evaluated. International Journal of Human-Computer Interaction, 2016, 32, 695-707.	3.3	8
3	Assessments of risky driving: A Go/No-Go simulator driving task to evaluate risky decision-making and associated behavioral patterns. Applied Ergonomics, 2016, 52, 265-274.	1.7	26
4	Risk-taking on the road and in the mind: behavioural and neural patterns of decision making between risky and safe drivers. Ergonomics, 2016, 59, 27-38.	1.1	22
5	User Satisfaction with Tablet PC Features. Human Factors and Ergonomics in Manufacturing, 2016, 26, 149-158.	1.4	2
6	The effect of communicational signals on drivers' subjective appraisal and visual attention during interactive driving scenarios. Behaviour and Information Technology, 2015, 34, 1107-1118.	2.5	15
7	Creating Greater Synergy Between HCI Academia and Practice. Lecture Notes in Computer Science, 2015, , 727-738.	1.0	1
8	Older Adultsâ€™ Text Entry on Smartphones and Tablets: Investigating Effects of Display Size and Input Method on Acceptance and Performance. International Journal of Human-Computer Interaction, 2014, 30, 727-739.	3.3	52
9	The Effect of Mixed Americanâ€“Chinese Group Composition on Computerâ€Mediated Group Decision Making. Human Factors and Ergonomics in Manufacturing, 2014, 24, 428-443.	1.4	0
10	Age-related difference in the use of mobile phones. Universal Access in the Information Society, 2014, 13, 401-413.	2.1	45
11	Older adultsâ€™ use of smart phones: an investigation of the factors influencing the acceptance of new functions. Behaviour and Information Technology, 2014, 33, 552-560.	2.5	79
12	Smartâ€Home Interface Design: Layout Organization Adapted to Americans' and Koreans' Cognitive Styles. Human Factors and Ergonomics in Manufacturing, 2013, 23, 322-335.	1.4	12
13	Exploring the cognitive costs and benefits of using multiple-view visualisations. Behaviour and Information Technology, 2013, 32, 824-835.	2.5	4
14	Prioritising usability considerations on B2C websites. Theoretical Issues in Ergonomics Science, 2013, 14, 69-98.	1.0	6
15	A Qualitative Study of Older Adultsâ€™ Acceptance of New Functions on Smart Phones and Tablets. Lecture Notes in Computer Science, 2013, , 525-534.	1.0	11
16	User-based assessment of website creativity: a review and appraisal. Behaviour and Information Technology, 2012, 31, 383-400.	2.5	15
17	Use and Design of Handheld Computers for Older Adults: A Review and Appraisal. International Journal of Human-Computer Interaction, 2012, 28, 799-826.	3.3	94
18	The relation between usability and product success in cell phones. Behaviour and Information Technology, 2012, 31, 969-982.	2.5	25

#	Article	IF	Citations
19	Emotional Factors in Advertising Via Mobile Phones. International Journal of Human-Computer Interaction, 2012, 28, 597-612.	3.3	15
20	Comparing Low and High-Fidelity Prototypes in Mobile Phone Evaluation. International Journal of Technology Diffusion, 2012, 3, 1-19.	0.2	1
21	Impact of multimodal feedback on simulated ergonomic measurements in a virtual environment: A case study with manufacturing workers. Human Factors and Ergonomics in Manufacturing, 2012, 22, 145-155.	1.4	14
22	Fostering Creativity in Product and Service Development: Validation in the Domain of Information Technology. Human Factors, 2011, 53, 245-270.	2.1	22
23	Factors affecting perception of information security and their impacts on IT adoption and security practices. International Journal of Human Computer Studies, 2011, 69, 870-883.	3.7	89
24	Comparison of 3D and 2D menus for cell phones. Computers in Human Behavior, 2011, 27, 2056-2066.	5.1	8
25	Predicting real-world ergonomic measurements by simulation in a virtual environment. International Journal of Industrial Ergonomics, 2011, 41, 64-71.	1.5	63
26	Can Traditional Divergent Thinking Tests Be Trusted in Measuring and Predicting Real-World Creativity?. Creativity Research Journal, 2011, 23, 24-37.	1.7	211
27	Older Adults' Acceptance of Information Technology. Educational Gerontology, 2011, 37, 1081-1099.	0.7	79
28	Effects of different scenarios of game difficulty on player immersion. Interacting With Computers, 2010, 22, 230-239.	1.0	69
29	Content information desired by Chinese users for effective use of information appliances. Computers in Human Behavior, 2010, 26, 1685-1693.	5.1	2
30	Exploring critical usability factors for handsets. Behaviour and Information Technology, 2010, 29, 45-55.	2.5	19
31	Developing and validating a methodology for discount usability evaluation of collaboration technologies. Theoretical Issues in Ergonomics Science, 2010, 11, 174-196.	1.0	0
32	Measuring perceived interactivity of mobile advertisements. Behaviour and Information Technology, 2010, 29, 35-44.	2.5	62
33	Harnessing the User's Mental Power to Enhance Website Creativity: The Meta-design Approach to Web Personalization. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 1817-1821.	0.2	2
34	Perception of information security. Behaviour and Information Technology, 2010, 29, 221-232.	2.5	65
35	Number of people required for usability evaluation. Communications of the ACM, 2010, 53, 130-133.	3.3	282
36	Creativity in Ergonomic Design: A Supplemental Value-Adding Source for Product and Service Development. Human Factors, 2010, 52, 503-525.	2.1	26

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37	Smart home design and operation preferences of Americans and Koreans. Ergonomics, 2010, 53, 636-660.	1.1	22
38	Perception of Interactivity: Affects of Four Key Variables in Mobile Advertising. International Journal of Human-Computer Interaction, 2009, 25, 479-505.	3.3	83
39	Effects of measurement errors on psychometric measurements in ergonomics studies: Implications for correlations, ANOVA, linear regression, factor analysis, and linear discriminant analysis. Ergonomics, 2009, 52, 499-511.	1.1	31
40	Study on player experience in the game world. , 2009, , .		0
41	Integration of Usability Evaluation Studies via a Novel Meta-Analytic Approach: What are Significant Attributes for Effective Evaluation?. International Journal of Human-Computer Interaction, 2009, 25, 282-306.	3.3	9
42	A Survey of Smart Home Interface Preferences for U.S. and Korean Users. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 541-545.	0.2	2
43	Fostering Creativity in Service Development: Facilitating Service Innovation by the Creative Cognition Approach. Service Science, 2009, 1, 142-153.	0.9	23
44	Integrating Creativity in IT Product and Service Development into Ergonomic Design Practices. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1507-1511.	0.2	0
45	Factor structure of web site creativity. Computers in Human Behavior, 2009, 25, 568-577.	5.1	50
46	Measuring consumer perception of product creativity: Impact on satisfaction and purchasability. Human Factors and Ergonomics in Manufacturing, 2009, 19, 223-240.	1.4	73
47	Visual search-based design and evaluation of screen magnifiers for older and visually impaired users. International Journal of Human Computer Studies, 2009, 67, 663-675.	3.7	16
48	Influence of step complexity and presentation style on step performance of computerized emergency operating procedures. Reliability Engineering and System Safety, 2009, 94, 670-674.	5.1	11
49	Chinese and US online consumersâ€™ preferences for content of e-commerce websites: a survey. Theoretical Issues in Ergonomics Science, 2009, 10, 19-42.	1.0	29
50	Content Preparation for E-Commerce Involving Chinese and U.S. Online Consumers. International Journal of Human-Computer Interaction, 2009, 25, 729-761.	3.3	8
51	Measuring Player Immersion in the Computer Game Narrative. International Journal of Human-Computer Interaction, 2009, 25, 107-133.	3.3	155
52	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. Behaviour and Information Technology, 2009, 28, 73-86.	2.5	16
53	Design and evaluation of smart home user interface: effects of age, tasks and intelligence level. Behaviour and Information Technology, 2009, 28, 239-249.	2.5	35
54	What Do Users Want to See? A Content Preparation Study for Consumer Electronics. Lecture Notes in Computer Science, 2009, , 413-420.	1.0	2

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55	Integration of Creativity into Website Design. Lecture Notes in Computer Science, 2009, , 769-776.	1.0	5
56	Menu Design in Cell Phones: Use of 3D Menus. Lecture Notes in Computer Science, 2009, , 48-57.	1.0	2
57	Integrating Creativity in IT Product and Service Development Into Ergonomic Design Practices. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1507-1511.	0.2	1
58	Grouping Preferences of Americans and Koreans in Interfaces for Smart Home Control. Lecture Notes in Computer Science, 2009, , 436-445.	1.0	0
59	An ergonomics study of computerized emergency operating procedures: Presentation style, task complexity, and training level. Reliability Engineering and System Safety, 2008, 93, 1500-1511.	5.1	40
60	Critical purchasing incidents in e-business. Behaviour and Information Technology, 2008, 27, 63-77.	2.5	16
61	Perception of Information Security and its Implications for Mobile Phone. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 1650-1654.	0.2	1
62	Effective advertising on mobile phones: a literature review and presentation of results from 53 case studies. Behaviour and Information Technology, 2008, 27, 355-373.	2.5	81
63	Improved method to individualize head-related transfer function using anthropometric measurements. Acoustical Science and Technology, 2008, 29, 388-390.	0.3	5
64	Optimizing Heuristic Evaluation Process in E-Commerce: Use of the Taguchi Method. International Journal of Human-Computer Interaction, 2007, 22, 271-287.	3.3	10
65	Visualization support to better comprehend and improve decision tree classification modelling process: a survey and appraisal. Theoretical Issues in Ergonomics Science, 2007, 8, 63-92.	1.0	10
66	A survey of what customers want in a cell phone design. Behaviour and Information Technology, 2007, 26, 149-163.	2.5	55
67	Impact of Consistency in Customer Relationship Management on E-Commerce Shopper Preferences. Journal of Organizational Computing and Electronic Commerce, 2007, 17, 283-309.	1.0	13
68	Developing Instrument for Handset Usability Evaluation: A Survey Study. , 2007, , 662-671.		5
69	Factor Structure of Content Preparation for E-Business Web Sites: A Survey Results of Industrial Employees in P.R. China. , 2007, , 784-795.		3
70	A Survey of Factors Influencing Peopleâ€™s Perception of Information Security. , 2007, , 906-915.		12
71	Development of a human information processing model for cognitive task analysis and design. Theoretical Issues in Ergonomics Science, 2006, 7, 345-370.	1.0	5
72	Web Site Design and Evaluation. , 2006, , 1317-1343.		4

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73	Design for All: Computer-Assisted Design of User Interface Adaptation. , 2006, , 1459-1484.		3
74	Affective and Pleasurable Design. , 2006, , 543-572.		57
75	Design of E-Business Web Sites. , 2006, , 1344-1363.		8
76	Design and evaluation of visualization support to facilitate association rules modeling. International Journal of Human-Computer Interaction, 2006, 21, 15-38.	3.3	8
77	Virtual Environments. , 2006, , 1079-1096.		4
78	Human Factors and Ergonomic Methods. , 2006, , 292-321.		2
79	Design for Aging. , 2006, , 1418-1445.		26
80	Diversified usersâ€™ satisfaction with advanced mobile phone features. Universal Access in the Information Society, 2006, 5, 239-249.	2.1	44
81	Consumer-based assessment of product creativity: A review and reappraisal. Human Factors and Ergonomics in Manufacturing, 2006, 16, 155-175.	1.4	98
82	Communication and Human Factors. , 2006, , 150-176.		8
83	The cognitive task analysis methods for job and task design: review and reappraisal. Behaviour and Information Technology, 2004, 23, 273-299.	2.5	69
84	Twenty guidelines for the design of Web-based interfaces with consistent language. Computers in Human Behavior, 2004, 20, 149-161.	5.1	20
85	A cross cultural study on knowledge representation and structure in human computer interfaces. International Journal of Industrial Ergonomics, 2004, 34, 117-129.	1.5	48
86	Classification of human motions. Theoretical Issues in Ergonomics Science, 2004, 5, 169-178.	1.0	5
87	The utilization of the Purdue cognitive job analysis methodology. Human Factors and Ergonomics in Manufacturing, 2003, 13, 59-84.	1.4	5
88	Awareness support for asynchronous engineering collaboration. Human Factors and Ergonomics in Manufacturing, 2003, 13, 97-113.	1.4	3
89	The effect of language inconsistency on performance and satisfaction in using the Web: results from three experiments. Behaviour and Information Technology, 2003, 22, 155-163.	2.5	15
90	Graphical Web directory for Web search. Behaviour and Information Technology, 2003, 22, 71-77.	2.5	0

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91	Customer-centered rules for design of e-commerce Web sites. Communications of the ACM, 2003, 46, 332-336.	3.3	36
92	Agent-based features for CAD browsers to foster engineering collaboration over the Internet. International Journal of Production Research, 2003, 41, 3809-3829.	4.9	7
93	A framework for reuse of user experience in Web browsing. Behaviour and Information Technology, 2003, 22, 79-90.	2.5	20
94	USABILITY COMPARISON: SIMILARITY AND DIFFERENCES BETWEEN E-COMMERCE AND WORLD WIDE WEB. Journal of the Chinese Institute of Industrial Engineers, 2003, 20, 258-268.	0.5	5
95	Content preparation and management for e-commerce Web sites. Communications of the ACM, 2003, 46, 289-299.	3.3	17
96	Review and reappraisal of adaptive interfaces: Toward biologically inspired paradigms. Theoretical Issues in Ergonomics Science, 2002, 3, 47-84.	1.0	70
97	Shopping behaviour and preferences in e-commerce of Turkish and American university students: Implications from cross-cultural design. Behaviour and Information Technology, 2002, 21, 373-385.	2.5	72
98	Intranets and Organizational Learning: A Research and Development Agenda. International Journal of Human-Computer Interaction, 2002, 14, 93-130.	3.3	23
99	Content Preparation and Management for Web Design: Eliciting, Structuring, Searching, and Displaying Information. International Journal of Human-Computer Interaction, 2002, 14, 25-92.	3.3	43
100	AN ELECTRICAL-CIRCUIT MODEL FOR PREDICTING MENTAL WORKLOAD IN COMPUTER-BASED TASKS. Journal of the Chinese Institute of Industrial Engineers, 2002, 19, 1-15.	0.5	0
101	Use of subjective rating scores in ergonomics research and practice. Ergonomics, 2002, 45, 1005-1007.	1.1	5
102	Effectiveness of user testing and heuristic evaluation as a function of performance classification. Behaviour and Information Technology, 2002, 21, 137-143.	2.5	46
103	The contribution of apparent and inherent usability to a user's satisfaction in a searching and browsing task on the Web. Ergonomics, 2002, 45, 415-424.	1.1	27
104	Improving computer security for authentication of users: Influence of proactive password restrictions. Behavior Research Methods, 2002, 34, 163-169.	1.3	76
105	The Implications of Visualization Ability and Structure Preview Design for Web Information Search Tasks. International Journal of Human-Computer Interaction, 2001, 13, 75-95.	3.3	39
106	Usability and Security An Appraisal of Usability Issues in Information Security Methods. Computers and Security, 2001, 20, 620-634.	4.0	90
107	How consistent is your web design?. Behaviour and Information Technology, 2001, 20, 433-447.	2.5	27
108	A personal perspective on behaviour and information technology: A 20-year progress and future trend. Behaviour and Information Technology, 2001, 20, 357-366.	2.5	3

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109	Development of The Purdue Cognitive Job Analysis Methodology. International Journal of Cognitive Ergonomics, 2000, 4, 277-295.	0.3	15
110	Keyword comparison: a user-centered feature for improving web search tools. International Journal of Human Computer Studies, 2000, 52, 915-931.	3.7	17
111	Concurrent engineering and virtual reality for human resource planning. Computers in Industry, 2000, 42, 109-125.	5.7	36
112	Warning Effect on Human Error Reduction. International Journal of Cognitive Ergonomics, 2000, 4, 145-161.	0.3	1
113	Prediction of Mental Workload in Single and Multiple Tasks Environments. International Journal of Cognitive Ergonomics, 2000, 4, 213-242.	0.3	116
114	Measuring consistency of web page design and its effects on performance and satisfaction. Ergonomics, 2000, 43, 443-460.	1.1	53
115	Review and reappraisal of modelling and predicting mental workload in single- and multi-task environments. Work and Stress, 2000, 14, 74-99.	2.8	183
116	Toward an Information Society for All: HCI Challenges and R&D Recommendations. International Journal of Human-Computer Interaction, 1999, 11, 1-28.	3.3	64
117	Implications for Design of Computer Interfaces for Chinese Users in Mainland China. International Journal of Human-Computer Interaction, 1999, 11, 29-46.	3.3	40
118	Job enrichment and mental workload in computer-based work: Implications for adaptive job design. International Journal of Industrial Ergonomics, 1999, 24, 13-23.	1.5	20
119	Designing menus for the Chinese population: Horizontal or vertical?. Behaviour and Information Technology, 1999, 18, 467-471.	2.5	47
120	Templates for Search Queries: A User-Centered Feature for Improving Web Search Tools. International Journal of Human-Computer Interaction, 1999, 11, 301-315.	3.3	2
121	Problem Solving in an AMT Environment: Differences in the Knowledge Requirements for an Interdisciplinary Team. International Journal of Cognitive Ergonomics, 1999, 3, 23-35.	0.3	3
122	Instruction Effect on Human Error Reduction. International Journal of Cognitive Ergonomics, 1999, 3, 115-129.	0.3	6
123	Development of a Conceptual Model for Predicting Skills Needed in the Operation of New Technologies. International Journal of Cognitive Ergonomics, 1999, 3, 333-350.	0.3	6
124	Design of icons for use by Chinese in mainland China. Interacting With Computers, 1998, 9, 417-430.	1.0	73
125	Predictive models of carpal tunnel syndrome causation among VDT operators. Ergonomics, 1998, 41, 213-226.	1.1	61
126	Toward an Information Society for All: An International Research and Development Agenda. International Journal of Human-Computer Interaction, 1998, 10, 107-134.	3.3	104

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127	Concurrent engineering integrating people, organization and technology diagnostic model. International Journal of Computer Integrated Manufacturing, 1998, 11, 461-474.	2.9	6
128	Carpal tunnel syndrome causation among VDT operators. Occupational Ergonomics, 1998, 1, 55-66.	0.3	7
129	A proposed index of usability: A method for comparing the relative usability of different software systems. Behaviour and Information Technology, 1997, 16, 267-277.	2.5	225
130	A human-centered approach for designing World-Wide Web browsers. Behavior Research Methods, 1997, 29, 172-179.	1.3	18
131	Prediction of effectiveness of concurrent engineering in electronics manufacturing in the U.S.. Human Factors and Ergonomics in Manufacturing, 1997, 7, 351-373.	1.4	7
132	Automated tuning of an electronic circuit board using the artificial neural network approach. Journal of Intelligent Manufacturing, 1996, 7, 329-339.	4.4	3
133	What is wrong with the World-Wide Web?: a diagnosis of some problems and prescription of some remedies. Ergonomics, 1996, 39, 995-1004.	1.1	48
134	Hierarchical Menu Design: Breadth, Depth, and Task Complexity. Perceptual and Motor Skills, 1996, 82, 1187-1201.	0.6	100
135	Expert-novice knowledge of computer programming at different levels of abstraction. Ergonomics, 1996, 39, 461-481.	1.1	27
136	Modelling of menu design in computerized work. Interacting With Computers, 1995, 7, 304-330.	1.0	40
137	A predictive model for the successful integration of concurrent engineering with people and organizational factors: Based on data of 25 companies. International Journal of Human Factors in Manufacturing, 1995, 5, 429-445.	0.4	12
138	An approach to the design of a skill adaptive interface. International Journal of Human-Computer Interaction, 1995, 7, 365-383.	3.3	14
139	Impact of cognitive abilities of experts on the effectiveness of elicited knowledge. Behaviour and Information Technology, 1995, 14, 174-182.	2.5	9
140	Information visualization; assisting low spatial individuals with information access tasks through the use of visual mediators. Ergonomics, 1995, 38, 1184-1198.	1.1	88
141	Effects of personality and task strength on performance in computerized tasks. Ergonomics, 1995, 38, 281-291.	1.1	13
142	Aggregation of Evidence in a Fuzzy Knowledge-Based Method for Automated Tuning of Microwave Electric Circuits. Journal of Intelligent and Fuzzy Systems, 1994, 2, 299-313.	0.8	1
143	Design of Skill-Based Adaptive Interface: The Effect of a Gentle Push. Proceedings of the Human Factors and Ergonomics Society, 1994, 38, 295-299.	0.2	0
144	Percentage of procedural knowledge acquired as a function of the number of experts from whom knowledge is acquired for diagnosis, debugging, and interpretation tasks. International Journal of Human-Computer Interaction, 1994, 6, 221-233.	3.3	33

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145	Effects of diversity in cognitive restructuring skills on human-computer performance. Ergonomics, 1994, 37, 595-609.	1.1	11
146	Incorporating Task Complexity into Hierarchical Menu Design. Proceedings of the Human Factors and Ergonomics Society, 1994, 38, 967-967.	0.2	0
147	The use of protocol analysis for determining ability requirements for personnel selection on a computer-based task. Ergonomics, 1994, 37, 1787-1800.	1.1	10
148	Analytical modeling and experimental study of human workload in scheduling of advanced manufacturing systems. International Journal of Human Factors in Manufacturing, 1994, 4, 205-234.	0.4	35
149	Quantitative and qualitative differences between experts and novices in chunking computer software knowledge. International Journal of Human-Computer Interaction, 1994, 6, 105-118.	3.3	31
150	The effects of computer interface design on human postural dynamics. Ergonomics, 1994, 37, 703-724.	1.1	38
151	A proposed methodology for the prediction of mental workload, based on engineering system parameters. Work and Stress, 1994, 8, 355-371.	2.8	23
152	Combining natural language with direct manipulation: the conceptual framework for a hybrid human-computer interface. Behaviour and Information Technology, 1993, 12, 48-53.	2.5	6
153	Diversity in Field-Articulation and Its Implications for Human-Computer Interface Design. Proceedings of the Human Factors Society Annual Meeting, 1992, 36, 902-906.	0.1	0
154	A conceptual model for optimizing the cost of knowledge acquisition. Information Services and Use, 1991, 11, 9-21.	0.1	0
155	Consistency of Human-Computer Interface Design: Quantification and Validation. Human Factors, 1991, 33, 653-676.	2.1	20
156	Effects of respirators on performance of physical, psychomotor and cognitive tasks. Ergonomics, 1991, 34, 321-334.	1.1	16
157	Cognitive performance of super-experts on computer program modification tasks. Ergonomics, 1991, 34, 1095-1112.	1.1	35
158	The application of cognitive simulation techniques to work measurement and methods analysis of production control tasks. International Journal of Production Research, 1991, 29, 1565-1586.	4.9	3
159	Cognitive engineering based knowledge representation in neural networks. Behaviour and Information Technology, 1991, 10, 403-418.	2.5	9
160	Integrating social and cognitive factors in design of humanâ€computer interactive communication. International Journal of Human-Computer Interaction, 1990, 2, 1-27.	3.3	10
161	Derivation and Validation of a Quantitative Method for the Analysis of Consistency for Interface Design. Proceedings of the Human Factors Society Annual Meeting, 1990, 34, 329-333.	0.1	2
162	Knowledge representation in human problem solving: implications for expert system design. Behaviour and Information Technology, 1990, 9, 191-200.	2.5	2

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163	Development of a knowledge-based decision support system for diagnosing malfunctions of advanced production equipment. International Journal of Production Research, 1990, 28, 2259-2276.	4.9	18
164	An analogue and propositional hybrid model for the perception of computer generated graphical images. Behaviour and Information Technology, 1989, 8, 257-272.	2.5	1
165	Perception of computer dialogue personality: an exploratory study. International Journal of Man-Machine Studies, 1989, 31, 717-728.	0.7	16
166	Cognitive issues in the process of software development: review and reappraisal. International Journal of Man-Machine Studies, 1989, 30, 171-191.	0.7	15
167	Underlying dimensions of human problem solving and learning: implications for personnel selection, training, task design and expert system. International Journal of Man-Machine Studies, 1989, 30, 235-254.	0.7	6
168	Microbreak length, performance, and stress in a data entry task. Ergonomics, 1989, 32, 855-864.	1.1	97
169	The implementation and evaluation of a theory for high level cognitive skill acquisition through expert systems modelling techniques. Ergonomics, 1989, 32, 1419-1429.	1.1	6
170	A structured knowledge elicitation methodology for building expert systems. International Journal of Man-Machine Studies, 1988, 29, 377-406.	0.7	22
171	An experimental study of human decision-making in computer-based scheduling of flexible manufacturing system. International Journal of Production Research, 1988, 26, 567-583.	4.9	38
172	A proposed theoretical framework for design of decision support systems in computer-integrated manufacturing systems: A cognitive engineering approach. International Journal of Production Research, 1988, 26, 1037-1063.	4.9	10
173	Operator performance and subjective response in control of flexible manufacturing systems. Work and Stress, 1988, 2, 27-39.	2.8	12
174	Gender Differences in Persistence in Computer-Related Fields. Journal of Educational Computing Research, 1988, 4, 185-202.	3.6	38
175	A Real-Time Interactive Computer Model of a Flexible Manufacturing System. IIE Transactions, 1987, 19, 167-177.	2.1	15
176	Eliciting knowledge for software development. Behaviour and Information Technology, 1987, 6, 427-440.	2.5	11
177	A conceptual framework for knowledge elicitation. International Journal of Man-Machine Studies, 1987, 26, 521-531.	0.7	28
178	Programming Perceptions and Computer Literacy of Students EnrÃ¸lled in Computer-Related Curricula. IEEE Transactions on Education, 1987, E-30, 201-211.	2.0	8
179	Strategies and biases in human decision-making and their implications for expert systems. Behaviour and Information Technology, 1986, 5, 119-140.	2.5	36
180	The contribution of cognitive engineering to the effective design and use of information systems. Information Services and Use, 1986, 6, 235-252.	0.1	5

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181	The contributions of cognitive engineering to the safe design and operation of CAM and robotics. Journal of Occupational Accidents, 1986, 8, 49-67.	0.2	15
182	Impact of Depth of Menu Hierarchy on Performance Effectiveness in a Supervisory Task: Computerized Flexible Manufacturing System. Human Factors, 1985, 27, 713-722.	2.1	34
183	Predicting performance in computer programming courses. Behaviour and Information Technology, 1985, 4, 113-129.	2.5	14
184	Integration of humans and computers in the operation and control of flexible manufacturing systems. International Journal of Production Research, 1984, 22, 841-856.	4.9	39
185	Circulatory responses to machine-paced and self-paced work: an industrial study. Ergonomics, 1983, 26, 713-717.	1.1	2
186	Review and reappraisal of human aspects in planning robotic systems. Behaviour and Information Technology, 1983, 2, 263-287.	2.5	13
187	External and internal attentional environments II. Reconsideration of the relationship between sinus arrhythmia and information load âˆ—. Ergonomics, 1982, 25, 121-132.	1.1	14
188	Occupational Stress: Review and Reappraisal. Human Factors, 1982, 24, 129-162.	2.1	81
189	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 âˆ—. Ergonomics, 1982, 25, 107-120.	1.1	11
190	A framework for integrated assembly systems: humans, automation and robots. International Journal of Production Research, 1982, 20, 431-448.	4.9	38
191	Human-computer communications with special reference to technological developments, occupational stress and educational needs*. Ergonomics, 1982, 25, 435-447.	1.1	14
192	Continuous, unobtrusive, performance and physiological monitoring of ndustrial workers*. Ergonomics, 1980, 23, 501-506.	1.1	10
193	Effective Utilization of Industrial Robotsâ€"A Job and Skills Analysis Approach. A I I E Transactions, 1980, 12, 216-225.	0.3	59
194	Effects of Personality, Perceptual Difficulty and Pacing of a Task on Productivity, Job Satisfaction, and Physiological Stress. Perceptual and Motor Skills, 1979, 49, 219-222.	0.6	11
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