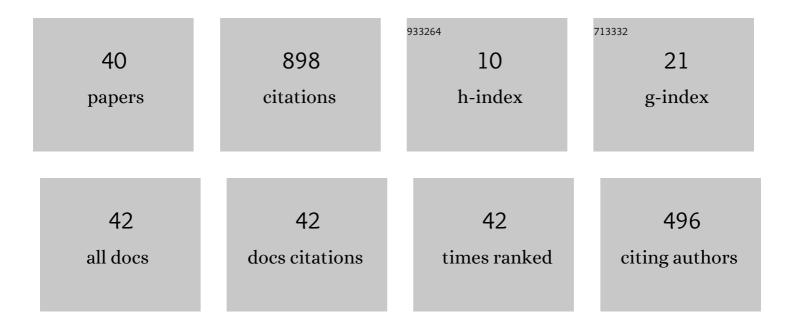
Simo Hosio

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/11264139/publications.pdf Version: 2024-02-01



SIMO HOSIO

| # | Article | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | CARE: Context-awareness for elderly care. Health and Technology, 2021, 11, 211-226. | 2.1 | 4 |
| 2 | Crowdsourcing sensitive data using public displays—opportunities, challenges, and considerations. Personal and Ubiquitous Computing, 2020, , 1. | 1.9 | 2 |
| 3 | Addressing Cooperation Issues in Situated Crowdsourcing. Human-computer Interaction Series, 2019, , 127-145. | 0.4 | 0 |
| 4 | Towards Eliciting Feedback for Artworks on Public Displays. , 2019, , . | | 3 |
| 5 | Practitioner Evaluations on Software Testing Tools. , 2019, , . | | 7 |
| 6 | Fueling AI with public displays?. , 2019, , . | | 6 |
| 7 | Facilitating Collocated Crowdsourcing on Situated Displays. Human-Computer Interaction, 2018, 33, 335-371. | 3.1 | 9 |
| 8 | Kinship verification from facial images and videos: human versus machine. Machine Vision and Applications, 2018, 29, 873-890. | 1.7 | 18 |
| 9 | Mobile Decision Support and Data Provisioning for Low Back Pain. Computer, 2018, 51, 34-43. | 1.2 | 7 |
| 10 | Human Sensors. Understanding Complex Systems, 2017, , 69-92. | 0.3 | 5 |
| 11 | Eliciting Structured Knowledge from Situated Crowd Markets. ACM Transactions on Internet Technology, 2017, 17, 1-21. | 3.0 | 6 |
| 12 | Mobile and situated crowdsourcing. International Journal of Human Computer Studies, 2017, 102, 1-3. | 3.7 | 2 |
| 13 | Designing a context-aware assistive infrastructure for elderly care. , 2017, , . | | 7 |
| 14 | CrowdPickUp. , 2017, 1, 1-22. | | 16 |
| 15 | WMSC '16., 2016, , . | | 3 |
| 16 | Crowdsourcing situated & subjective knowledge for decision support. , 2016, , . | | 5 |
| 17 | Worker Performance in a Situated Crowdsourcing Market. Interacting With Computers, 2016, 28, 612-624. | 1.0 | 2 |
| 18 | Tapping Task Performance on Smartphones in Cold Temperature. Interacting With Computers, 2016, , . | 1.0 | 5 |

IF # ARTICLE CITATIONS Toward Meaningful Engagement with Pervasive Displays. IEEE Pervasive Computing, 2016, 15, 24-31. Life through the lens., 2015,,. 20 10 Workshop on mobile and situated crowdsourcing., 2015,,. Crowdsourcing Public Opinion Using Urban Pervasive Technologies: Lessons From Real‣ife 2.0 22 46 Experiments in Oulu. Policy and Internet, 2015, 7, 203-222. Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. 3.2 Computer Networks, 2015, 90, 34-48. Increasing the Reach of Government Social Media: A Case Study in Modeling Government-Citizen 24 2.0 18 Interaction on Facebook. Policy and Internet, 2015, 7, 80-102. Game of words., 2014,,. 54 Situated crowdsourcing using a market model., 2014,,. 26 47 Situated Engagement and Virtual Services in a Smart City., 2014, , . Eliciting situated feedback: A comparison of paper, web forms and public displays. Displays, 2014, 35, 28 2.0 24 27-37. What's in it for me., 2014, , . Exploring Civic Engagement on Public Displays. Public Administration and Information Technology, 2014, , 91-111. 30 0.6 15 Human interfaces for civic and urban engagement., 2013,,. IncluCity., 2013,,. 32 23 Crowdsourcing on the spot., 2013,,. Application discoverability on multipurpose public displays., 2013,,. 34 17 Where Am I? Location Archetype Keyword Extraction from Urban Mobility Patterns. PLoS ONE, 2013, 8, 1.1 36 Multipurpose Interactive Public Displays in the Wild: Three Years Later. Computer, 2012, 45, 42-49. 1.2 157

SIMO HOSIO

SIMO HOSIO

| # | Article | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | From School Food to Skate Parks in a Few Clicks: Using Public Displays to Bootstrap Civic Engagement of the Young. Lecture Notes in Computer Science, 2012, , 425-442. | 1.0 | 59 |
| 38 | Enhancing interactive public displays with social networking services. , 2010, , . | | 17 |
| 39 | UBI-Hotspot 1.0: Large-Scale Long-Term Deployment of Interactive Public Displays in a City Center. , 2010, , . | | 85 |
| 40 | Social Surroundings: Bridging the Virtual and Physical Divide. IEEE MultiMedia, 2010, 17, 26-33. | 1.5 | 13 |