

Simo Hosio

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11264139/publications.pdf>

Version: 2024-02-01

40
papers

898
citations

933264

10
h-index

713332

21
g-index

42
all docs

42
docs citations

42
times ranked

496
citing authors

#	ARTICLE	IF	CITATIONS
1	CARE: Context-awareness for elderly care. <i>Health and Technology</i> , 2021, 11, 211-226.	2.1	4
2	Crowdsourcing sensitive data using public displays – opportunities, challenges, and considerations. <i>Personal and Ubiquitous Computing</i> , 2020, , 1.	1.9	2
3	Addressing Cooperation Issues in Situated Crowdsourcing. <i>Human-computer Interaction Series</i> , 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. <i>Human-Computer Interaction</i> , 2018, 33, 335-371.	3.1	9
8	Kinship verification from facial images and videos: human versus machine. <i>Machine Vision and Applications</i> , 2018, 29, 873-890.	1.7	18
9	Mobile Decision Support and Data Provisioning for Low Back Pain. <i>Computer</i> , 2018, 51, 34-43.	1.2	7
10	Human Sensors. <i>Understanding Complex Systems</i> , 2017, , 69-92.	0.3	5
11	Eliciting Structured Knowledge from Situated Crowd Markets. <i>ACM Transactions on Internet Technology</i> , 2017, 17, 1-21.	3.0	6
12	Mobile and situated crowdsourcing. <i>International Journal of Human Computer Studies</i> , 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. <i>Interacting With Computers</i> , 2016, 28, 612-624.	1.0	2
18	Tapping Task Performance on Smartphones in Cold Temperature. <i>Interacting With Computers</i> , 2016, , .	1.0	5

#	ARTICLE	IF	CITATIONS
19	Toward Meaningful Engagement with Pervasive Displays. IEEE Pervasive Computing, 2016, 15, 24-31.	1.1	13
20	Life through the lens. , 2015, , .		10
21	Workshop on mobile and situated crowdsourcing. , 2015, , .		11
22	Crowdsourcing Public Opinion Using Urban Pervasive Technologies: Lessons From Real-Life Experiments in Oulu. Policy and Internet, 2015, 7, 203-222.	2.0	46
23	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. Computer Networks, 2015, 90, 34-48.	3.2	51
24	Increasing the Reach of Government Social Media: A Case Study in Modeling Government-Citizen Interaction on Facebook. Policy and Internet, 2015, 7, 80-102.	2.0	18
25	Game of words. , 2014, , .		54
26	Situated crowdsourcing using a market model. , 2014, , .		47
27	Situated Engagement and Virtual Services in a Smart City. , 2014, , .		6
28	Eliciting situated feedback: A comparison of paper, web forms and public displays. Displays, 2014, 35, 27-37.	2.0	24
29	What's in it for me. , 2014, , .		33
30	Exploring Civic Engagement on Public Displays. Public Administration and Information Technology, 2014, , 91-111.	0.6	15
31	Human interfaces for civic and urban engagement. , 2013, , .		5
32	IncluCity. , 2013, , .		23
33	Crowdsourcing on the spot. , 2013, , .		70
34	Application discoverability on multipurpose public displays. , 2013, , .		17
35	Where Am I? Location Archetype Keyword Extraction from Urban Mobility Patterns. PLoS ONE, 2013, 8, e63980.	1.1	8
36	Multipurpose Interactive Public Displays in the Wild: Three Years Later. Computer, 2012, 45, 42-49.	1.2	157

#	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