

Shaowen Bardzell

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11555639/publications.pdf>

Version: 2024-02-01

45
papers

2,589
citations

687363

13
h-index

642732

23
g-index

45
all docs

45
docs citations

45
times ranked

1061
citing authors

#	ARTICLE	IF	CITATIONS
1	Feminist HCI. , 2010, , .		582
2	Towards a feminist HCI methodology. , 2011, , .		247
3	What is "critical" about critical design?. , 2013, , .		222
4	An assessment of body appreciation and its relationship to sexual function in women. Body Image, 2012, 9, 137-144.	4.3	165
5	Humanistic HCI. Synthesis Lectures on Human-Centered Informatics, 2015, 8, 1-185.	0.5	162
6	The Proper Care and Feeding of Hackerspaces. , 2015, , .		120
7	Making cultures. , 2014, , .		89
8	Pleasure is your birthright. , 2011, , .		78
9	Utopias of Participation. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-24.	5.7	70
10	The rogue in the lovely black dress. , 2010, , .		55
11	Parting the Red Sea. , 2019, , .		53
12	Humanistic HCI. Interactions, 2016, 23, 20-29.	1.0	52
13	Documenting the Research Through Design Process. , 2016, , .		50
14	Crafting quality in design. , 2012, , .		47
15	The Experience of Embodied Space in Virtual Worlds. Space and Culture, 2008, 11, 239-259.	0.9	45
16	Of Dolls and Men. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-35.	5.7	43
17	From Empathy to Care: A Feminist Care Ethics Perspective on Long-Term Researcherâ€™Participant Relations. Interacting With Computers, 2017, 29, 45-57.	1.5	40
18	Watching Myself Watching Birds. , 2021, , .		37

#	ARTICLE	IF	CITATIONS
19	(Re-)Framing Menopause Experiences for HCI and Design. , 2019, , .		36
20	The lonely raccoon at the ball. , 2014, , .		32
21	HCIâ€™s Making Agendas. Foundations and Trends in Human-Computer Interaction, 2017, 11, 126-200.	2.9	31
22	Interaction criticism. , 2008, , .		29
23	â€œA great and troubling beautyâ€ cognitive speculation and ubiquitous computing. Personal and Ubiquitous Computing, 2014, 18, 779-794.	2.8	28
24	Supporting Cultures of Making. , 2017, , .		27
25	Fabrication & HCI. , 2016, , .		26
26	Empowering products. , 2010, , .		24
27	Provocation, Conflict, and Appropriation: The Role of the Designer in Making Publics. Design Issues, 2018, 34, 3-7.	0.4	24
28	FEATUREIntimate interactions. Interactions, 2008, 15, 11-15.	1.0	22
29	My â€˜Fat Girl Complexâ€™: a preliminary investigation of sexual health and body image in women of size. Culture, Health and Sexuality, 2013, 15, 710-725.	1.8	19
30	Smart and Fermented Cities. , 2019, , .		17
31	The Menstruating Entrepreneur Kickstarting a New Politics of Women's Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-25.	5.7	16
32	Persuasive Anxiety: Designing and Deploying Material and Formal Explorations of Personal Tracking Devices. Human-Computer Interaction, 2017, 32, 297-334.	4.4	13
33	Critical dialogue. , 2010, , .		12
34	Can we all stand under our umbrella. , 2010, , .		12
35	The humanities and/in HCI. , 2012, , .		11
36	The Future of Making: Where Industrial and Personal Fabrication Meet. Aarhus Series on Human Centered Computing, 2015, 1, 4.	1.6	11

#	ARTICLE	IF	CITATIONS
37	Alternatives to Agrilogistics: Designing for Ecological Thinking. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-31.	3.3	9
38	"Pro-Amateur"-Driven Technological Innovation. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	3.3	8
39	Rethinking Age in HCI Through Anti-Ageist Playful Interactions. Interacting With Computers, 2017, 29, 779-793.	1.5	6
40	Open Source, Open Vision: The MakerPro Network and the Broadening of Participation in Setting Taiwan's IT Vision Agenda. Human-Computer Interaction, 2019, 34, 506-540.	4.4	6
41	ENCHANTED ARTIFACTS: SOCIAL PRODUCTIVITY AND IDENTITY IN VIRTUAL MATERIAL ECOLOGIES. Artifact, 2008, 2, 123-136.	0.2	3
42	Mitigating Exploitation. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-23.	3.3	3
43	Materializing activism. Computer Supported Cooperative Work, 2021, 30, 617-626.	2.9	3
44	My Peaceful Vagina Revolution: A Theory of a Design. Human-computer Interaction Series, 2018, , 77-91.	0.6	2
45	Standing on the Shoulders of Giants. , 2019, , .		2