

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	Watching Myself Watching Birds. , 2021, , .		37
2	Materializing activism. Computer Supported Cooperative Work, 2021, 30, 617-626.	2.9	3
3	Alternatives to Agrilogistics: Designing for Ecological Thinking. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-31.	3.3	9
4	"Pro-Amateur"-Driven Technological Innovation. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	3.3	8
5	Mitigating Exploitation. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-23.	3.3	3
6	The Menstruating Entrepreneur Kickstarting a New Politics of Women's Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-25.	5.7	16
7	Parting the Red Sea. , 2019, , .		53
8	(Re-)Framing Menopause Experiences for HCI and Design. , 2019, , .		36
9	Smart and Fermented Cities. , 2019, , .		17
10	Of Dolls and Men. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-35.	5.7	43
11	Standing on the Shoulders of Giants. , 2019, , .		2
12	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
13	Utopias of Participation. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-24.	5.7	70
14	Provocation, Conflict, and Appropriation: The Role of the Designer in Making Publics. Design Issues, 2018, 34, 3-7.	0.4	24
15	“My Peaceful Vagina Revolution:” A Theory of a Design. Human-computer Interaction Series, 2018, , 77-91.	0.6	2
16	From Empathy to Care: A Feminist Care Ethics Perspective on Long-Term Researcher-Participant Relations. Interacting With Computers, 2017, 29, 45-57.	1.5	40
17	Persuasive Anxiety: Designing and Deploying Material and Formal Explorations of Personal Tracking Devices. Human-Computer Interaction, 2017, 32, 297-334.	4.4	13
18	Supporting Cultures of Making. , 2017, , .		27

#	ARTICLE	IF	CITATIONS
19	Rethinking Age in HCI Through Anti-Ageist Playful Interactions. <i>Interacting With Computers</i> , 2017, 29, 779-793.	1.5	6
20	HCI's Making Agendas. <i>Foundations and Trends in Human-Computer Interaction</i> , 2017, 11, 126-200.	2.9	31
21	Documenting the Research Through Design Process. , 2016, , .		50
22	Fabrication & HCI. , 2016, , .		26
23	Humanistic HCI. <i>Interactions</i> , 2016, 23, 20-29.	1.0	52
24	Humanistic HCI. <i>Synthesis Lectures on Human-Centered Informatics</i> , 2015, 8, 1-185.	0.5	162
25	The Proper Care and Feeding of Hackerspaces. , 2015, , .		120
26	The Future of Making: Where Industrial and Personal Fabrication Meet. <i>Aarhus Series on Human Centered Computing</i> , 2015, 1, 4.	1.6	11
27	The lonely raccoon at the ball. , 2014, , .		32
28	Making cultures. , 2014, , .		89
29	"A great and troubling beauty": cognitive speculation and ubiquitous computing. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 779-794.	2.8	28
30	What is "critical" about critical design?. , 2013, , .		222
31	My "Fat Girl Complex": a preliminary investigation of sexual health and body image in women of size. <i>Culture, Health and Sexuality</i> , 2013, 15, 710-725.	1.8	19
32	Crafting quality in design. , 2012, , .		47
33	The humanities and/in HCI. , 2012, , .		11
34	An assessment of body appreciation and its relationship to sexual function in women. <i>Body Image</i> , 2012, 9, 137-144.	4.3	165
35	Towards a feminist HCI methodology. , 2011, , .		247
36	Pleasure is your birthright. , 2011, , .		78

#	ARTICLE	IF	CITATIONS
37	Empowering products. , 2010, , .		24
38	The rogue in the lovely black dress. , 2010, , .		55
39	Feminist HCI. , 2010, , .		582
40	Critical dialogue. , 2010, , .		12
41	Can we all stand under our umbrella. , 2010, , .		12
42	FEATUREIntimate interactions. Interactions, 2008, 15, 11-15.	1.0	22
43	ENCHANTED ARTIFACTS: SOCIAL PRODUCTIVITY AND IDENTITY IN VIRTUAL MATERIAL ECOLOGIES. Artifact, 2008, 2, 123-136.	0.2	3
44	Interaction criticism. , 2008, , .		29
45	The Experience of Embodied Space in Virtual Worlds. Space and Culture, 2008, 11, 239-259.	0.9	45