

Stephan Schläpfl

List of Publications by Year in descending order

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Version: 2024-02-01

40
papers

321
citations

1162889

8
h-index

1125617

13
g-index

47
all docs

47
docs citations

47
times ranked

226
citing authors

#	ARTICLE	IF	CITATIONS
1	Technology Acceptance of Virtual Reality for Travel Planning. , 2017, , 255-268.		71
2	Perceptions on Authenticity in Chat Bots. Multimodal Technologies and Interaction, 2018, 2, 60.	1.7	34
3	Assessing Voice User Interfaces: The vassist system prototype. , 2014, , .		21
4	On the perceptions and acceptance of artificially intelligent robotics and the psychology of the future elderly. Behaviour and Information Technology, 2019, 38, 1068-1087.	2.5	21
5	Analysis of the interaction between elderly people and a simulated virtual coach. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 6125-6140.	3.3	20
6	Elder userâ€™s attitude toward assistive virtual agents: the role of voice and gender. Journal of Ambient Intelligence and Humanized Computing, 2021, 12, 4429-4436.	3.3	18
7	Wizard of Oz Experimentation for Language Technology Applications: Challenges and Tools. Interacting With Computers, 2015, 27, 592-615.	1.0	16
8	WebWOZ. , 2010, , .		13
9	Leaderboard Positions and Stressâ€™Experimental Investigations into an Element of Gamification. Sustainability, 2021, 13, 6608.	1.6	13
10	Artificial Intelligence Tool Penetration in Business: Adoption, Challenges and Fears. Communications in Computer and Information Science, 2019, , 259-270.	0.4	9
11	Wearables in the Wild. , 2015, , .		8
12	Seniorsâ€™ Sensing of Agentsâ€™ Personality from Facial Expressions. Lecture Notes in Computer Science, 2018, , 438-442.	1.0	7
13	Perceptions of Digital Device Use and Accompanying Digital Interruptions in Blended Learning. Education Sciences, 2022, 12, 215.	1.4	7
14	What if everyone could do it?. , 2013, , .		5
15	The Roberta IRONSIDE project: A dialog capable humanoid personal assistant in a wheelchair for dependent persons. , 2016, , .		5
16	Dark Patterns in Online Shopping: ofâ€™Sneaky Tricks, Perceived Annoyance andâ€™Respective Brand Trust. Lecture Notes in Computer Science, 2021, , 143-155.	1.0	4
17	Using Wizard of Oz to Collect Interaction Data for Voice Controlled Home Care and Communication Services. , 2013, , .		4
18	The Use of Digital Devices in the University Classroom: Exploring and Comparing Studentsâ€™ Perceptions and Practices. Communications in Computer and Information Science, 2019, , 103-113.	0.4	3

#	ARTICLE	IF	CITATIONS
19	Designing Language Technology Applications: A Wizard of Oz Driven Prototyping Framework. , 2014, , .		3
20	Do HCI and NLP interact?. , 2009, , .		2
21	Knowledge Governance Helps Minimizing the Risks of External Knowledge Transfer. Communications in Computer and Information Science, 2019, , 379-391.	0.4	1
22	Self-regulated Learning Strategies and Digital Interruptions in Webinars. Communications in Computer and Information Science, 2021, , 51-62.	0.4	1
23	Show Me the Universe! Perceived Usability and Task Load of an AR Mobile-App in Secondary School Learning. Communications in Computer and Information Science, 2021, , 40-50.	0.4	1
24	Perception of Source Credibility Within Touristic Virtual Communities: A Cross-Generational Examination. Lecture Notes in Computer Science, 2017, , 435-452.	1.0	1
25	Investigating Perceptions of Social Intelligence in Simulated Human-Chatbot Interactions. Smart Innovation, Systems and Technologies, 2021, , 513-529.	0.5	1
26	THE IMPLEMENTATION OF GAMIFICATION SYSTEMS: A CRITICAL PERSPECTIVE. , 2021, , .		1
27	USING AUGMENTED REALITY IN HIGH SCHOOL EDUCATION â€“ INITIAL INVESTIGATIONS INTO STUDENTSâ€™ INTRINSIC MOTIVATION AND LEARNING PERFORMANCE. , 2021, , .		1
28	Keep on Running! An Analysis of Running Tracking Application Features and Their Potential Impact on Recreational Runners' Intrinsic Motivation. Lecture Notes in Computer Science, 2022, , 359-373.	1.0	1
29	The employee factor: perspectives on implementing enterprise social software. International Journal of Web Engineering and Technology, 2016, 11, 288.	0.1	0
30	Knowledge Transfer in Internships from a students' perspective. , 2016, , .		0
31	Exploring Knowledge Transfer in the Media Industry. Communications in Computer and Information Science, 2018, , 154-164.	0.4	0
32	Investigating Trust in Expert System Advice for Business Ethics Audits. Communications in Computer and Information Science, 2021, , 316-328.	0.4	0
33	Sketching Language: User-Centered Design of a Wizard of Oz Prototyping Framework. Lecture Notes in Computer Science, 2011, , 422-425.	1.0	0
34	Implementation of a Text Analysis Tool: Exploring Requirements, Success Factors and Model Fit. Communications in Computer and Information Science, 2017, , 307-317.	0.4	0
35	LifeLine Dialogues with Roberta. Lecture Notes in Computer Science, 2017, , 73-85.	1.0	0
36	Mobile Instant Messaging for Customer Service Interaction - Preparation of a Model-based Approach Exploring Behavioral Intention. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
37	Design Science and ThinkLets as a Holistic Approach to Design IoT/IoS Systems. Communications in Computer and Information Science, 2017, , 520-533.	0.4	0
38	Improving Business Process Management Competencies by Applying Gamification Aspects in Teaching Bachelor Students. Communications in Computer and Information Science, 2018, , 15-23.	0.4	0
39	Model-Driven Design of a Mobile Product Training and Learning System. Communications in Computer and Information Science, 2018, , 143-153.	0.4	0
40	Player Analytic Technologies in Tennis: An Investigation of Non-professional Players' Personal Values and Perceptual Orientations. Communications in Computer and Information Science, 2018, , 46-53.	0.4	0