

Francoise Detienne

List of Publications by Year in descending order

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Version: 2024-02-01

43
papers

831
citations

623734

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h-index

552781

26
g-index

46
all docs

46
docs citations

46
times ranked

457
citing authors

#	ARTICLE	IF	CITATIONS
1	Cognitive resources to promote exploration in agroecological systems design. <i>Agricultural Systems</i> , 2022, 196, 103334.	6.1	10
2	Grounding and knowledge elaboration across cultural and geographical contexts: An exploratory case study. <i>Learning, Culture and Social Interaction</i> , 2021, 28, 100477.	1.8	3
3	Being (Un)safe Together: Student Group Dynamics, Facework and Argumentation. , 2021, , 119-134.		1
4	The Politics of Open Government Data: Understanding Organizational Responses to Pressure for More Transparency. <i>American Review of Public Administration</i> , 2020, 50, 260-274.	2.3	68
5	Argumentation, Eureka and emotion: An analysis of group projects in creative design training. <i>Learning, Culture and Social Interaction</i> , 2020, 26, 100436.	1.8	5
6	Values and argumentation in collaborative design. <i>CoDesign</i> , 2020, , 1-21.	2.0	8
7	Ideologically-Embedded Design: Community, collaboration and artefact. <i>International Journal of Human Computer Studies</i> , 2019, 131, 72-80.	5.6	7
8	Knowing, Remembering, and Relating to Others Online: A Commentary. <i>Topics in Cognitive Science</i> , 2019, 11, 825-830.	1.9	1
9	The interplay between quality of collaboration, design project evolution and outcome in an architectural design studio. <i>CoDesign</i> , 2019, , 1-18.	2.0	5
10	A Role-Playing Simulation to support assessment of sustainable sociotechnical systems for and by citizens. , 2018, , .		2
11	Governance, Transparency and the Collaborative Design of Open Data Collaboration Platforms: Understanding Barriers, Options, and Needs. <i>Public Administration and Information Technology</i> , 2017, , 299-332.	1.1	15
12	Tensions in Creativity Workshops. , 2017, , .		4
13	Cultures of collaboration in engineering design education: a contrastive case study in France and Japan. <i>International Journal of Design Creativity and Innovation</i> , 2017, 5, 104-128.	1.2	11
14	Joint remembering in collaborative design: a multimodal approach in the case of a video design studio. <i>CoDesign</i> , 2016, 12, 221-242.	2.0	7
15	The Descent of Pluto: Interactive dynamics, specialisation and reciprocity of roles in a Wikipedia debate. <i>International Journal of Human Computer Studies</i> , 2016, 86, 11-31.	5.6	17
16	Virtual forums: a resource for professional development of practices and wellbeing. <i>Activités</i> , 2016, 13, .	0.4	1
17	Joint Remembering in Co-Design. , 2015, , .		0
18	A Situated Approach of Roles and Participation in Open Source Software Communities. <i>Human-Computer Interaction</i> , 2014, 29, 205-255.	4.4	23

#	ARTICLE	IF	CITATIONS
19	Le partage d'émotions et de connaissances sur la pratique: dynamiques des échanges dans les communautés de pratique virtuelles de professionnels. <i>Travail Humain</i> , 2014, Vol. 77, 177-202.	0.5	12
20	Interactive frames constructed in Second Life meetings: a study in educational and professional settings. <i>Cognition, Technology and Work</i> , 2013, 15, 445-455.	3.0	5
21	Perspectives on quality of collaboration in design. <i>CoDesign</i> , 2012, 8, 197-199.	2.0	9
22	Quality of collaboration in design meetings: methodological reflexions. <i>CoDesign</i> , 2012, 8, 247-261.	2.0	27
23	Online epistemic communities: theoretical and methodological directions for understanding knowledge co-elaboration in new digital spaces. <i>Work</i> , 2012, 41, 3511-3518.	1.1	12
24	Participation in design and product quality in online epistemic communities: new research challenges for design ergonomics. <i>Activités</i> , 2012, 09, .	0.4	1
25	Distributed Design and Distributed Social Awareness: Exploring Inter-subjective Dimensions of Roles. , 2010, , 3-23.		2
26	5. La conception dans les communautés en ligne: questionnements thématiques et méthodologiques sur ces nouvelles pratiques. , 2010, , 103-127.		2
27	Participation in online interaction spaces: Design-use mediation in an Open Source Software community. <i>International Journal of Industrial Ergonomics</i> , 2009, 39, 533-540.	2.6	34
28	Assessing the "Quality of Collaboration" in Technology-Mediated Design Situations with Several Dimensions. <i>Lecture Notes in Computer Science</i> , 2009, , 157-160.	1.3	14
29	User and developer mediation in an Open Source Software community: Boundary spanning through cross participation in online discussions. <i>International Journal of Human Computer Studies</i> , 2008, 66, 558-570.	5.6	55
30	A socio-cognitive analysis of online design discussions in an Open Source Software community. <i>Interacting With Computers</i> , 2008, 20, 141-165.	1.5	45
31	Multimodal collaborative activity among architectural designers using an augmented desktop at distance or in collocation. , 2008, , .		7
32	A Methodological Framework for Socio-Cognitive Analyses of Collaborative Design of Open Source Software. <i>Computer Supported Cooperative Work</i> , 2006, 15, 229-250.	2.9	62
33	Collaborative design: Managing task interdependencies and multiple perspectives. <i>Interacting With Computers</i> , 2006, 18, 1-20.	1.5	104
34	Viewpoints in co-design: a field study in concurrent engineering. <i>Design Studies</i> , 2005, 26, 215-241.	3.1	35
35	Thematic coherence and quotation practices in OSS design-oriented online discussions. , 2005, , .		13
36	Changing our view on design evaluation meetings methodology: a study of software technical review meetings. <i>Design Studies</i> , 2004, 25, 625-655.	3.1	52

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37	Quantitative Measurements of the Influence of Participant Roles during Peer Review Meetings. Empirical Software Engineering, 2001, 6, 143-159.	3.9	18
38	Assessing the cognitive consequences of the object-oriented approach: A survey of empirical research on object-oriented design by individuals and teams. Interacting With Computers, 1997, 9, 47-72.	1.5	34
39	Mental Representations Constructed by Experts and Novices in Object-Oriented Program Comprehension. , 1997, , 339-346.		26
40	Strategies in object-oriented design. Acta Psychologica, 1996, 91, 245-269.	1.5	5
41	Design Strategies and Knowledge in Object-Oriented Programming: Effects of Experience. Human-Computer Interaction, 1995, 10, 129-169.	4.4	20
42	Expert Programming Knowledge: A Schema-based Approach. , 1990, , 205-222.		25
43	PROGRAM UNDERSTANDING AND KNOWLEDGE ORGANIZATION: THE INFLUENCE OF ACQUIRED SCHEMATA. , 1990, , 245-256.		7