Pedro F Campos

List of Publications by Year
in descending order

73 papers	543 citations	1039880 9 h-index	1058333 14 g-index
82 all docs	82 docs citations	82 times ranked	389 citing authors

#	Article	IF	Citations
1	Raising Awareness of Smartphone Overuse among University Students: A Persuasive Systems Approach. Informatics, 2022, 9, 15.	2.4	3
2	Design Implications for Interactive and Analogue Technologies supporting Distance Education: A Longitudinal Mixed-Method Study during the Pandemic. , 2022, , 6-22.		1
3	Virtual Reality Exposure Treatment in Phobias: a Systematic Review. Psychiatric Quarterly, 2021, 92, 1685-1710.	1.1	43
4	Increasing the Museum Visitorâ€™s Engagement Through Compelling Storytelling Based on Interactive Explorations. Lecture Notes in Computer Science, 2020, , 245-254.	1.0	0
5	Visual Quotes and Physical Activity Tracking: Can Aesthetic Pleasure Motivate Our Short-term Exercise Motivation?. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 109-118.	0.2	0
6	Co-Designing Personas for User Experience and Engagement in Automation. , 2020, , .		0
7	Applying Pen Pressure, Tilt and Touch Interactions to Data Visualizations. , 2020, , .		1
8	Designing Positive Behavior Change Experiences: a Systematic Review and Sentiment Analysis based on Online User Reviews of Fitness and Nutrition Mobile Applications. , 2020, , .		5
9	Approaches and challenges to virtual and augmented reality in health care and rehabilitation. , 2020, , .		0
10	How does the visual aesthetics of positively-framed messages impact their motivational capacity?. , 2019, , .		2
11	How do motivational text messages impact motivation to exercise?. , 2019, , .		0
12	23 Ways to Nudge. , 2019, , .		206
13	Visual Quotes. , 2019, , .		1
14	Digitally Augmenting the Physical Ground Space with Timed Visual Cues for Crutch-Assisted Walking. , 2019, , .		1
15	SCAARF. , 2019, , .		3
16	A Digitally-Augmented Ground Space with Timed Visual Cues for Facilitating Forearm Crutchesâ€™ Mobility. Lecture Notes in Computer Science, 2019, , 184-201.	1.0	1
17	User Experiences and Wellbeing at Work. Lecture Notes in Computer Science, 2019, , 754-758.	1.0	3
18	Spark: Promoting Well-Being by Social Media-Triggered Routine Breaks. Advances in Intelligent Systems and Computing, 2019, , 30-37.	0.5	0

#	ARTICLE	IF	CITATIONS
19	Enhancing Your Mental Well-Being and Creativity While Writing: A Crowdsource-Based Approach. IFIP Advances in Information and Communication Technology, 2019, , 17-35.	0.5	0
20	SCAH!RF: A Novel Wearable as a Subconscious Approach for Mitigating Anxiety Symptoms. Lecture Notes in Computer Science, 2019, , 664-667.	1.0	0
21	Approaches and challenges to virtual and augmented reality in health care and rehabilitation. , 2019, , .		0
22	Sense.Seat. , 2018, , .		2
23	Where2. , 2018, , .		0
24	CreaSenses. , 2018, , .		3
25	SENSE-SEAT. , 2018, , .		0
26	Mild Place Illusion. , 2018, , .		5
27	Exploring the Feasibility of Subliminal Priming on Web platforms. , 2018, , .		1
28	Human Work Interaction Design: Beyond Human Factors. Advances in Intelligent Systems and Computing, 2018, , 127-133.	0.5	0
29	What Shall I Write Next?. , 2017, , .		8
30	Understanding and Evaluating the User Interface Design for Creative Writing. , 2017, , .		5
31	SENSE-SEAT. , 2017, , .		0
32	On the Design of Subly: Instilling Behavior Change During Web Surfing Through Subliminal Priming. Lecture Notes in Computer Science, 2017, , 163-174.	1.0	5
33	I Smell Creativity: Exploring the Effects of Olfactory and Auditory Cues to Support Creative Writing Tasks. Lecture Notes in Computer Science, 2017, , 165-183.	1.0	7
34	Collaboration Meets Interactive Surfaces and Spaces (CMIS). , 2016, , .		3
35	Citizen X:. , 2015, , .		7
36	You're the Voice. , 2015, , .		11

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37	Collaboration Meets Interactive Surfaces: A Brief Introduction. Computer Supported Cooperative Work, 2015, 24, 75-78.	1.9	1
38	Human Work Interaction Design: An Overview. IFIP Advances in Information and Communication Technology, 2015, , 3-19.	0.5	9
39	Collaboration Meets Interactive Surfaces (CMIS). , 2015, , .		2
40	Second Look. , 2014, , .		0
41	Human work interaction design for pervasive and smart workplaces. , 2014, , .		0
42	Collaboration Meets Interactive Surfaces. , 2014, , .		2
43	A multimodal tablet-based interface for designing and reviewing 3D engineering models. , 2014, , .		0
44	Second look. , 2014, , .		4
45	Yarn. , 2014, , .		2
46	Atmos. , 2014, , .		17
47	Combining EEG Data with Place and Plausibility Responses as an Approach to Measuring Presence in Outdoor Virtual Environments. Presence: Teleoperators and Virtual Environments, 2014, 23, 354-368.	0.3	21
48	Delineato: A Diagramming User Interface Designed Using a &#x0022;What You Get is What You Need&#x0022; Approach. , 2013, , .		0
49	Collaboration meets interactive surfaces. , 2013, , .		7
50	CHI 2013 human work interaction design (HWID) SIG. , 2013, , .		9
51	Work Analysis Methods in Practice. International Journal of Sociotechnology and Knowledge Development, 2013, 5, 34-44.	0.4	1
52	A Gestural Recognition Interface for Intelligent Wheelchair Users. International Journal of Sociotechnology and Knowledge Development, 2013, 5, 63-81.	0.4	9
53	M-dimensions. , 2012, , .		5
54	Promoting innovation in agile methods: two case studies in interactive installation's development. International Journal of Agile and Extreme Software Development, 2012, 1, 38.	0.5	2

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55	Facts, trends and challenges in modern software development. International Journal of Agile and Extreme Software Development, 2012, 1, 1.	0.5	11
56	Foot-turistic multimedia: designing interactive multimedia installations for shoe shops. Multimedia Tools and Applications, 2012, 61, 471-487.	2.6	5
57	How high can expectations go?. Interactions, 2011, 18, 30-35.	0.8	1
58	Designing Augmented Reality Tangible Interfaces for Kindergarten Children. Lecture Notes in Computer Science, 2011, , 12-19.	1.0	14
59	Human Work Interaction Design for e-Government and Public Information Systems. Lecture Notes in Computer Science, 2011, , 730-731.	1.0	2
60	Studying the Role of Interactivity in Museums: Designing and Comparing Multimedia Installations. Lecture Notes in Computer Science, 2011, , 155-164.	1.0	5
61	A Multi-Disciplinary Approach to Designing Business Management Games. , 2011, , 136-150.		0
62	Interactivity for Museums: Designing and Comparing Sensor-Based Installations. Lecture Notes in Computer Science, 2009, , 612-615.	1.0	5
63	SimCompany: An Educational Game Created through a Human-Work Interaction Design Approach. Lecture Notes in Computer Science, 2009, , 360-363.	1.0	1
64	Designing an interactive forest through sensor-based installations. , 2008, , .		2
65	Practitioner Tools and Workstyles for User-Interface Design. IEEE Software, 2007, 24, 73-80.	2.1	26
66	Towards useful and usable interaction design tools: CanonSketch. Interacting With Computers, 2007, 19, 597-613.	1.0	12
67	Principles and Practice of Work Style Modeling: Sketching Design Tools. , 2006, , 203-219.		3
68	CanonSketch and TaskSketch. , 2005, , .		5
69	CanonSketch: A User-Centered Tool for Canonical Abstract Prototyping. Lecture Notes in Computer Science, 2005, , 146-163.	1.0	17
70	Galactic Dimensions: A Unifying Workstyle Model for User-Centered Design. Lecture Notes in Computer Science, 2005, , 158-169.	1.0	6
71	A UML-Based Tool for Designing User Interfaces. Lecture Notes in Computer Science, 2005, , 273-276.	1.0	4
72	How Workstyle Transitions Influence the Tools' Perceptions of Use. , 0, , .		0

#	Article	IF	Citations
73	Critical Human Factors on Mobile Applications for Tourism and Entertainment. , 0, , 793-804.		0