Alistair Morrison

List of Publications by Year
in descending order

27 papers	932 citations	1478505 6 h-index	1372567 10 g-index
28 all docs	28 docs citations	28 times ranked	738 citing authors

#	Article	IF	Citations
1	Personal tracking as lived informatics. , 2014, , .		425
2	Fast Multidimensional Scaling Through Sampling, Springs and Interpolation. Information Visualization, 2003, 2, 68-77.	1.9	92
3	Further into the Wild: Running Worldwide Trials of Mobile Systems. Lecture Notes in Computer Science, 2010, , 210-227.	1.3	68
4	Student Perspectives on Digital Phenotyping. , 2019, , .		64
5	Personal Tracking of Screen Time on Digital Devices. , 2016, , .		44
6	Categorised ethical guidelines for large scale mobile HCI. , 2013, , .		33
7	Pass the Ball. , 2015, , .		30
8	A Pivot-Based Routine for Improved Parent-Finding in Hybrid MDS. Information Visualization, 2004, 3, 109-122.	1.9	22
9	Improving consent in large scale mobile HCI through personalised representations of data. , 2014, , .		22
10	Visualisation of Spectator Activity at Stadium Events. , 2009, , .		16
11	A Large-Scale Study of iPhone App Launch Behaviour. , 2018, , .		16
12	A hybrid mass participation approach to mobile software trials. , 2012, , .		15
13	Ethics, logs and videotape. , 2011, , .		13
14	Implementing ethics for a mobile app deployment. , 2016, , .		10
15	Research in the large 3.0. , 2012, , .		8
16	A Comparison of Distribution Channels for Large-Scale Deployments of iOS Applications. International Journal of Mobile Human Computer Interaction, 2011, 3, 1-17.	0.4	8
17	Adapting ubicomp software and its evaluation. , 2009, , .		7
18	Stickers for Steps. Proceedings of the ACM on Human-Computer Interaction, 2017, 1, 1-10.	3.3	7

#	Article	IF	Citations
19	Informed consent and users' attitudes to logging in large scale trials. , 2011, , .		5
20	Using Location, Bearing and Motion Data to Filter Video and System Logs. , 2007, , 109-126.		5
21	Analysing user behaviour through dynamic population models. , 2013, , .		4
22	Adapting Evaluation to Study Behaviour in Context. International Journal of Mobile Human Computer Interaction, 2009, 1, 37-55.	0.4	3
23	SGVis. International Journal of Mobile Human Computer Interaction, 2011, 3, 36-54.	0.4	2
24	Nonâ€parametric Bayes to infer playing strategies adopted in a population of mobile gamers. Stat, 2015, 4, 46-58.	0.4	1
25	Uncovering smartphone usage patterns with multiâ€view mixed membership models. Stat, 2016, 5, 57-69.	0.4	1
26	Informing future design via large-scale research methods and big data. , 2013, , .		0
27	Large Scale User Trials. , 2011, , 138-154.		0