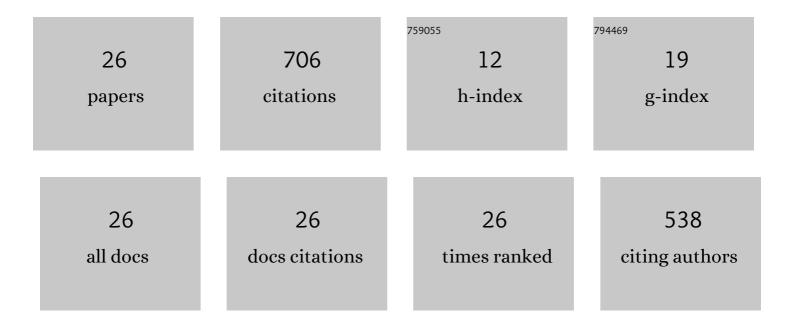
Marc Steen

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1396634/publications.pdf Version: 2024-02-01



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#	Article	IF	CITATIONS
1	Meaningful human control of drones: exploring human–machine teaming, informed by four different ethical perspectives. Al and Ethics, 2023, 3, 281-293.	4.6	4
2	Moral transparency of and concerning algorithmic tools. AI and Ethics, 2023, 3, 585-600.	4.6	2
3	Slow Innovation: the need for reflexivity in Responsible Innovation (RI). Journal of Responsible Innovation, 2021, 8, 254-260.	2.3	15
4	Responsible innovation, anticipation and responsiveness: case studies of algorithms in decision support in justice and security, and an exploration of potential, unintended, undesirable, higher-order effects. Al and Ethics, 2021, 1, 501-515.	4.6	3
5	Virtue Ethics for Responsible Innovation. Business & amp; Professional Ethics Journal, 2021, 40, 243-268.	0.3	11
6	Advantages and disadvantages of societal engagement: a case study in a research and technology organization. Journal of Responsible Innovation, 2020, 7, 598-619.	2.3	15
7	Algorithms and values in justice and security. Al and Society, 2020, 35, 533-555.	3.1	26
8	Developing Tools to Counteract and Prevent Suicide Bomber Incidents: A Case Study in Value Sensitive Design. Science and Engineering Ethics, 2017, 23, 1041-1058.	1.7	4
9	Organizing Design-for-Wellbeing Projects: Using the Capability Approach. Design Issues, 2016, 32, 4-15.	0.2	21
10	Upon Opening the Black Box and Finding It Full. Science Technology and Human Values, 2015, 40, 389-420.	1.7	43
11	I am a Ludditewell, sort of. Interactions, 2015, 22, 18-19.	0.8	0
12	THE ROLE OF SCENARIOS AND DEMONSTRATORS IN PROMOTING SHARED UNDERSTANDING IN INNOVATION PROJECTS. International Journal of Innovation and Technology Management, 2014, 11, 1440001.	0.8	16
13	Virtues in Participatory Design: Cooperation, Curiosity, Creativity, Empowerment and Reflexivity. Science and Engineering Ethics, 2013, 19, 945-962.	1.7	61
14	Using interactive model simulations in co-design: An experiment in urban design. CoDesign, 2013, 9, 2-16.	1.4	7
15	Co-Design as a Process of Joint Inquiry and Imagination. Design Issues, 2013, 29, 16-28.	0.2	200
16	Human-Centered Design as a Fragile Encounter. Design Issues, 2012, 28, 72-80.	0.2	42
17	Making Values Explicit During the Design Process. IEEE Technology and Society Magazine, 2012, 31, 63-72.	0.6	17

18 Cooperation, curiosity and creativity as virtues in participatory design. , 2011, , .

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#	Article	IF	CITATIONS
19	Tensions in human-centred design. CoDesign, 2011, 7, 45-60.	1.4	173
20	High-Tech Meets End-User. Advances in End User Computing Series, 2009, , 302-320.	0.1	0
21	THREE APPROACHES TO TAKE THE USER PERSPECTIVE INTO ACCOUNT DURING NEW PRODUCT DESIGN. International Journal of Innovation Management, 2008, 12, 275-294.	0.7	36
22	Co-design. , 2008, , .		1
23	A We–Centric Telecom Service for Police Officers to Support Communication. Lecture Notes in Business Information Processing, 2008, , 357-365.	0.8	3
24	High-Tech Meets End-User. , 2008, , 75-93.		1
25	Exploring human centred approaches in market research and product development. , 2004, , .		3
26	The flower model for multidisciplinary teamwork on a new product-market combinationin this case E-mail-on-TV. , 1997, , .		0