

# Marc Steen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1396634/publications.pdf>

Version: 2024-02-01

26  
papers

706  
citations

759055

12  
h-index

794469

19  
g-index

26  
all docs

26  
docs citations

26  
times ranked

538  
citing authors

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | Meaningful human control of drones: exploring human-machine teaming, informed by four different ethical perspectives. <i>AI and Ethics</i> , 2023, 3, 281-293.  | 4.6 | 4         |
| 2  | Moral transparency of and concerning algorithmic tools. <i>AI and Ethics</i> , 2023, 3, 585-600.  | 4.6 | 2         |
| 3  | Slow Innovation: the need for reflexivity in Responsible Innovation (RI). <i>Journal of Responsible Innovation</i> , 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. <i>AI and Ethics</i> , 2021, 1, 501-515. | 4.6 | 3         |
| 5  | Virtue Ethics for Responsible Innovation. <i>Business &amp; Professional Ethics Journal</i> , 2021, 40, 243-268.  | 0.3 | 11        |
| 6  | Advantages and disadvantages of societal engagement: a case study in a research and technology organization. <i>Journal of Responsible Innovation</i> , 2020, 7, 598-619.   | 2.3 | 15        |
| 7  | Algorithms and values in justice and security. <i>AI and Society</i> , 2020, 35, 533-555.   | 3.1 | 26        |
| 8  | Developing Tools to Counteract and Prevent Suicide Bomber Incidents: A Case Study in Value Sensitive Design. <i>Science and Engineering Ethics</i> , 2017, 23, 1041-1058.   | 1.7 | 4         |
| 9  | Organizing Design-for-Wellbeing Projects: Using the Capability Approach. <i>Design Issues</i> , 2016, 32, 4-15.   | 0.2 | 21        |
| 10 | Upon Opening the Black Box and Finding It Full. <i>Science Technology and Human Values</i> , 2015, 40, 389-420.   | 1.7 | 43        |
| 11 | I am a Luddite--well, sort of. <i>Interactions</i> , 2015, 22, 18-19.   | 0.8 | 0         |
| 12 | THE ROLE OF SCENARIOS AND DEMONSTRATORS IN PROMOTING SHARED UNDERSTANDING IN INNOVATION PROJECTS. <i>International Journal of Innovation and Technology Management</i> , 2014, 11, 1440001.   | 0.8 | 16        |
| 13 | Virtues in Participatory Design: Cooperation, Curiosity, Creativity, Empowerment and Reflexivity. <i>Science and Engineering Ethics</i> , 2013, 19, 945-962.  | 1.7 | 61        |
| 14 | Using interactive model simulations in co-design: An experiment in urban design. <i>CoDesign</i> , 2013, 9, 2-16.   | 1.4 | 7         |
| 15 | Co-Design as a Process of Joint Inquiry and Imagination. <i>Design Issues</i> , 2013, 29, 16-28.  | 0.2 | 200       |
| 16 | Human-Centered Design as a Fragile Encounter. <i>Design Issues</i> , 2012, 28, 72-80.   | 0.2 | 42        |
| 17 | Making Values Explicit During the Design Process. <i>IEEE Technology and Society Magazine</i> , 2012, 31, 63-72.  | 0.6 | 17        |
| 18 | Cooperation, curiosity and creativity as virtues in participatory design. , 2011, , .   |     | 2         |

| #  | 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 Weâ€™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 combination--in this case E-mail-on-TV. , 1997, , .                              |     | 0         |