

Marianella Chamorro-Koc

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1428567/publications.pdf>

Version: 2024-02-01

21
papers

191
citations

1478280

6
h-index

1125617

13
g-index

25
all docs

25
docs citations

25
times ranked

196
citing authors

#	ARTICLE	IF	CITATIONS
1	Using visual representation of concepts to explore users and designers' concepts of everyday products. <i>Design Studies</i> , 2008, 29, 142-159.	1.9	40
2	Human experience and product usability: Principles to assist the design of user-product interactions. <i>Applied Ergonomics</i> , 2009, 40, 648-656.	1.7	40
3	Increasing the independence of vulnerable consumers through social support. <i>Journal of Services Marketing</i> , 2020, 34, 223-237.	1.7	23
4	Emotion specific body movements. , 2019, , .		16
5	Identifying Mobile Health Engagement Stages: Interviews and Observations for Developing Brief Message Content. <i>Journal of Medical Internet Research</i> , 2020, 22, e15307.	2.1	9
6	Why one size fits all approach to transition in Disability Employment Services hinders employability of young people with physical and neurological disabilities in Australia. <i>Journal of Industrial Relations</i> , 2017, 59, 631-651.	1.1	8
7	Self-efficacy and trust in consumers' use of health-technologies devices for sports. <i>Heliyon</i> , 2021, 7, e07794.	1.4	8
8	Seating in aged care: Physical fit, independence and comfort. <i>SAGE Open Medicine</i> , 2018, 6, 205031211774492.	0.7	7
9	Interpretative accounts of work capacity assessment policy for young adults with disabilities. <i>Disability and Society</i> , 2019, 34, 885-903.	1.4	7
10	Encouraging young adults with a disability to be independent in their journey to work: A segmentation and application of Theory of Planned Behaviour approach. <i>Heliyon</i> , 2020, 6, e03420.	1.4	7
11	Using technology to enhance and encourage dance-based exercise. <i>Heliyon</i> , 2019, 5, e01241.	1.4	6
12	Insights from studio teaching practices in a Creative Industries Faculty in Australia. <i>Arts and Humanities in Higher Education</i> , 2020, 19, 172-185.	1.0	6
13	Can We Define Design? Analyzing Twenty Years of Debate on a Large Email Discussion List. <i>She Ji</i> , 2021, 7, 41-70.	0.6	4
14	Factors influencing the journey to work for young people with physical and/or neurological conditions. <i>Disability and Rehabilitation</i> , 2021, 43, 1270-1278.	0.9	3
15	Genuine Participation in Design Practice: Towards a Possible Metric. <i>International Journal of Art and Design Education</i> , 2018, 37, 199-210.	0.6	2
16	Design Research: Methodological Innovation Through Messiness. <i>Human-computer Interaction Series</i> , 2018, , 131-154.	0.4	2
17	VIALE FUTURES THROUGH DESIGN: COMMUNITY ENGAGEMENT EXPERIENCES IN THE CREATIVE INDUSTRIES. <i>Creativity Studies</i> , 2018, 11, 213-229.	0.8	2
18	Wearables of the past and the future: an immersive and cross-cultural learning experience of undergraduate students in an international design collaboration. <i>Creative Industries Journal</i> , 0, , 1-24.	1.1	0

#	ARTICLE	IF	CITATIONS
19	New Mobilities for Accessible Cities: Toward Scenarios for Seamless Journeys. , 2015, , 200-218.		0
20	Future Product Ecosystems: discovering the value of connections. , 0, , .		0
21	Seamless Journeys to Work: A multifaceted approach to exploring daily journey to work experiences of young people with disabilities. , 0, , .		0