John Zimmerman

List of Publications by Year
in descending order

94 papers	6,183 citations	1306789 7 h-index	1281420 11 g-index
95 all docs	95 docs citations	95 times ranked	3101 citing authors

#	Article	IF	Citations
1	Research through design as a method for interaction design research in HCI. , 2007, , .		1,187
2	The future of crowd work. , 2013, , .		685
3	User experience over time. , 2009, , .		319
4	An analysis and critique of <i>Research through Design</i>. , 2010, , .		281
5	I'm the mayor of my house. , 2011, , .		276
6	Principles of Smart Home Control. Lecture Notes in Computer Science, 2006, , 19-34.	1.0	219
7	UX Design Innovation. , 2017, , .		212
8	Re-examining Whether, Why, and How Human-AI Interaction Is Uniquely Difficult to Design. , 2020, , .		210
9	Toss 'n' turn. , 2014, , .		149
10	Critical design and critical theory. , 2012, , .		144
11	Designing for slowness, anticipation and re-visitation. , 2014, , .		133
12	Breakaway. , 2005, , .		130
13	A fieldwork of the future with user enactments. , 2012, , .		123
14	Investigating How Experienced UX Designers Effectively Work with Machine Learning. , 2018, , .		117
15	Teenagers and their virtual possessions. , 2011, , .		109
16	Research Through Design in HCI. , 2014, , 167-189.		109
17	Field trial of Tiramisu. , 2011, , .		107
18	Are you close with me? are you nearby?. , 2011, , .		105

#	Article	IF	Citations
19	Measuring the dynamics of remembered experience over time. Interacting With Computers, 2010, 22, 328-335.	1.0	90
20	The Role of Design Artifacts in Design Theory Construction. Artifact, 2008, 2, 41-45.	0.1	79
21	Generating implications for design through design research. , 2014, , .		78
22	Mapping Machine Learning Advances from HCI Research to Reveal Starting Places for Design Innovation. , 2018, , .		74
23	Placelessness, spacelessness, and formlessness. , 2014, , .		67
24	Designing for the self. , 2009, , .		66
25	Rapidly Exploring Application Design Through Speed Dating. , 2007, , 429-446.		65
26	Investigating the Heart Pump Implant Decision Process. , 2016, 2016, 4477-4488.		61
27	Design for Rituals of Letting Go. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-37.	4.6	60
28	How to support designers in getting hold of the immaterial material of software. , 2010, , .		55
29	Mining smartphone data to classify life-facets of social relationships. , 2013, , .		47
30	How interface agents affect interaction between humans and computers. , 2007, , .		42
31	How routine learners can support family coordination. , 2010, , .		42
32	Planning Adaptive Mobile Experiences When Wireframing. , 2016, , .		41
33	Designing for dynamic family structures. , 2010, , .		39
34	Crafting a Place for Interaction Design Research in HCI. Design Issues, 2008, 24, 19-29.	0.2	38
35	Mobile Transit Information from Universal Design and Crowdsourcing. Transportation Research Record, 2011, 2217, 95-102.	1.0	34
36	Cherish. , 2006, , .		32

#	Article	IF	Citations
37	Agent-assisted task management that reduces email overload. , 2010, , .		32
38	"You Never Call, You Never Write". , 2015, , .		31
39	Learning patterns of pick-ups and drop-offs to support busy family coordination. , 2011, , .		30
40	Not Some Random Agent. , 2020, , .		29
41	Understanding the space for co-design in riders' interactions with a transit service. , 2010, , .		28
42	Fragmentation and transition. , 2013, , .		27
43	Investigating the presence, form and behavior of virtual possessions in the context of a teen bedroom. , 2012, , .		26
44	Reverse alarm clock. , 2007, , .		24
45	How Experienced Designers of Enterprise Applications Engage AI as a Design Material. , 2022, , .		21
46	Opportunities to support parents in managing their children's health. , 2008, , .		18
47	Motivating contribution in a participatory sensing system via quid-pro-quo. , 2014, , .		18
48	Exposing profiles to build trust in a recommender. , 2002, , .		17
49	Digital Fabrication Tools at Work. , 2020, , .		17
50	Vio. , 2007, , .		16
51	Virtual possessions. , 2010, , .		13
52	Shared moments. , 2007, , .		12
53	Smart bag. , 2007, , .		11
54	Investigating the opportunity for a smart activity bag. , 2010, , .		11

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55	Unpacking the thinking and making behind a user enactments project. , 2014, , .		11
56	Mailing Archived Emails as Postcards. , 2016, , .		11
57	Probing bus stop for insights on transit co-design. , 2013, , .		10
58	Building a unified framework for the practice of experience design. , 2009, , .		9
59	Teens, Parents, and Financial Literacy. , 2016, , .		9
60	Robotic Futures. , 2020, , .		9
61	MyInfo. , 2003, , .		8
62	Experience Design meets Service Design. , 2018, , .		8
63	Find and Seek. ACM Transactions on Accessible Computing, 2019, 12, 1-23.	1.9	8
64	Social Robots in Service Contexts: Exploring the Rewards and Risks of Personalization and Re-embodiment. , 2021, , .		7
65	Your dinner's calling. , 2007, , .		6
66	Building a dynamic and computational understanding of personal social networks. , 2012, , .		6
67	Challenges and opportunities in data mining contact lists for inferring relationships. , 2014, , .		6
68	Shared moments. , 2007, , .		5
69	User-created forms as an effective method of human-agent communication. , 2009, , .		5
70	Scopist. , 2017, , .		5
71	Increasing Access to Transit: Localized Mobile Information. Journal of Urban Technology, 2019, 26, 45-64.	2.5	5
72	The sense lounger. , 2005, , .		4

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73	NEW METHODS FOR THE DESIGN OF PRODUCTS THAT SUPPORT SOCIAL ROLE TRANSITIONS. Artifact, 2008, 2, 190-206.	0.1	4
74	Rethinking the smart closet as an opportunity to enhance the social currency of clothing. , 2012, , .		4
75	Combining contribution interactions to increase coverage in mobile participatory sensing systems. , 2016, , .		4
76	Mixer: Mixed-Initiative Data Retrieval and Integration by Example. Lecture Notes in Computer Science, 2011, , 426-443.	1.0	4
77	Who's that actor?. , 2003, , .		3
78	Workshop on the relationship between design and HCI. , 2004, , .		3
79	Linking messages and form requests. , 2006, , .		3
80	Learning information intent via observation. , 2007, , .		3
81	Towards persuasive sociometric technologies for inclusive educational settings. , 2013, , .		3
82	Absence and Family Life: Understanding and Supporting Adaption to Change. , 2011, , 237-266.		2
83	Killing off user-centered design. Interactions, 2011, 18, 10-11.	0.8	2
84	Design methods for the future that is now. , 2014, , .		2
85	Monitoring and managing presence in incoming and outgoing communication. , 2005, , .		1
86	MediaFranca. , 2007, , .		1
87	Fabric-circle-slider: Prototype Exploring the Interaction Aesthetic of Contextual Integration. Knowledge, Technology and Policy: the International Journal of Knowledge Transfer and Utilization, 2007, 20, 51-57.	0.5	1
88	Driving the family. , 2008, , .		1
89	The role of design in Ubicomp research and practice. , 2011, , .		1
90	Making sense of haul videos. , 2014, , .		1

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91	A Long-Term Evaluation of Adaptive Interface Design for Mobile Transit Information. , 2020, , .		1
92	Recentering Reframing as an RtD Contribution. , 2022, , .		1
93	Processing information intent via weak labeling. , 2006, , .		0
94	Families and services. , 2011, , .		0