

John Zimmerman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/143345/publications.pdf>

Version: 2024-02-01

94
papers

6,183
citations

1307366

7
h-index

1281743

11
g-index

95
all docs

95
docs citations

95
times ranked

3101
citing authors

#	ARTICLE	IF	CITATIONS
1	How Experienced Designers of Enterprise Applications Engage AI as a Design Material. , 2022, , .		21
2	Recentring Reframing as an RtD Contribution. , 2022, , .		1
3	Social Robots in Service Contexts: Exploring the Rewards and Risks of Personalization and Re-embodiment. , 2021, , .		7
4	Re-examining Whether, Why, and How Human-AI Interaction Is Uniquely Difficult to Design. , 2020, , .		210
5	Digital Fabrication Tools at Work. , 2020, , .		17
6	Not Some Random Agent. , 2020, , .		29
7	Robotic Futures. , 2020, , .		9
8	A Long-Term Evaluation of Adaptive Interface Design for Mobile Transit Information. , 2020, , .		1
9	Increasing Access to Transit: Localized Mobile Information. Journal of Urban Technology, 2019, 26, 45-64.	2.5	5
10	Find and Seek. ACM Transactions on Accessible Computing, 2019, 12, 1-23.	1.9	8
11	Mapping Machine Learning Advances from HCI Research to Reveal Starting Places for Design Innovation. , 2018, , .		74
12	Experience Design meets Service Design. , 2018, , .		8
13	Investigating How Experienced UX Designers Effectively Work with Machine Learning. , 2018, , .		117
14	UX Design Innovation. , 2017, , .		212
15	Scopist. , 2017, , .		5
16	Teens, Parents, and Financial Literacy. , 2016, , .		9
17	Mailing Archived Emails as Postcards. , 2016, , .		11
18	Planning Adaptive Mobile Experiences When Wireframing. , 2016, , .		41

#	ARTICLE	IF	CITATIONS
19	Combining contribution interactions to increase coverage in mobile participatory sensing systems. , 2016, , .		4
20	Design for Rituals of Letting Go. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-37.	4.6	60
21	Investigating the Heart Pump Implant Decision Process. , 2016, 2016, 4477-4488.		61
22	"You Never Call, You Never Write". , 2015, , .		31
23	Generating implications for design through design research. , 2014, , .		78
24	Motivating contribution in a participatory sensing system via quid-pro-quo. , 2014, , .		18
25	Design methods for the future that is now. , 2014, , .		2
26	Making sense of haul videos. , 2014, , .		1
27	Placelessness, spacelessness, and formlessness. , 2014, , .		67
28	Unpacking the thinking and making behind a user enactments project. , 2014, , .		11
29	Toss 'n' turn. , 2014, , .		149
30	Designing for slowness, anticipation and re-visitation. , 2014, , .		133
31	Challenges and opportunities in data mining contact lists for inferring relationships. , 2014, , .		6
32	Research Through Design in HCI. , 2014, , 167-189.		109
33	Mining smartphone data to classify life-facets of social relationships. , 2013, , .		47
34	The future of crowd work. , 2013, , .		685
35	Probing bus stop for insights on transit co-design. , 2013, , .		10
36	Fragmentation and transition. , 2013, , .		27

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37	Towards persuasive sociometric technologies for inclusive educational settings. , 2013, , .		3
38	A fieldwork of the future with user enactments. , 2012, , .		123
39	Critical design and critical theory. , 2012, , .		144
40	Building a dynamic and computational understanding of personal social networks. , 2012, , .		6
41	Rethinking the smart closet as an opportunity to enhance the social currency of clothing. , 2012, , .		4
42	Investigating the presence, form and behavior of virtual possessions in the context of a teen bedroom. , 2012, , .		26
43	Absence and Family Life: Understanding and Supporting Adaption to Change. , 2011, , 237-266.		2
44	I'm the mayor of my house. , 2011, , .		276
45	Mobile Transit Information from Universal Design and Crowdsourcing. Transportation Research Record, 2011, 2217, 95-102.	1.0	34
46	The role of design in Ubicomp research and practice. , 2011, , .		1
47	Families and services. , 2011, , .		0
48	Killing off user-centered design. Interactions, 2011, 18, 10-11.	0.8	2
49	Learning patterns of pick-ups and drop-offs to support busy family coordination. , 2011, , .		30
50	Teenagers and their virtual possessions. , 2011, , .		109
51	Are you close with me? are you nearby?. , 2011, , .		105
52	Field trial of Tiramisu. , 2011, , .		107
53	Mixer: Mixed-Initiative Data Retrieval and Integration by Example. Lecture Notes in Computer Science, 2011, , 426-443.	1.0	4
54	Measuring the dynamics of remembered experience over time. Interacting With Computers, 2010, 22, 328-335.	1.0	90

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55	How to support designers in getting hold of the immaterial material of software. , 2010, , .		55
56	Agent-assisted task management that reduces email overload. , 2010, , .		32
57	Designing for dynamic family structures. , 2010, , .		39
58	Virtual possessions. , 2010, , .		13
59	Understanding the space for co-design in riders' interactions with a transit service. , 2010, , .		28
60	How routine learners can support family coordination. , 2010, , .		42
61	Investigating the opportunity for a smart activity bag. , 2010, , .		11
62	An analysis and critique of <i>Research through Design</i>. , 2010, , .		281
63	Designing for the self. , 2009, , .		66
64	User-created forms as an effective method of human-agent communication. , 2009, , .		5
65	Building a unified framework for the practice of experience design. , 2009, , .		9
66	User experience over time. , 2009, , .		319
67	NEW METHODS FOR THE DESIGN OF PRODUCTS THAT SUPPORT SOCIAL ROLE TRANSITIONS. Artifact, 2008, 2, 190-206.	0.1	4
68	The Role of Design Artifacts in Design Theory Construction. Artifact, 2008, 2, 41-45.	0.1	79
69	Driving the family. , 2008, , .		1
70	Opportunities to support parents in managing their children's health. , 2008, , .		18
71	Crafting a Place for Interaction Design Research in HCI. Design Issues, 2008, 24, 19-29.	0.2	38
72	Research through design as a method for interaction design research in HCI. , 2007, , .		1,187

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73	Vio. , 2007, , .		16
74	How interface agents affect interaction between humans and computers. , 2007, , .		42
75	MediaFranca. , 2007, , .		1
76	Learning information intent via observation. , 2007, , .		3
77	Shared moments. , 2007, , .		12
78	Your dinner's calling. , 2007, , .		6
79	Shared moments. , 2007, , .		5
80	Smart bag. , 2007, , .		11
81	Reverse alarm clock. , 2007, , .		24
82	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
83	Rapidly Exploring Application Design Through Speed Dating. , 2007, , 429-446.		65
84	Principles of Smart Home Control. Lecture Notes in Computer Science, 2006, , 19-34.	1.0	219
85	Linking messages and form requests. , 2006, , .		3
86	Cherish. , 2006, , .		32
87	Processing information intent via weak labeling. , 2006, , .		0
88	The sense lounge. , 2005, , .		4
89	Breakaway. , 2005, , .		130
90	Monitoring and managing presence in incoming and outgoing communication. , 2005, , .		1

#	ARTICLE	IF	CITATIONS
91	Workshop on the relationship between design and HCI. , 2004, , .		3
92	Who's that actor?. , 2003, , .		3
93	MyInfo. , 2003, , .		8
94	Exposing profiles to build trust in a recommender. , 2002, , .		17