

Eric P S Baumer

List of Publications by Year in descending order

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78
papers

2,533
citations

858243

12
h-index

651938

25
g-index

80
all docs

80
docs citations

80
times ranked

1468
citing authors

#	ARTICLE	IF	CITATIONS
1	Escaping a planet in peril A House Between Earth and the Moon <i>Rebecca Scherm</i> Viking, 2022. 400 pp.. Science, 2022, 375, 1360-1360.	6.0	0
2	Participatory Design of AI Systems: Opportunities and Challenges Across Diverse Users, Relationships, and Application Domains. , 2022, , .		13
3	â€œItâ€™s Like the Value System in the Loopâ€ Domain Expertsâ€™ Values Expectations for NLP Automation. , 2022, , .		3
4	A Review on Strategies for Data Collection, Reflection, and Communication in Eating Disorder Apps. , 2021, , .		13
5	Who has a Choice?: Survey-Based Predictors of Volitionality in Facebook Use and Non-use. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-25.	2.5	1
6	Where Do Stories Come From? Examining the Exploration Process in Investigative Data Journalism. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-31.	2.5	5
7	Topicalizer: reframing core concepts in machine learning visualization by co-designing for interpretivist scholarship. Human-Computer Interaction, 2020, 35, 452-480.	3.1	8
8	Understanding the Past, Present, and Future of Design Fictions. , 2020, , .		12
9	Evaluating Design Fiction. , 2020, , .		40
10	Methods for Generating Typologies of Non/use. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-26.	2.5	8
11	Broadening Exposure to Socio-Political Opinions via a Pushy Smart Home Device. , 2020, , .		6
12	Informational Friction as a Lens for Studying Algorithmic Aspects of Privacy. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	2.5	3
13	Speaking on Behalf of. , 2019, , .		2
14	CHI4EVIL. , 2019, , .		25
15	Where is the Human?. , 2019, , .		25
16	All Users are (Not) Created Equal. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-28.	2.5	13
17	Who is the "Human" in Human-Centered Machine Learning. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-32.	2.5	91
18	Editors' Welcome. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-2.	2.5	0

#	ARTICLE	IF	CITATIONS
19	What Would <i>You</i> Do?. , 2018, , .		17
20	Effects of Comment Curation and Opposition on Coherence in Online Policy Discussion. , 2018, , .		5
21	Departing and Returning. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-19.	2.5	19
22	Regrets, I've Had a Few. , 2018, , .		16
23	Socioeconomic Inequalities in the Non use of Facebook. , 2018, , .		18
24	Interpretive Impacts of Text Visualization. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-26.	4.6	8
25	Supporting Accurate Interpretation of Self-Administered Medical Test Results for Mobile Health: Assessment of Design, Demographics, and Health Condition. JMIR Human Factors, 2018, 5, e9.	1.0	3
26	Imagined Facebook: An exploratory study of non-usersâ€™ perceptions of social media in Rural Zambia. New Media and Society, 2017, 19, 1092-1108.	3.1	21
27	A Simple Intervention to Reduce Framing Effects in Perceptions of Global Climate Change. Environmental Communication, 2017, 11, 289-310.	1.2	28
28	Comparing grounded theory and topic modeling: Extreme divergence or unlikely convergence?. Journal of the Association for Information Science and Technology, 2017, 68, 1397-1410.	1.5	113
29	When Subjects Interpret the Data. , 2017, , .		18
30	Toward human-centered algorithm design. Big Data and Society, 2017, 4, 205395171771885.	2.6	53
31	Post-userism. , 2017, , .		32
32	Machine Learning and Grounded Theory Method. , 2016, , .		49
33	Building Mood, Building Community. , 2016, , .		12
34	Missing Photos, Suffering Withdrawal, or Finding Freedom? How Experiences of Social Media Non-Use Influence the Likelihood of Reversion. Social Media and Society, 2015, 1, 205630511561485.	1.5	44
35	Usees. , 2015, , .		30
36	Reflective Informatics. , 2015, , .		133

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37	On the importance and implications of studying technology non-use. Interactions, 2015, 22, 52-56.	0.8	70
38	Testing and Comparing Computational Approaches for Identifying the Language of Framing in Political News. , 2015, , .		50
39	It's the Definition, Stupid! Framing of Online Privacy in the Internet Governance Forum Debates. Journal of Information Policy, 2014, 4, 144-172.	0.7	17
40	Reviewing reflection. , 2014, , .		158
41	Staccato social support in mobile health applications. , 2014, , .		21
42	CHI 2039. , 2014, , .		25
43	Refusing, limiting, departing. , 2014, , .		36
44	Making Things Visible: Opportunities and Tensions in Visual Approaches for Design Research and Practice. Human-Computer Interaction, 2014, 29, 451-486.	3.1	4
45	Broadening Exposure, Questioning Opinions, and Reading Patterns with Reflex: a Computational Support for Frame Reflection. Journal of Information Technology and Politics, 2014, 11, 45-63.	1.8	8
46	Designing for Engaging Experiences in Mobile Social-Health Support Systems. IEEE Pervasive Computing, 2013, 12, 32-39.	1.1	7
47	Limiting, leaving, and (re)lapsing. , 2013, , .		216
48	"Everybody knows what you're doing". , 2013, , .		54
49	Prescriptive persuasion and open-ended social awareness. , 2012, , .		73
50	Going to college and staying connected. , 2012, , .		41
51	Normative communication processes and associated emotion in mobile health groups. , 2012, , .		1
52	Sustainably unpersuaded. , 2012, , .		320
53	Massively distributed authorship of academic papers. , 2012, , .		16
54	Bloggers and Readers Blogging Together: Collaborative Co-creation of Political Blogs. Computer Supported Cooperative Work, 2011, 20, 1-36.	1.9	46

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55	When the implication is not to design (technology). , 2011, , .		194
56	Comparing activity theory with distributed cognition for video analysis. , 2011, , .		9
57	MoBoogie. , 2011, , .		20
58	Using Text Mining to Characterize Online Discussion Facilitation. Online Learning Journal, 2011, 15, .	1.1	3
59	Synergizing in Cyberinfrastructure Development. Computer Supported Cooperative Work, 2010, 19, 245-281.	1.9	73
60	America is like Metamucil. , 2010, , .		20
61	Fostering metaphorical creativity using computational metaphor identification. , 2009, , .		9
62	Richly Connected Systems and Multi-Device Worlds. Presence: Teleoperators and Virtual Environments, 2009, 18, 54-71.	0.3	4
63	metaViz: Visualizing Computationally Identified Metaphors in Political Blogs. , 2009, , .		4
64	Relationships Between the Processes of Emergence and Abstraction in Societies. , 2009, , 288-304.		0
65	Smarter Blogroll: An Exploration of Social Topic Extraction for Manageable Blogrolls. , 2008, , .		6
66	Exploring the role of the reader in the activity of blogging. , 2008, , .		58
67	A Participatory Simulation for Informal Education in Restoration Ecology. E-Learning and Digital Media, 2008, 5, 238-255.	1.5	2
68	Dreaming of adaptive interface agents. , 2007, , .		3
69	Computational metaphor extraction to encourage critical reflection and support epistemological pluralism. Computer-supported Collaborative Learning, 2007, , .	0.0	0
70	On a Mixed-Methods Evaluation of a Social-Agent Scenario Visualization. , 2006, , .		0
71	Embodied mobile agents. , 2006, , .		16
72	The EcoRaft project. , 2006, , .		4

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73	Using social agents to visualize software scenarios. , 2006, , .		6
74	The Island Metaphor. , 2006, , .		1
75	Institutionalization Through Reciprocal Habitualization and Typification. Lecture Notes in Computer Science, 2006, , 122-134.	1.0	3
76	The virtual raft project. , 2005, , .		0
77	ICT4S 2029: What will be the systems supporting sustainability in 15 years. , 0, , .		9
78	Why study technology non-use?. First Monday, 0, , .	0.6	39