

# Joel E Fischer

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

52  
papers

1,035  
citations

15  
h-index

31  
g-index

60  
ext. papers

1,477  
ext. citations

2.8  
avg, IF

4.7  
L-index

#	Paper	IF	Citations
52	Voice Interfaces in Everyday Life <b>2018</b> ,		206
51	Investigating episodes of mobile phone activity as indicators of opportune moments to deliver notifications <b>2011</b> ,		102
50	Effects of content and time of delivery on receptivity to mobile interruptions <b>2010</b> ,		79
49	Doing the laundry with agents <b>2014</b> ,		55
48	"Do Animals Have Accents?" <b>2017</b> ,		52
47	At home with agents <b>2013</b> ,		51
46	Automics <b>2011</b> ,		50
45	Designing Mobile Experiences for Collocated Interaction <b>2015</b> ,		40
44	Human-Agent collaboration for disaster response. <i>Autonomous Agents and Multi-Agent Systems</i> , <b>2016</b> , 30, 82-111	2	29
43	Tariff Agent. <i>ACM Transactions on Computer-Human Interaction</i> , <b>2016</b> , 23, 1-28	4.7	28
42	"Just whack it on until it gets hot" <b>2016</b> ,		24
41	Data Work: How Energy Advisors and Clients Make IoT Data Accountable. <i>Computer Supported Cooperative Work</i> , <b>2017</b> , 26, 597-626	2.4	23
40	Using Mobile Phones in Pub Talk <b>2016</b> ,		22
39	Progressivity for voice interface design <b>2019</b> ,		19
38	Recommending energy tariffs and load shifting based on smart household usage profiling <b>2013</b> ,		18
37	Building a Birds Eye View <b>2015</b> ,		14
36	Energy advisors at work <b>2014</b> ,		13

35	Supporting Team Coordination on the Ground: Requirements from a Mixed Reality Game <b>2014</b> , 49-67		12
34	AtomicOrchid: A Mixed Reality Game to Investigate Coordination in Disaster Response. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 572-577	0.9	12
33	Understanding Mobile Notification Management in Collocated Groups <b>2013</b> , 21-44		12
32	Provenance Network Analytics. <i>Data Mining and Knowledge Discovery</i> , <b>2018</b> , 32, 708-735	5.6	11
31	Team reactions to voiced agent instructions in a pervasive game <b>2013</b> ,		11
30	The Effect of Light Intensity, Sensor Height, and Spectral Pre-Processing Methods when using NIR Spectroscopy to Identify Different Allergen-Containing Powdered Foods. <i>Sensors</i> , <b>2019</b> , 20,	3.8	11
29	'This is not what we wanted'. <i>Interactions</i> , <b>2018</b> , 26, 46-51	1	10
28	Mobile Collocated Interactions <b>2015</b> ,		9
27	Inferring player engagement in a pervasive experience <b>2009</b> ,		9
26	The Connected Shower <b>2018</b> , 2, 1-22		9
25	Personal or social? <b>2014</b> ,		8
24	New horizons for the IoT in everyday life <b>2016</b> ,		7
23	Social implications of agent-based planning support for human teams <b>2014</b> ,		6
22	Mobile Collocated Interactions With Wearables <b>2015</b> ,		6
21	Mobile collocated interactions with wearables: past, present, and future <b>2016</b> , 5,		6
20	In-the-loop or on-the-loop? Interactional arrangements to support team coordination with a planning agent. <i>Concurrency Computation Practice and Experience</i> , <b>2021</b> , 33, e4082	1.4	6
19	Public Adoption of and Trust in the NHS COVID-19 Contact Tracing App in the United Kingdom: Quantitative Online Survey Study. <i>Journal of Medical Internet Research</i> , <b>2021</b> , 23, e29085	7.6	6
18	What Can I Say? <b>2020</b> ,		5

17	Collaborative use of mobile devices to curate sources of inspiration <b>2016</b> ,		5
16	Tracking the Consumption of Home Essentials <b>2019</b> ,		4
15	Managing energy tariffs with agents <b>2015</b> ,		4
14	Target size guidelines for interactive displays on the flight deck <b>2015</b> ,		4
13	What do you want for dinner? Need anticipation and the design of proactive technologies for the home. <i>Computer Supported Cooperative Work</i> , <b>2018</b> , 27, 917-946	2.4	4
12	Breaching the future: understanding human challenges of autonomous systems for the home. <i>Personal and Ubiquitous Computing</i> , <b>2019</b> , 23, 287-307	2.1	3
11	Studying and tackling temporal challenges in mobile HCI <b>2010</b> ,		3
10	Co-curator <b>2016</b> ,		3
9	Beyond Same Time, Same Place Introduction to the Special Issue on Collocated Interaction. <i>Human-Computer Interaction</i> , <b>2018</b> , 33, 305-310	2.9	3
8	NottReal <b>2020</b> ,		2
7	Learning from the Veg Box <b>2018</b> ,		2
6	"I can't get round". <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 4, 1-21	3.4	2
5	New Directions for the IoT <b>2019</b> ,		1
4	Breaching the Future: Understanding Human Challenges of Autonomous Systems for the Home. <i>SSRN Electronic Journal</i> ,	1	1
3	Probing IoT-based consumer services: Insights from the connected shower. <i>Personal and Ubiquitous Computing</i> , <b>2020</b> , 24, 595-611	2.1	1
2	Pulling Back the Curtain on the Wizards of Oz. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 4, 1-22	3.4	1
1	Hybrid Events <b>2018</b> ,		1