

Joel E Fischer

List of Publications by Year in Descending Order

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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	In-the-loop or on-the-loop? Interactional arrangements to support team coordination with a planning agent. <i>Concurrency Computation Practice and Experience</i> , 2021 , 33, e4082	1.4	6
51	Pulling Back the Curtain on the Wizards of Oz. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 4, 1-22	3.4	1
50	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> , 2021 , 23, e29085	7.6	6
49	"I can't get round". <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 4, 1-21	3.4	2
48	What Can I Say? 2020 ,		5
47	NottReal 2020 ,		2
46	Probing IoT-based consumer services: Insights from the connected shower. <i>Personal and Ubiquitous Computing</i> , 2020 , 24, 595-611	2.1	1
45	Progressivity for voice interface design 2019 ,		19
44	Tracking the Consumption of Home Essentials 2019 ,		4
43	New Directions for the IoT 2019 ,		1
42	Breaching the future: understanding human challenges of autonomous systems for the home. <i>Personal and Ubiquitous Computing</i> , 2019 , 23, 287-307	2.1	3
41	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> , 2019 , 20,	3.8	11
40	Provenance Network Analytics. <i>Data Mining and Knowledge Discovery</i> , 2018 , 32, 708-735	5.6	11
39	Voice Interfaces in Everyday Life 2018 ,		206
38	'This is not what we wanted'. <i>Interactions</i> , 2018 , 26, 46-51	1	10
37	Hybrid Events 2018 ,		1
36	The Connected Shower 2018 , 2, 1-22		9

35	Learning from the Veg Box 2018 ,		2
34	Beyond Same Time, Same Place—Introduction to the Special Issue on Collocated Interaction. <i>Human-Computer Interaction</i> , 2018 , 33, 305-310	2.9	3
33	“What do you want for dinner?”—Need anticipation and the design of proactive technologies for the home. <i>Computer Supported Cooperative Work</i> , 2018 , 27, 917-946	2.4	4
32	"Do Animals Have Accents?" 2017 ,		52
31	Data Work: How Energy Advisors and Clients Make IoT Data Accountable. <i>Computer Supported Cooperative Work</i> , 2017 , 26, 597-626	2.4	23
30	Tariff Agent. <i>ACM Transactions on Computer-Human Interaction</i> , 2016 , 23, 1-28	4.7	28
29	New horizons for the IoT in everyday life 2016 ,		7
28	Human-Agent collaboration for disaster response. <i>Autonomous Agents and Multi-Agent Systems</i> , 2016 , 30, 82-111	2	29
27	Using Mobile Phones in Pub Talk 2016 ,		22
26	"Just whack it on until it gets hot" 2016 ,		24
25	Co-curator 2016 ,		3
24	Collaborative use of mobile devices to curate sources of inspiration 2016 ,		5
23	Mobile collocated interactions with wearables: past, present, and future 2016 , 5,		6
22	Building a Birds Eye View 2015 ,		14
21	Designing Mobile Experiences for Collocated Interaction 2015 ,		40
20	Mobile Collocated Interactions 2015 ,		9
19	Managing energy tariffs with agents 2015 ,		4
18	Mobile Collocated Interactions With Wearables 2015 ,		6

17	Target size guidelines for interactive displays on the flight deck 2015 ,		4
16	Social implications of agent-based planning support for human teams 2014 ,		6
15	Personal or social? 2014 ,		8
14	Energy advisors at work 2014 ,		13
13	Doing the laundry with agents 2014 ,		55
12	Supporting Team Coordination on the Ground: Requirements from a Mixed Reality Game 2014 , 49-67		12
11	Recommending energy tariffs and load shifting based on smart household usage profiling 2013 ,		18
10	Team reactions to voiced agent instructions in a pervasive game 2013 ,		11
9	At home with agents 2013 ,		51
8	Understanding Mobile Notification Management in Collocated Groups 2013 , 21-44		12
7	AtomicOrchid: A Mixed Reality Game to Investigate Coordination in Disaster Response. <i>Lecture Notes in Computer Science</i> , 2012 , 572-577	0.9	12
6	Investigating episodes of mobile phone activity as indicators of opportune moments to deliver notifications 2011 ,		102
5	Automics 2011 ,		50
4	Studying and tackling temporal challenges in mobile HCI 2010 ,		3
3	Effects of content and time of delivery on receptivity to mobile interruptions 2010 ,		79
2	Inferring player engagement in a pervasive experience 2009 ,		9
1	Breaching the Future: Understanding Human Challenges of Autonomous Systems for the Home. <i>SSRN Electronic Journal</i> ,	1	1