Lilly Irani

List of Publications by Year
in descending order

24 papers	2,558 citations	840776 11 h-index	1058476 14 g-index
26 all docs	26 docs citations	26 times ranked	1386 citing authors

#	Article	IF	Citations
1	Who are the crowdworkers?. , 2010, , .		609
2	Postcolonial computing. , 2010, , .		421
3	The cultural work of microwork. New Media and Society, 2015, 17, 720-739.	5.0	278
4	Difference and Dependence among Digital Workers: The Case of Amazon Mechanical Turk. South Atlantic Quarterly, 2015, 114, 225-234.	1.5	210
5	Hackathons and the Making of Entrepreneurial Citizenship. Science Technology and Human Values, 2015, 40, 799-824.	3.1	185
6	Postcolonial Computing. Science Technology and Human Values, 2012, 37, 3-29.	3.1	172
7	Ethics and tactics of professional crowdwork. Xrds, 2010, 17, 39-43.	0.3	122
8	Encouraging women in computer science. SIGCSE Bulletin, 2002, 34, 84-88.	0.1	78
9	Responsible research with crowds. Communications of the ACM, 2018, 61, 39-41.	4.5	69
10	Social Justice and Design. , 2017, , .		56
11	Sellers' problems in human computation markets. , 2010, , .		55
12	Algorithmic Authority. , 2016, , .		45
13	From critical design to critical infrastructure. Interactions, 2014, 21, 32-35.	1.0	41
14	Ways of Knowing When Research Subjects Care. , 2019, , .		40
15	â€œDesign Thinkingâ€: Defending Silicon Valley at the Apex of Global Labor Hierarchies. Catalyst Feminism Theory Technoscience, 2018, 4, 1-19.	0.2	40
16	Understanding gender and confidence in CS course culture. SIGCSE Bulletin, 2004, 36, 195-199.	0.1	23
17	HCI Tactics for Politics from Below: Meeting the Challenges of Smart Cities. , 2021, , .		20
18	Rhythms and plasticity: television temporality at home. Personal and Ubiquitous Computing, 2010, 14, 621-632.	2.8	15

#	Article	IF	Citations
19	Design and the Politics of Collaboration. , 2019, , .		15
20	Critical Affects. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-27.	3.3	14
21	Shopping for sharpies in Seattle. , 2010, , .		14
22	The Labor of Maintaining and Scaling Free and Open-Source Software Projects. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-28.	3.3	9
23	Boundary Troubles. , 2016, , .		5
24	Crowd Dynamics. , 2016, , .		1