

Thomas Björner

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1950838/publications.pdf>

Version: 2024-02-01

31
papers

299
citations

1162889

8
h-index

996849

15
g-index

32
all docs

32
docs citations

32
times ranked

269
citing authors

#	ARTICLE	IF	CITATIONS
1	An experiment of double dynamic lighting in an office responding to sky and daylight: Perceived effects on comfort, atmosphere and work engagement. <i>Indoor and Built Environment</i> , 2022, 31, 355-374.	1.5	10
2	The advantages of and barriers to being smart in a smart city: The perceptions of project managers within a smart city cluster project in Greater Copenhagen. <i>Cities</i> , 2021, 114, 103187.	2.7	32
3	Danish Nursing Home Staff's Perceived Visual Comfort and Perceived Usefulness of a Circadian Lighting System. , 2021, , .		2
4	How can a serious game be designed to provide engagement with and awareness of the plastic crisis as part of UN's SDGs. , 2021, , .		6
5	Design and Evaluation of a Serious Game to Supplement Pupils's™ Understanding of Molecular Structures in Chemistry. <i>Lecture Notes in Computer Science</i> , 2021, , 263-275.	1.0	2
6	Can a Serious Game Be Designed to Increase Engagement in a Mandatory Postmodern Novella at Danish Gymnasiums?. <i>Lecture Notes in Computer Science</i> , 2021, , 57-67.	1.0	1
7	Creating user stereotypes for persona development from qualitative data through semi-automatic subspace clustering. <i>User Modeling and User-Adapted Interaction</i> , 2020, 30, 81-125.	2.9	10
8	Eating together while being apart: A pilot study on the effects of mixed-reality conversations and virtual environments on older eaters's™ solitary meal experience and food intake. , 2020, , .		11
9	How to design and evaluate a serious game aiming at awareness of therapy skills associated with social anxiety disorder. , 2020, , .		1
10	How to Engage Young Adults in Reading H. C. Andersen's™ Fairy Tale the Little Mermaid, Through a Serious Game. <i>Lecture Notes in Computer Science</i> , 2020, , 294-303.	1.0	1
11	How to Design Potential Solutions for a Cross-country Platform that Leverages Students's™ Diversity: A User-Centered Design Approach " and Its Challenges. <i>Lecture Notes in Computer Science</i> , 2020, , 415-426.	1.0	1
12	Advantages and challenges of using mobile ethnography in a hospital case study: WhatsApp as a method to identify perceptions and practices. <i>Qualitative Research in Medicine & Healthcare</i> , 2019, 3, .	0.2	2
13	Driving pleasure and perceptions of the transition from no automation to full self-driving automation. <i>Applied Mobilities</i> , 2019, 4, 257-272.	0.6	13
14	Where would you like to eat? A formative evaluation of mixed-reality solitary meals in virtual environments for older adults with mobility impairments who live alone. <i>Food Research International</i> , 2019, 117, 30-39.	2.9	24
15	Older adults eating together in a virtual living room: opportunities and limitations of eating in augmented virtuality. , 2019, , .		14
16	How to Design and Measure a Serious Game Aiming at Emotional Engagement of Social Anxiety. <i>Lecture Notes in Computer Science</i> , 2019, , 417-427.	1.0	0
17	How to evaluate emotional experiences in television drama series. , 2018, , .		1
18	How to evaluate emotional experiences in television drama series: improving viewer evaluations using a combination of psychophysiological measurements and self-reports. <i>Behaviour and Information Technology</i> , 2018, 37, 884-893.	2.5	6

#	ARTICLE	IF	CITATIONS
19	A Systematic Review of Behavioural Interventions Promoting Healthy Eating among Older People. <i>Nutrients</i> , 2018, 10, 128.	1.7	48
20	A contextual identification of home-living older adults' positive mealtime practices: A honeycomb model as a framework for joyful aging and the importance of social factors. <i>Appetite</i> , 2018, 129, 125-134.	1.8	14
21	How to Increase Boys' Engagement in Reading Mandatory Poems in the Gymnasium: Homer's "The Odyssey" as Transmedia Storytelling with the Cyclopeia Narrative as a Computer Game. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 216-225.	0.2	3
22	Immersive eating: evaluating the use of head-mounted displays for mixed reality meal sessions. , 2017, , .		13
23	Designing an Engaging and Informative Application About First Aid: Gamification and Humor as Design Elements in a Serious Game. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017, , 78-87.	0.2	2
24	How to Describe and Measure Obstacles of Narrative Immersion in a Film?. <i>Nordicom Review</i> , 2016, 37, 1-17.	0.8	9
25	Time Use on Trains: Media Use/Non-use and Complex Shifts in Activities. <i>Mobilities</i> , 2016, 11, 681-702.	2.5	19
26	How academic teachers perceive and facilitate creativity. <i>European Journal of Engineering Education</i> , 2013, 38, 556-566.	1.5	4
27	"Sure, I Would Like to Continue" <i>Bulletin of Science, Technology and Society</i> , 2012, 32, 405-412.	1.1	36
28	Designing an Educational Game: Design Principles from a Holistic Perspective. <i>International Journal of Learning</i> , 2011, 17, 279-290.	0.1	4
29	If I had a Robot it should do Everything for me: Children's Attitudes to Robots in Everyday Life. <i>International Journal of Learning</i> , 2009, 16, 243-254.	0.1	2
30	An Engaging Serious Game Aiming at Awareness of Therapy Skills Associated with Social Anxiety Disorder. <i>Mobile Networks and Applications</i> , 0, , 1.	2.2	6
31	Det digitale interaktive fjernsyn i hverdagslivet. <i>MedieKultur</i> , 0, 23, .	0.5	0