

Wiesław Kopeć

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1979780/publications.pdf>

Version: 2024-02-01

22
papers

433
citations

1477746

6
h-index

1058022

14
g-index

25
all docs

25
docs citations

25
times ranked

268
citing authors

#	ARTICLE	IF	CITATIONS
1	Influence of consumer reviews on online purchasing decisions in older and younger adults. Decision Support Systems, 2018, 113, 1-10.	3.5	138
2	Older Adults and Voice Interaction. , 2019, , .		76
3	LivingLab PJAIT. , 2017, , .		25
4	Emotions make cities live. , 2017, , .		25
5	Guidelines towards better participation of older adults in software development processes using a new SPIRAL method and participatory approach. , 2018, , .		25
6	Older adults and hackathons: a qualitative study. Empirical Software Engineering, 2018, 23, 1895-1930.	3.0	23
7	Older Adults and Crowdsourcing. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-23.	2.5	20
8	VR with Older Adults: Participatory Design of a Virtual ATM Training Simulation. IFAC-PapersOnLine, 2019, 52, 277-281.	0.5	18
9	A Location-Based Game for Two Generations: Teaching Mobile Technology to the Elderly with the Support of Young Volunteers. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 84-91.	0.2	17
10	Press F1 for help: Participatory design for dealing with on-line and real life security of older adults. , 2017, , .		13
11	Turned 70?. , 2017, , .		11
12	Older Adults and Brain-Computer Interface: An Exploratory Study. , 2021, , .		6
13	VR Hackathon with Goethe Institute: Lessons Learned from Organizing a Transdisciplinary VR Hackathon. , 2021, , .		5
14	Older adults and hackathons. , 2018, , .		4
15	Older Adultsâ€™ Motivation and Engagement with Diverse Crowdsourcing Citizen Science Tasks. Lecture Notes in Computer Science, 2021, , 93-103.	1.0	3
16	Participatory Design Landscape for the Human-Machine Collaboration, Interaction and Automation at the Frontiers of HCI (PDL 2021). Lecture Notes in Computer Science, 2021, , 564-569.	1.0	3
17	A Comparative Study of Younger and Older Adultsâ€™ Interaction with a Crowdsourcing Android TV App for Detecting Errors in TEDx Video Subtitles. Lecture Notes in Computer Science, 2019, , 455-464.	1.0	3
18	All Factors Should Matter! Reference Checklist for Describing Research Conditions in Pursuit of Comparable IVR Experiments. Advances in Intelligent Systems and Computing, 2021, , 125-133.	0.5	2

#	ARTICLE	IF	CITATIONS
19	Exploration of Voice User Interfaces for Older Adultsâ€”A Pilot Study to Address Progressive Vision Loss. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 159-168.	0.5	2
20	From Close the Door to Do not Click and Back. Security by Design for Older Adults. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 40-53.	0.5	2
21	Interpersonal Distance in VR: Reactions of Older Adults to the Presence of a Virtual Agent. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 91-100.	0.5	1
22	AFFORCE: Actionable Framework for Designing Crowdsourcing Experiences for Older Adults. , 2021, , .		0