

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	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
2	All Factors Should Matter! Reference Checklist for Describing Research Conditions in Pursuit of Comparable IVR Experiments. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 125-133.	0.5	2
3	Exploration of Voice User Interfaces for Older Adults – A Pilot Study to Address Progressive Vision Loss. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 159-168.	0.5	2
4	Older Adults and Brain-Computer Interface: An Exploratory Study. , 2021, , .		6
5	VR Hackathon with Goethe Institute: Lessons Learned from Organizing a Transdisciplinary VR Hackathon. , 2021, , .		5
6	Older Adults – Motivation and Engagement with Diverse Crowdsourcing Citizen Science Tasks. <i>Lecture Notes in Computer Science</i> , 2021, , 93-103.	1.0	3
7	Participatory Design Landscape for the Human-Machine Collaboration, Interaction and Automation at the Frontiers of HCI (PDL 2021). <i>Lecture Notes in Computer Science</i> , 2021, , 564-569.	1.0	3
8	AFFORCE: Actionable Framework for Designing Crowdsourcing Experiences for Older Adults. , 2021, , .		0
9	Older Adults and Voice Interaction. , 2019, , .		76
10	VR with Older Adults: Participatory Design of a Virtual ATM Training Simulation. <i>IFAC-PapersOnLine</i> , 2019, 52, 277-281.	0.5	18
11	A Comparative Study of Younger and Older Adults – Interaction with a Crowdsourcing Android TV App for Detecting Errors in TEDx Video Subtitles. <i>Lecture Notes in Computer Science</i> , 2019, , 455-464.	1.0	3
12	Older adults and hackathons: a qualitative study. <i>Empirical Software Engineering</i> , 2018, 23, 1895-1930.	3.0	23
13	Older Adults and Crowdsourcing. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018, 2, 1-23.	2.5	20
14	Guidelines towards better participation of older adults in software development processes using a new SPIRAL method and participatory approach. , 2018, , .		25
15	Older adults and hackathons. , 2018, , .		4
16	Influence of consumer reviews on online purchasing decisions in older and younger adults. <i>Decision Support Systems</i> , 2018, 113, 1-10.	3.5	138
17	From Close the Door to Do not Click and Back. <i>Security by Design for Older Adults. Advances in Intelligent Systems and Computing</i> , 2018, , 40-53.	0.5	2
18	LivingLab PJAiT. , 2017, , .		25

#	ARTICLE	IF	CITATIONS
19	Press F1 for help: Participatory design for dealing with on-line and real life security of older adults. , 2017, , .		13
20	Emotions make cities live. , 2017, , .		25
21	Turned 70?. , 2017, , .		11
22	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