

Corina Sas

List of Publications by Year in descending order

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Version: 2024-02-01

101
papers

2,464
citations

471509

17
h-index

434195

31
g-index

109
all docs

109
docs citations

109
times ranked

1564
citing authors

#	ARTICLE	IF	CITATIONS
1	Technology Acceptance in Mobile Health: Scoping Review of Definitions, Models, and Measurement. Journal of Medical Internet Research, 2020, 22, e17256.	4.3	143
2	HCI and Affective Health. , 2019, , .		130
3	Presence Equation: An Investigation into Cognitive Factors Underlying Presence. Presence: Teleoperators and Virtual Environments, 2003, 12, 523-537.	0.6	112
4	Exploring the facebook experience. , 2008, , .		90
5	Public Ubiquitous Computing Systems: Lessons from the e-Campus Display Deployments. IEEE Pervasive Computing, 2006, 5, 40-47.	1.3	88
6	Design for Trust. , 2017, , .		88
7	Design for forgetting. , 2013, , .		84
8	The need for change: Understanding emotion regulation antecedents and consequences using ecological momentary assessment.. Emotion, 2020, 20, 30-36.	1.8	82
9	Generating implications for design through design research. , 2014, , .		78
10	MeditAid: a wearable adaptive neurofeedback-based system for training mindfulness state. Personal and Ubiquitous Computing, 2015, 19, 1169-1182.	2.8	71
11	Exploring bluetooth based mobile phone interaction with the hermes photo display. , 2005, , .		66
12	Human Factors of Wayfinding in Navigation. , 2006, , .		64
13	Design for Rituals of Letting Go. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-37.	5.7	60
14	Exploring Issues of User Model Transparency and Proactive Behaviour in an Office Environment Control System. User Modeling and User-Adapted Interaction, 2005, 15, 235-273.	3.8	56
15	Functionality of Top-Rated Mobile Apps for Depression: Systematic Search and Evaluation. JMIR Mental Health, 2020, 7, e15321.	3.3	53
16	Exploring Trust in Bitcoin Technology. , 2015, , .		50
17	HRV and Stress: A Mixed-Methods Approach for Comparison of Wearable Heart Rate Sensors for Biofeedback. IEEE Access, 2021, 9, 14005-14024.	4.2	47
18	From Biodata to Somadata. , 2020, , .		45

#	ARTICLE	IF	CITATIONS
19	Designing personal grief rituals: An analysis of symbolic objects and actions. <i>Death Studies</i> , 2016, 40, 558-569.	2.7	44
20	Security and Privacy Implications of Pervasive Memory Augmentation. <i>IEEE Pervasive Computing</i> , 2015, 14, 44-53.	1.3	40
21	Exploring Motivations for Bitcoin Technology Usage. , 2016, , .		35
22	Evaluating Mindfulness Meditation Apps. , 2018, , .		35
23	AffectCam. , 2013, , .		32
24	Ambiguity as a Resource to Inform Proto-Practices. <i>ACM Transactions on Computer-Human Interaction</i> , 2019, 26, 1-32.	5.7	32
25	Designing for reflection on experience. , 2009, , .		30
26	Dynamic Displays at Wrist for Real Time Visualization of Affective Data. , 2018, , .		29
27	Impact of Video Summary Viewing on Episodic Memory Recall. , 2016, , .		29
28	Mobile agents for mobile tourists: a user evaluation of Gulliver's Genie. <i>Interacting With Computers</i> , 2005, 17, 343-366.	1.5	27
29	Appropriation and creative use. , 2011, , .		27
30	Exploring DIY Practices of Complex Home Technologies. <i>ACM Transactions on Computer-Human Interaction</i> , 2017, 24, 1-29.	5.7	27
31	Towards Affective Chronometry. , 2019, , .		27
32	Body-centric computing. <i>Interactions</i> , 2018, 25, 34-39.	1.0	25
33	Body Matters. , 2020, , .		25
34	Exploring and Designing for Memory Impairments in Depression. , 2019, , .		24
35	Taste Your Emotions. , 2019, , .		23
36	Presence and task performance: an approach in the light of cognitive style. <i>Cognition, Technology and Work</i> , 2004, 6, 53-56.	3.0	20

#	ARTICLE	IF	CITATIONS
37	Do emotions matter in creative design?. , 2010, , .		20
38	ThermoPixels. , 2020, , .		20
39	Individual Differences in Virtual Environments. Lecture Notes in Computer Science, 2004, , 1017-1024.	1.3	19
40	Material Food Probe. , 2020, , .		19
41	Emotional experience on facebook site. , 2009, , .		18
42	Supporting Stimulation Needs in Dementia Care through Wall-Sized Displays. , 2020, , .		18
43	Sharing control of dispersed situated displays between nand residential users. , 2006, , .		17
44	Self-Defining Memory Cues. , 2015, , .		17
45	An exploration of taste-emotion mappings from the perspective of food design practitioners. , 2017, , .		17
46	Evaluation of Treatment Descriptions and Alignment With Clinical Guidance of Apps for Depression on App Stores: Systematic Search and Content Analysis. JMIR Formative Research, 2020, 4, e14988.	1.4	16
47	An Exploration of Bitcoin Mining Practices. , 2019, , .		15
48	Interoceptive Interaction: An Embodied Metaphor Inspired Approach to Designing for Meditation. , 2021, , .		15
49	Virtual environment trajectory analysis: a basis for navigational assistance and scene adaptivity. Future Generation Computer Systems, 2005, 21, 1157-1166.	7.5	14
50	Life Review in End of Life Care. , 2016, , .		13
51	Biosensing and Actuationâ€™Platforms Coupling Body Input-Output Modalities for Affective Technologies. Sensors, 2020, 20, 5968.	3.8	13
52	Dramaturgical Capitalization of Positive Emotions: The Answer for Facebook Success?. , 0, , .		13
53	BlockKit. , 2019, , .		12
54	ManneqKit Cards. , 2020, , .		12

#	ARTICLE	IF	CITATIONS
55	Exploring Self-Defining Memories in Old Age and their Digital Cues. , 2018, , .		11
56	The TAC Toolkit: Supporting Design for User Acceptance of Health Technologies from a Macro-Temporal Perspective. , 2022, , .		11
57	User Perceptions of 3D Food Printing Technologies. , 2018, , .		10
58	Futures of digital death: Past, present and charting emerging research agenda. Death Studies, 2019, 43, 407-413.	2.7	10
59	Integration of a smartwatch within an internet-delivered intervention for depression: Protocol for a feasibility randomized controlled trial on acceptance. Contemporary Clinical Trials, 2021, 103, 106323.	1.8	10
60	Exploring the Design Space for Human-Food-Technology Interaction: An Approach from the Lens of Eating Experiences. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-52.	5.7	10
61	User Perspectives and Ethical Experiences of Apps for Depression: A Qualitative Analysis of User Reviews. , 2022, , .		10
62	Designing for the Infrastructure of the Supply Chain of Malay Handwoven Songket in Terengganu. , 2019, , .		9
63	Personal clipboards for individual copy-and-paste on shared multi-user surfaces. , 2013, , .		8
64	Exploring Personalized Vibrotactile and Thermal Patterns for Affect Regulation. , 2021, , .		8
65	HCI at End of Life & Beyond. , 2020, , .		8
66	Exploring Memory Interventions in Depression through Lifelogging Lens. , 0, , .		8
67	A meta-analysis on the correlation between measurements of spatial tasks and standardized tests of environmental spatial abilities. Cognitive Processing, 2009, 10, 297-301.	1.4	7
68	Designing for collective remembering. , 2006, , .		6
69	Designing and evaluating mobile phone-based interaction with public displays. , 2008, , .		6
70	Research knowledge transfer through business-driven student assignment. Education and Training, 2009, 51, 707-717.	3.1	6
71	Experiencing discomfort. , 2019, , .		6
72	Mental Wellbeing. , 2020, , .		6

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73	Breaking the Campus Bubble: Informed, Engaged, Connected. , 2007, , .		6
74	A Mindfulness-Based Brain-Computer Interface to Augment Mandala Coloring for Depression: Protocol for a Single-Case Experimental Design. JMIR Research Protocols, 2021, 10, e20819.	1.0	5
75	Sensory Probes: An Exploratory Design Research Method for Human-Food Interaction. , 2021, , .		5
76	A Performance Analysis of Movement Patterns. Lecture Notes in Computer Science, 2004, , 954-961.	1.3	5
77	Toward Research-Informed Design Implications for Interventions Limiting Smartphone Use: Functionalities Review of Digital Well-being Apps. JMIR Formative Research, 2022, 6, e31730.	1.4	5
78	Craft-based Exploration of Sense of Self. , 2017, , .		4
79	Communication Needs of Elderly at Risk of Falls and their Remote Family. , 2017, , .		4
80	Co-Designing Flavor-Based Memory Cues with Older Adults. , 2020, , .		4
81	FlavorDesigner App: Capturing Multisensory Experiences and Crafting Personalized Flavors for Cueing their Recall. , 2022, , .		4
82	Electronic Navigation “ Some Design Issues. Lecture Notes in Computer Science, 2003, , 471-475.	1.3	3
83	Harnessing digital phenotyping to deliver real-time interventional bio-feedback. , 2019, , .		3
84	Online Trajectory Classification. Lecture Notes in Computer Science, 2003, , 1035-1044.	1.3	3
85	Understanding and Supporting Technical Creativity. , 0, , .		3
86	Exploring Anima: a brain-computer interface for peripheral materialization of mindfulness states during mandala coloring. Human-Computer Interaction, 2023, 38, 259-299.	4.4	3
87	VibeRate, An Affective Wearable Tool for Creative Design. , 2013, , .		2
88	Select & Apply: understanding how users act upon objects across devices. Personal and Ubiquitous Computing, 2015, 19, 881-896.	2.8	2
89	The value of information cues for lifelog video navigation. , 2016, , .		2
90	Sense of Presence. , 2006, , 511-517.		2

#	ARTICLE	IF	CITATIONS
91	Inquiry on the Global (Post)Crisis Versus Humankind Wisdom as a Turning Point: Does the Generosity-Creativity-Solidarity Triad Matter?. SSRN Electronic Journal, 0, , .	0.4	2
92	Tangible Interaction for Supporting Well-being. , 2022, , .		2
93	Software usability. , 2004, , .		1
94	Design for Songket Weaving in Malay Cottage Industry. , 2018, , .		1
95	Applying Delaunay Triangulation Augmentation for Deep Learning Facial Expression Generation and Recognition. Lecture Notes in Computer Science, 2021, , 730-740.	1.3	1
96	Evaluation of a Self-report System for Assessing Mood Using Facial Expressions. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 231-241.	0.3	1
97	User Model of Navigation. Lecture Notes in Computer Science, 2004, , 379-388.	1.3	1
98	A hybrid model for capturing implicit spatial knowledge. , 2005, , .		0
99	A typology of course of motion in simulated environments based on BÃ©zier curve analysis. Knowledge and Information Systems, 2007, 13, 173-196.	3.2	0
100	Image schemata in animated metaphors for insight problem solving. , 2011, , .		0
101	HCI and Creative Problem-Solving at Lancaster. , 0, , .		0