

Simon Bowen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2080832/publications.pdf>

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27
papers

453
citations

1163117

8
h-index

1125743

13
g-index

27
all docs

27
docs citations

27
times ranked

517
citing authors

#	ARTICLE	IF	CITATIONS
1	How was it for you? Experiences of participatory design in the UK health service. CoDesign, 2013, 9, 230-246.	2.0	126
2	Framing IxD knowledge. Interactions, 2015, 22, 32-36.	1.0	31
3	Participatory healthcare service design and innovation. , 2010, , .		29
4	Remembering today tomorrow: Exploring the human-centred design of digital mementos. International Journal of Human Computer Studies, 2011, 69, 324-337.	5.6	28
5	Engaging teenagers productively in service design. International Journal of Child-Computer Interaction, 2013, 1, 71-81.	3.5	26
6	Photo mementos: Designing digital media to represent ourselves at home. International Journal of Human Computer Studies, 2014, 72, 320-336.	5.6	25
7	The value of designers' creative practice within complex collaborations. Design Studies, 2016, 46, 174-198.	3.1	24
8	ActuEating. , 2018, , .		24
9	Enabling Polyvocality in Interactive Documentaries through "Structural Participation". , 2017, , .		19
10	Digital Christmas. , 2012, , .		17
11	Participatory design facilitates Person Centred Nursing in service improvement with older people: a secondary directed content analysis. Journal of Clinical Nursing, 2017, 26, 1217-1225.	3.0	15
12	Mindfulness and Technology. , 2017, , .		14
13	Understanding the lived experience of adolescents with type 1 diabetes. , 2015, , .		10
14	Decorating Public and Private Spaces. , 2018, , .		10
15	Enhancing the Appreciation of Traditional Chinese Painting Using Interactive Technology. Multimodal Technologies and Interaction, 2018, 2, 16.	2.5	10
16	Experience based co-design in healthcare services: an analysis of projects barriers and enablers. Design for Health, 2020, 4, 276-295.	0.8	10
17	User-centred design and pervasive health: A position statement from the User-Centred Healthcare Design project. , 2010, , .		7
18	Many Makings. , 2016, , .		5

#	ARTICLE	IF	CITATIONS
19	Supporting the Cross-cultural Appreciation of Traditional Chinese Puppetry Through a Digital Gesture Library. <i>Journal on Computing and Cultural Heritage</i> , 2020, 12, 1-19.	2.1	5
20	Pervasive healthcare in lived experience: Thinking beyond the home. , 2010, , .		4
21	Understanding, capturing, and assessing value in collaborative design research. <i>CoDesign</i> , 2019, 15, 1-7.	2.0	4
22	Cyclical experience-based design: A proposal for engaging stakeholders in a co-creative model for primary health care service design. <i>International Journal of Health Planning and Management</i> , 2022, 37, 486-503.	1.7	4
23	Metro Futures: Experience-Centred Co-Design at Scale. , 2020, , .		4
24	Medievals and Moderns in Conversation: Co-Designing Creative Futures for Underused Historic Churches in Rural Communities. <i>Multimodal Technologies and Interaction</i> , 2022, 6, 40.	2.5	2
25	Participatory design and the 'health and social care institution'. , 2010, , .		0
26	Problems in Practice. , 2017, , .		0
27	illuminations : Exploring Community Engagement with Intangible Heritage Through Multiple Making. , 2018, , .		0