Danielle Wilde

List of Publications by Year
in descending order

35 papers	653 citations	1307366 7 h-index	1199470 12 g-index
35 all docs	35 docs citations	35 times ranked	276 citing authors

#	Article	IF	Citations
1	Shitty food-based world-making: Recasting human|microbiome relationships beyond shame and taboo. Futures, 2022, 136, 102853.	1.4	5
2	Narrative Physicalization: Supporting Interactive Engagement With Personal Data. IEEE Computer Graphics and Applications, 2021, 41, 74-86.	1.0	17
3	Design Research Education and Global Concerns,. She Ji, 2020, 6, 170-212.	0.6	11
4	Disrupting (More-than-) Human-Food Interaction. , 2020, , .		18
5	Fantastic(e)ating Food Futures. , 2020, , .		4
6	Crafting and Tasting Issues in Everyday Human-Food Interactions. , 2019, , .		3
7	Making Sense of Human-Food Interaction. , 2019, , .		62
8	Participatory Research through Gastronomy Design: A designerly move towards more playful gastronomy. International Journal of Food Design, 2019, 4, 3-37.	0.6	25
9	Chasing Play Potentials in Food Culture to Inspire Technology Design. , 2019, , .		13
10	Playful Human-Food Interaction Research. , 2019, , .		33
11	Sensepack. , 2018, , .		2
12	Exploring Aesthetic Enhancement of Wearable Technologies for Deaf Women. , 2018, , .		17
13	PDFi. , 2018, , .		31
14	Handmaking Food Ideals. , 2018, , .		11
15	Visualising the Landscape of Human-Food Interaction Research. , 2018, , .		18
16	Designing towards the Unknown: Engaging with Material and Aesthetic Uncertainty. Informatics, 2018, 5, 1.	2.4	16
17	Playing with food: Reconfiguring the gastronomic experience through play. , 2018, , 3-6.		11
18	Embodied Design Ideation Methods. , 2017, , .		106

#	ARTICLE	IF	CITATIONS
19	Wear.x. , 2017, , .		21
20	Soft, embodied, situated & connected: enriching interactions with soft wearables. MUX: the Journal of Mobile User Experience, 2016, 5, .	3.0	21
21	Embodying Soft Wearables Research. , 2016, , .		5
22	Mobile Collocated Interactions With Wearables. , 2015, , .		8
23	Soft, Embodied, Situated & Connected. , 2015, , .		9
24	PKI. , 2014, , .		9
25	Embodying neuroplastic change. , 2013, , .		1
26	Light arrays. , 2012, , .		16
27	hipDisk. , 2012, , .		30
28	Circles and props. Interactions, 2012, 19, 60-65.	0.8	15
29	Extending body and imagination: moving to move. International Journal on Disability and Human Development, 2011, 10, .	0.2	7
30	Move to design/design to move. Interactions, 2011, 18, 22-27.	0.8	42
31	Swing that thing. , 2010, , .		29
32	<i>hipDisk:</i>Using sound to encourage physical extension, exploring humour in interface design. International Journal of Performance Arts and Digital Media, 2008, 4, 7-26.	0.3	5
33	Dress and Ange: coercing the address of highly personal body-centric issues. Personal and Ubiquitous Computing, 2004, 8, 264.	1.9	2
34	The Periscope: supporting a computer enhanced field trip for children. Personal and Ubiquitous Computing, 2003, 7, 227-233.	1.9	30
35	Fostering Education of Environmental Citizenship through Food Living Labs. , 0, , .		0