Norbert A Streitz

List of Publications by Year
in descending order

68 papers	1,959 citations	858243 12 h-index	563245 28 g-index
83 all docs	83 docs citations	83 times ranked	1044 citing authors

#	Article	IF	Citations
1	Rethinking 'smart' islands. Interactions, 2022, 29, 54-60.	0.8	3
2	From 'Smart-only' Island Towards Lighthouse of Research and Innovation. Lecture Notes in Computer Science, 2022, , 105-126.	1.0	2
3	From Smart-Only Cities Towards Humane and Cooperative Hybrid Cities. Technology Architecture and Design, 2021, 5, 127-133.	0.6	6
4	Beyond 'smart-only' cities: redefining the 'smart-everything' paradigm. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 791-812.	3.3	61
5	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
6	Grand challenges for ambient intelligence and implications for design contexts and smart societies. Journal of Ambient Intelligence and Smart Environments, 2019, 11, 87-107.	0.8	57
7	Reconciling Humans and Technology: The Role of Ambient Intelligence. Lecture Notes in Computer Science, 2017, , 1-16.	1.0	14
8	Designing interactive lighting. , 2012, , .		11
9	Smart Cities, Ambient Intelligence and Universal Access. Lecture Notes in Computer Science, 2011, , 425-432.	1.0	29
10	It's All in the (ambient) Environment: Designing Experiences in Ubiquitous Hybrid Worlds. , 2008, , .		0
11	Designing for People in Ambient Intelligence Environments. , 2008, , 47-54.		2
12	From cognitive compatibility to the disappearing computer. , 2008, , .		5
13	From Human–Computer Interaction to Human–Environment Interaction: Ambient Intelligence and the Disappearing Computer. , 2007, , 3-13.		22
14	Smart Artefacts as Affordances for Awareness in Distributed Teams. Lecture Notes in Computer Science, 2007, , 3-29.	1.0	33
15	The Disappearing Computer: User-Centered Interaction Design for Smart Artefacts. Lecture Notes in Computer Science, 2007, , 1-2.	1.0	1
16	From Human-Computer Interaction to Human-Artefact Interaction: Interaction Design for Smart Environments. Lecture Notes in Computer Science, 2005, , 232-240.	1.0	2
17	From information design to experience design. Interactions, 2005, 12, 21-25.	0.8	40
18	User requirements for intelligent home environments. , 2005, , .		43

#	Article	IF	Citations
19	Building disappearing computers. Communications of the ACM, 2005, 48, 42-48.	3.3	76
20	Ambient agoras. , 2004, , .		17
21	Interaction Design for the Disappearing Computer. Lecture Notes in Computer Science, 2003, , 351-355.	1.0	1
22	Ambient Displays and Mobile Devices for the Creation of Social Architectural Spaces. , 2003, , 387-409.		34
23	Developing CSCW tools for idea finding -. , 2002, , .		31
24	Graphics in the large. , 2002, , .		0
25	Roomware?. , 2002, , .		33
26	Connectables. , 2001, , .		124
27	Ubiquitous Computing and The Disappearing Computer - Research Agendas, Issues, and Strategies. Lecture Notes in Computer Science, 2001, , 184-186.	1.0	1
28	Mensch-Computer-Interaktion in allgegenwärtigen Informationssystemen. Berichte Des German Chapter of the ACM, 2001, , 401-402.	0.1	0
29	Kollaborationsorientierte synchrone Werkzeuge. , 2001, , 180-193.		4
30	i-LAND. , 1999, , .		353
31	Passage: Physical Transportation of Digital Information in Cooperative Buildings. Lecture Notes in Computer Science, 1999, , 45-54.	1.0	14
32	Neue Möglichkeiten der Analyse der Mensch-Computer-Interaktion zur Evaluation von computerunterstützten Gruppensitzungen. Berichte Des German Chapter of the ACM, 1999, , 137-147.	0.1	1
33	Integrated design of real architectural spaces and virtual information spaces. , 1998, , .		3
34	Basics of integrated information and physical spaces. , 1998, , .		5
35	Roomware for Cooperative Buildings: Integrated Design of Architectural Spaces and Information Spaces. Lecture Notes in Computer Science, 1998, , 4-21.	1.0	78
36	Anforderungen an interaktive Kooperationslandschaften für kreatives Arbeiten und erste Realisierungen. Berichte Des German Chapter of the ACM, 1998, , 237-250.	0.1	3

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37	Hypertext & hypermedia in organizational memory systems (panel). , 1997, , .		0
38	Does â€œroomwareâ€•matter ?. , 1997, , 297-312.		9
39	Research on human-computer interaction and cooperative hypermedia at GMD-IPSI. , 1996, , .		0
40	World-Wide Web authoring and collaboration. , 1996, , .		1
41	Hypermedia structures and the division of labor in meeting room collaboration. , 1996, , .		18
42	From individual work and desktop-based collaboration to ubiquitous meeting environments. Lecture Notes in Computer Science, 1996, , 149-163.	1.0	4
43	From electronic whiteboards to distributed meetings (video program)(abstract only). , 1996, , .		0
44	Knowledge-based editing and visualization for hypermedia encyclopedias. Communications of the ACM, 1995, 38, 49-51.	3.3	12
45	Designing hypermedia. Communications of the ACM, 1995, 38, 70-71.	3.3	13
46	Foundations of Hypermedia Design. , 1995, , 1-3.		1
47	DOLPHIN. , 1994, , .		123
48	Coexistence and transformation of informal and formal structures. , 1994, , .		31
49	Putting objects to work: Hypermedia as the subject matter and the medium for computer-supported cooperative work. , 1994, , 183-193.		12
50	Zur Zukunft computerunterstÃ¼tzter Gruppensitzungen. , 1994, , 225-236.		3
51	Argumentation in action. , 1993, , .		0
52	The SEPIA hypermedia system as part of the POLIKOM telecooperation scenario. , 1993, , .		1
53	SEPIA. , 1992, , .		157
54	Thinking or acting? Mental workload and subjective preferences for a command code and a direct manipulation interaction style. International Journal of Human-Computer Interaction, 1992, 4, 105-122.	3.3	3

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55	Hypertext: Bestandsaufnahme, Trends und Perspektiven. Informatik-Fachberichte, 1991, , 543-553.	0.2	1
56	Elaborating Arguments: Writing, Learning, and Reasoning in a Hypertext Based Environment for Authoring. , 1990, , 407-437.		8
57	Hypertext: Ein innovatives Medium zur Kommunikation von Wissen. Informatik-Fachberichte, 1990, , 10-27.	0.2	12
58	Mental Models and Metaphors: Implications for the Design of Adaptive User-System Interfaces. , 1988, , 164-186.		30
59	1. Fragestellungen und Forschungsstrategien der Software-Ergonomie. , 1988, , 3-24.		8
60	FROM NOVICE TO EXPERT USER: A TRANSFER OF LEARNING EXPERIMENT ON DIFFERENT INTERACTION MODES. , 1987, , 841-846.		6
61	Cognitive Ergonomics. Recent Research in Psychology, 1987, , 75-99.	0.5	0
62	Survey of Cognitive Competencies. Recent Research in Psychology, 1987, , 12-60.	0.5	0
63	Survey of Cognitive Science Resources in the EEC. Recent Research in Psychology, 1987, , 100-219.	0.5	0
64	Biological Perspective on Cognitive Science. Recent Research in Psychology, 1987, , 61-74.	0.5	0
65	What is Cognitive Science ?. Recent Research in Psychology, 1987, , 6-11.	0.5	0
66	Analysis and Proposals. Recent Research in Psychology, 1987, , 220-236.	0.5	0
67	The Role of Problem Orientations and Goals in Text Comprehension and Recall. Advances in Psychology, 1982, , 362-378.	0.1	3
68	A Graduate Programme in Science Education: Experiences and Suggestions. European Journal of Science Education, 1979, 1, 307-313.	1.1	0