

Norbert A Streit

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

58

papers

1,332

citations

18

h-index

36

g-index

83

ext. papers

1,530

ext. citations

1.4

avg, IF

4.69

L-index

#	Paper	IF	Citations
58	i-LAND 1999 ,		264
57	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 1229-1269	3.6	153
56	Connectables 2001 ,		100
55	DOLPHIN 1994 ,		78
54	SEPIA 1992 ,		78
53	Building disappearing computers. <i>Communications of the ACM</i> , 2005 , 48, 42-48	2.5	63
52	Roomware for Cooperative Buildings: Integrated Design of Architectural Spaces and Information Spaces. <i>Lecture Notes in Computer Science</i> , 1998 , 4-21	0.9	52
51	Grand challenges for ambient intelligence and implications for design contexts and smart societies. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2019 , 11, 87-107	2.2	38
50	Beyond "Smart-only" cities: redefining the "Smart-everything" paradigm. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019 , 10, 791-812	3.7	37
49	From information design to experience design. <i>Interactions</i> , 2005 , 12, 21-25	1	34
48	User requirements for intelligent home environments 2005 ,		27
47	Smart Artefacts as Affordances for Awareness in Distributed Teams. <i>Lecture Notes in Computer Science</i> , 2007 , 3-29	0.9	25
46	Roomware? 2002 ,		24
45	Smart Cities, Ambient Intelligence and Universal Access. <i>Lecture Notes in Computer Science</i> , 2011 , 425-432	2.9	23
44	Ambient Displays and Mobile Devices for the Creation of Social Architectural Spaces 2003 , 387-409		23
43	Mental Models and Metaphors: Implications for the Design of Adaptive User-System Interfaces 1988 , 164-186		21
42	Developing CSCW tools for idea finding - 2002 ,		20

41	From Human-Computer Interaction to Human-Environment Interaction: Ambient Intelligence and the Disappearing Computer 2007 , 3-13		17
40	Ambient agoras 2004 ,		15
39	Coexistence and transformation of informal and formal structures 1994 ,		13
38	Reconciling Humans and Technology: The Role of Ambient Intelligence. <i>Lecture Notes in Computer Science</i> , 2017 , 1-16	0.9	12
37	Passage: Physical Transportation of Digital Information in Cooperative Buildings. <i>Lecture Notes in Computer Science</i> , 1999 , 45-54	0.9	11
36	Designing interactive lighting 2012 ,		10
35	Hypertext: Ein innovatives Medium zur Kommunikation von Wissen. <i>Informatik-Fachberichte</i> , 1990 , 10-27		10
34	Ambient Intelligence. <i>Human Factors and Ergonomics</i> , 2009 , 1-17		9
33	Does Boomware matter ? 1997 , 297-312		9
32	Hypermedia structures and the division of labor in meeting room collaboration 1996 ,		8
31	The Use of Hypermedia in Group Problem Solving: An Evaluation of the DOLPHIN Electronic Meeting Room Environment 1995 , 197-213		8
30	Knowledge-based editing and visualization for hypermedia encyclopedias. <i>Communications of the ACM</i> , 1995 , 38, 49-51	2.5	7
29	Putting objects to work: Hypermedia as the subject matter and the medium for computer-supported cooperative work 1994 , 183-193		7
28	1. Fragestellungen und Forschungsstrategien der Software-Ergonomie 1988 , 3-24		6
27	Elaborating Arguments: Writing, Learning, and Reasoning in a Hypertext Based Environment for Authoring 1990 , 407-437		6
26	Designing hypermedia. <i>Communications of the ACM</i> , 1995 , 38, 70-71	2.5	5
25	From Smart-Only Cities Towards Humane and Cooperative Hybrid Cities. <i>Technology Architecture and Design</i> , 2021 , 5, 127-133	0.4	5
24	FROM NOVICE TO EXPERT USER: A TRANSFER OF LEARNING EXPERIMENT ON DIFFERENT INTERACTION MODES 1987 , 841-846		4

23	Thinking or acting? Mental workload and subjective preferences for a command code and a direct manipulation interaction style. <i>International Journal of Human-Computer Interaction</i> , 1992 , 4, 105-122	3.6	3
22	From cognitive compatibility to the disappearing computer 2008 ,		3
21	Kollaborationsorientierte synchrone Werkzeuge 2001 , 180-193		3
20	Zur Zukunft computerunterstützter Gruppensitzungen 1994 , 225-236		3
19	From individual work and desktop-based collaboration to ubiquitous meeting environments. <i>Lecture Notes in Computer Science</i> , 1996 , 149-163	0.9	3
18	Integrated design of real architectural spaces and virtual information spaces 1998 ,		2
17	Basics of integrated information and physical spaces 1998 ,		2
16	The Role of Problem Orientations and Goals in Text Comprehension and Recall. <i>Advances in Psychology</i> , 1982 , 362-378		2
15	Kooperative Gebäude und Roomware 2001 , 518-534		2
14	Ambient Intelligence Research Landscapes: Introduction and Overview. <i>Lecture Notes in Computer Science</i> , 2010 , 300-303	0.9	1
13	From Human-Computer Interaction to Human-Artifact Interaction: Interaction Design for Smart Environments. <i>Lecture Notes in Computer Science</i> , 2005 , 232-240	0.9	1
12	The Disappearing Computer: User-Centered Interaction Design for Smart Artefacts. <i>Lecture Notes in Computer Science</i> , 2007 , 1-2	0.9	1
11	Designing for People in Ambient Intelligence Environments 2008 , 47-54		1
10	Anforderungen an interaktive Kooperationslandschaften für kreatives Arbeiten und erste Realisierungen. <i>Berichte Des German Chapter of the ACM</i> , 1998 , 237-250		1
9	Foundations of Hypermedia Design 1995 , 1-3		1
8	Hypertext: Bestandsaufnahme, Trends und Perspektiven. <i>Informatik-Fachberichte</i> , 1991 , 543-553		1
7	Empowering Citizen-Environment Interaction vs. Importunate Computer-Dominated Interaction: Let's Reset the Priorities!. <i>Communications in Computer and Information Science</i> , 2021 , 41-59	0.3	1
6	Rethinking 'smart' islands. <i>Interactions</i> , 2022 , 29, 54-60	1	1

- 5 Interaction Design for the Disappearing Computer. *Lecture Notes in Computer Science*, **2003**, 351-355 0.9
- 4 A Graduate Programme in Science Education: Experiences and Suggestions. *European Journal of Science Education*, **1979**, 1, 307-313
- 3 Neue Möglichkeiten der Analyse der Mensch-Computer-Interaktion zur Evaluation von computerunterstützten Gruppensitzungen. *Berichte Des German Chapter of the ACM*, **1999**, 137-147
- 2 Cognitive Ergonomics. *Recent Research in Psychology*, **1987**, 75-99
- 1 From Smart-only Island Towards Lighthouse of Research and Innovation. *Lecture Notes in Computer Science*, **2022**, 105-126 0.9