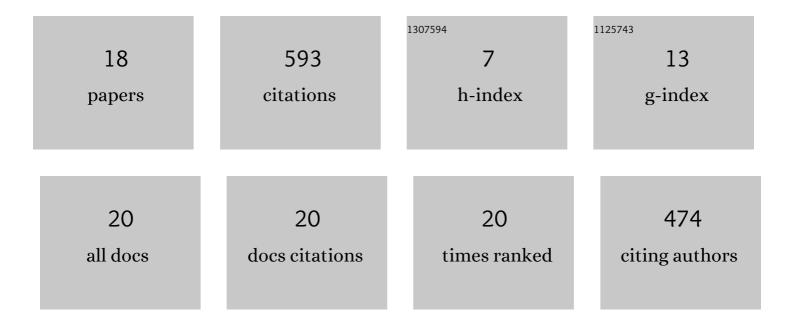
Pieter M Desmet

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2511727/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Apples and oranges: three criteria for positive emotion typologies. Current Opinion in Behavioral Sciences, 2021, 39, 119-124.	3.9	5
2	Spatial design factors associated with creative work: a systematic literature review. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2020, 34, 300-314.	1.1	6
3	An Inventory of Creative Spaces: Innovative Organizations and their Workspace. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 39-48.	0.6	2
4	Creative Space: A Systematic Review of the Literature. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 299-308.	0.6	5
5	Creative environments for design education and practice: A typology of creative spaces. Design Studies, 2018, 56, 54-83.	3.1	43
6	Measuring Emotion: Development and Application of an Instrument to Measure Emotional Responses to Products. Human-computer Interaction Series, 2018, , 391-404.	0.6	51
7	Long-Term Goals or Immediate Desires? Introducing a Toolset for Designing with Self-Control Dilemmas. Design Journal, 2017, 20, 219-238.	0.8	8
8	The "You and l―of Happiness: Investigating the Long-Term Impact of Self- and Other-Focused Happiness-Enhancing Activities. Psychology and Marketing, 2017, 34, 623-630.	8.2	6
9	Is this a design-worthy dilemma? Identifying relevant and inspiring concern conflicts as input for user-centred design. Journal of Design Research, 2017, 15, 17.	0.1	0
10	Developing 14 animated characters for non-verbal self-report of categorical emotions. Journal of Design Research, 2017, 15, 214.	0.1	10
11	Emotion-Driven Product Design. , 2016, , 405-426.		10
12	The effects of the experience recommendation on short- and long-term happiness. Marketing Letters, 2016, 27, 675-686.	2.9	15
13	Measuring product happiness. , 2014, , .		13
14	Slow design for meaningful interactions. , 2013, , .		85
15	Darker Shades of Joy: The Role of Negative Emotion in Rich Product Experiences. Design Issues, 2012, 28, 42-56.	0.4	73
16	Towards Happiness: Possibility-Driven Design. Studies in Computational Intelligence, 2012, , 3-27.	0.9	53
17	PMRI., 2011,,.		20