Amy Hurst

List of Publications by Year
in descending order

50 papers	1,630 citations	1307594 7 h-index	1372567 10 g-index
51 all docs	51 docs citations	51 times ranked	684 citing authors

#	Article	IF	Citations
1	Empowering individuals with do-it-yourself assistive technology. , 2011, , .		168
2	Revisiting the visit:. , 2002, , .		135
3	Sharing is Caring. , 2015, , .		126
4	"just let the cane hit it". , 2014, , .		97
5	ABC and 3D. , 2014, , .		93
6	"Pray before you step out". , 2013, , .		92
7	VizTouch. , 2012, , .		80
8	Investigating the Implications of 3D Printing in Special Education. ACM Transactions on Accessible Computing, 2016, 8, 1-28.	2.4	73
9	Making "making" accessible. , 2013, , .		72
10	Wearables and chairables. , 2014, , .		64
11	Dynamic detection of novice vs. skilled use without a task model. , 2007, , .		48
12	Sotto Voce: Facilitating Social Learning in a Historic House. Computer Supported Cooperative Work, 2008, 17, 5-34.	2.9	48
13	Automatically detecting pointing performance. , 2008, , .		37
14	"Is Someone There? Do They Have a Gun". , 2017, , .		37
15	"But, I don't take steps". , 2015, , .		37
16	Inclusion and Education. , 2015, , .		36
17	Uncovering Challenges and Opportunities for 3D Printing Assistive Technology with Physical Therapists. , 2016, , .		35
18	Embracing Errors. , 2017, , .		32

#	Article	IF	Citations
19	Understanding pointing problems in real world computing environments. , 2008, , .		31
20	Personalized dynamic accessibility. Interactions, 2012, 19, 69-73.	1.0	29
21	Dynamically adapting GUIs to diverse input devices. , 2006, , .		22
22	Distinguishing Users By Pointing Performance in Laboratory and Real-World Tasks. ACM Transactions on Accessible Computing, 2013, 5, 1-27.	2.4	22
23	How Blind and Visually Impaired Composers, Producers, and Songwriters Leverage and Adapt Music Technology. , 2020, , .		22
24	Evaluating Instructor Strategy and Student Learning Through Digital Accessibility Course Enhancements. , 2019, , .		18
25	Who Should Have Access to my Pointing Data?. , 2018, , .		17
26	Advances in DIY Health and Wellbeing. , 2016, , .		16
27	Accessibility barriers to online education for young adults with intellectual disabilities. , 2016, , .		14
28	SenseBox. , 2019, , .		11
29	Let's Get Lost. , 2016, , .		10
30	Shifting Expectations. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-23.	3.3	10
31	Blind Web Development Training at Oysters and Pearls Technology Camp in Uganda. , 2019, , .		10
32	Accessible Web Development. ACM Transactions on Accessible Computing, 2021, 14, 1-32.	2.4	10
33	Designing Tactile Schematics. , 2019, , .		10
34	Consumer-grade fabrication and its potential to revolutionize accessibility. Communications of the ACM, 2019, 62, 64-75.	4.5	9
35	Designing Educational Materials for a Blind Arduino Workshop. , 2020, , .		7
36	Not All Errors are Created Equal. , 2016, , .		6

#	Article	IF	Citations
37	Internet-based technology in multiple sclerosis: Exploring perceived use and skills and actual performance.. Neuropsychology, 2021, 35, 69-77.	1.3	6
38	Putting Tools in Hands. , 2020, , .		6
39	Designing an Adaptive Web Navigation Interface for Users with Variable Pointing Performance. , 2018, , .		4
40	Making the elusive more tangible. , 2021, , .		4
41	Sound Cells: Rendering Visual and Braille Music in the Browser. , 2021, , .		4
42	Using a participatory activities toolkit to elicit privacy expectations of adaptive assistive technologies. , 2020, , .		4
43	SoundCells. , 2022, , .		4
44	Understanding How Youth Employees Use Slack. , 2018, , .		3
45	Designing a Remote Framework to Create Custom Assistive Technologies. , 2020, , .		3
46	Using Icons to Communicate Privacy Characteristics of Adaptive Assistive Technologies. , 2018, , .		2
47	Fabricating Engagement: Benefits and Challenges of Using 3D Printing to Engage Underrepresented Students in STEM Learning. , 0, , .		2
48	Fabrication, 3D Printing, and Making. Human-computer Interaction Series, 2019, , 755-776.	0.6	1
49	Automatic assessment and adaptation to real world pointing performance. ACM SIGACCESS Accessibility and Computing, 2009, , 4-10.	0.2	1
50	Using a Participatory Toolkit to Elicit Youth's Workplace Privacy Perspectives. , 2021, , .		1