

Amy Hurst

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2525847/publications.pdf>

Version: 2024-02-01

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	SoundCells. , 2022, , .		4
2	Internet-based technology in multiple sclerosis: Exploring perceived use and skills and actual performance.. Neuropsychology, 2021, 35, 69-77.	1.3	6
3	Making the elusive more tangible. , 2021, , .		4
4	Accessible Web Development. ACM Transactions on Accessible Computing, 2021, 14, 1-32.	2.4	10
5	Sound Cells: Rendering Visual and Braille Music in the Browser. , 2021, , .		4
6	Using a Participatory Toolkit to Elicit Youth's Workplace Privacy Perspectives. , 2021, , .		1
7	Designing Educational Materials for a Blind Arduino Workshop. , 2020, , .		7
8	Designing a Remote Framework to Create Custom Assistive Technologies. , 2020, , .		3
9	Using a participatory activities toolkit to elicit privacy expectations of adaptive assistive technologies. , 2020, , .		4
10	How Blind and Visually Impaired Composers, Producers, and Songwriters Leverage and Adapt Music Technology. , 2020, , .		22
11	Putting Tools in Hands. , 2020, , .		6
12	Blind Web Development Training at Oysters and Pearls Technology Camp in Uganda. , 2019, , .		10
13	Evaluating Instructor Strategy and Student Learning Through Digital Accessibility Course Enhancements. , 2019, , .		18
14	Fabrication, 3D Printing, and Making. Human-computer Interaction Series, 2019, , 755-776.	0.6	1
15	SenseBox. , 2019, , .		11
16	Designing Tactile Schematics. , 2019, , .		10
17	Consumer-grade fabrication and its potential to revolutionize accessibility. Communications of the ACM, 2019, 62, 64-75.	4.5	9
18	Understanding How Youth Employees Use Slack. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
19	Shifting Expectations. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-23.	3.3	10
20	Who Should Have Access to my Pointing Data?. , 2018, , .		17
21	Using Icons to Communicate Privacy Characteristics of Adaptive Assistive Technologies. , 2018, , .		2
22	Designing an Adaptive Web Navigation Interface for Users with Variable Pointing Performance. , 2018, , .		4
23	"Is Someone There? Do They Have a Gun". , 2017, , .		37
24	Embracing Errors. , 2017, , .		32
25	Let's Get Lost. , 2016, , .		10
26	Uncovering Challenges and Opportunities for 3D Printing Assistive Technology with Physical Therapists. , 2016, , .		35
27	Investigating the Implications of 3D Printing in Special Education. ACM Transactions on Accessible Computing, 2016, 8, 1-28.	2.4	73
28	Advances in DIY Health and Wellbeing. , 2016, , .		16
29	Not All Errors are Created Equal. , 2016, , .		6
30	Accessibility barriers to online education for young adults with intellectual disabilities. , 2016, , .		14
31	Inclusion and Education. , 2015, , .		36
32	Sharing is Caring. , 2015, , .		126
33	"But, I don't take steps". , 2015, , .		37
34	Wearables and chairables. , 2014, , .		64
35	"just let the cane hit it". , 2014, , .		97
36	ABC and 3D. , 2014, , .		93

#	ARTICLE	IF	CITATIONS
37	Making "making" accessible. , 2013, , .		72
38	"Pray before you step out". , 2013, , .		92
39	Distinguishing Users By Pointing Performance in Laboratory and Real-World Tasks. ACM Transactions on Accessible Computing, 2013, 5, 1-27.	2.4	22
40	VizTouch. , 2012, , .		80
41	Personalized dynamic accessibility. Interactions, 2012, 19, 69-73.	1.0	29
42	Empowering individuals with do-it-yourself assistive technology. , 2011, , .		168
43	Automatic assessment and adaptation to real world pointing performance. ACM SIGACCESS Accessibility and Computing, 2009, , 4-10.	0.2	1
44	Sotto Voce: Facilitating Social Learning in a Historic House. Computer Supported Cooperative Work, 2008, 17, 5-34.	2.9	48
45	Automatically detecting pointing performance. , 2008, , .		37
46	Understanding pointing problems in real world computing environments. , 2008, , .		31
47	Dynamic detection of novice vs. skilled use without a task model. , 2007, , .		48
48	Dynamically adapting GUIs to diverse input devices. , 2006, , .		22
49	Revisiting the visit:. , 2002, , .		135
50	Fabricating Engagement: Benefits and Challenges of Using 3D Printing to Engage Underrepresented Students in STEM Learning. , 0, , .		2