

# Andrew Crabtree

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/264751/publications.pdf>

Version: 2024-02-01

85  
papers

3,097  
citations

361296

20  
h-index

289141

40  
g-index

86  
all docs

86  
docs citations

86  
times ranked

1485  
citing authors

#	ARTICLE	IF	CITATIONS
1	Can you see me now?. ACM Transactions on Computer-Human Interaction, 2006, 13, 100-133.	4.6	273
2	Domestic Routines and Design for the Home. Computer Supported Cooperative Work, 2004, 13, 191-220.	1.9	209
3	Where on-line meets on the streets. , 2003, , .		160
4	Doing Design Ethnography. Human-computer Interaction Series, 2012, , .	0.4	150
5	Designing for the opportunities and risks of staging digital experiences in public settings. , 2006, , .		119
6	Performance-Led Research in the Wild. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-22.	4.6	108
7	Research in the wild. , 2012, , .		103
8	Ethnography considered harmful. , 2009, , .		99
9	Ethnomethodologically informed ethnography and information system design. Journal of the Association for Information Science and Technology, 2000, 51, 666-682.	1.2	92
10	Orchestrating a mixed reality game 'on the ground'. , 2004, , .		82
11	Hybrid ecologies: understanding cooperative interaction in emerging physical-digital environments. Personal and Ubiquitous Computing, 2008, 12, 481-493.	1.9	82
12	â€œThis has to be the catsâ€, 2016, , .		74
13	Human Data Interaction: Historical Lessons from Social Studies and CSCW. , 2015, , 3-21.		68
14	The ins and outs of home networking. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-28.	4.6	67
15	Design in the absence of practice. , 2004, , .		63
16	Finding a Place for UbiComp in the Home. Lecture Notes in Computer Science, 2003, , 208-226.	1.0	63
17	Supporting ethnographic studies of ubiquitous computing in the wild. , 2006, , .		62
18	Building accountability into the Internet of Things: the IoT Databox model. Journal of Reliable Intelligent Environments, 2018, 4, 39-55.	3.8	58

#	ARTICLE	IF	CITATIONS
19	Creating the spectacle. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-28.	4.6	56
20	Ways of the Hands. , 2005, , 1-21.		55
21	Moving with the Times: IT Research and the Boundaries of CSCW. Computer Supported Cooperative Work, 2005, 14, 217-251.	1.9	52
22	Repacking "Privacy" for a Networked World. Computer Supported Cooperative Work, 2017, 26, 453-488.	1.9	49
23	Personal Data Management with the Databox. , 2016, , .		45
24	Pattern-based support for interactive design in domestic settings. , 2002, , .		41
25	Taking technomethodology seriously: hybrid change in the ethnomethodology"design relationship. European Journal of Information Systems, 2004, 13, 195-209.	5.5	41
26	Deploying research technology in the home. , 2008, , .		41
27	Digital plumbing: the mundane work of deploying UbiComp in the home. Personal and Ubiquitous Computing, 2010, 14, 181-196.	1.9	40
28	Enabling the new economic actor: data protection, the digital economy, and the Databox. Personal and Ubiquitous Computing, 2016, 20, 947-957.	1.9	40
29	Between the dazzle of a new building and its eventual corpse. , 2004, , .		39
30	"Just whack it on until it gets hot". , 2016, , .		35
31	"How Many Bloody Examples Do You Want?" Fieldwork and Generalisation. , 2013, , 1-20.		33
32	The Cooperative Work of Gaming: Orchestrating a Mobile SMS Game. Computer Supported Cooperative Work, 2007, 16, 167-198.	1.9	32
33	A Day in the Life of Things in the Home. , 2016, , .		31
34	Data Work: How Energy Advisors and Clients Make IoT Data Accountable. Computer Supported Cooperative Work, 2017, 26, 597-626.	1.9	31
35	The practical indispensability of articulation work to immediate and remote help-giving. , 2006, , .		29
36	Unremarkable networking. , 2012, , .		29

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37	Community engagement for research. , 2013, , .		28
38	Deconstructing Ethnography. Human-computer Interaction Series, 2015, , .	0.4	27
39	"Are you watching this film or what?". , 2008, , .		24
40	Supporting traditional music-making. , 2012, , .		24
41	Valorising the IoT <i>Databox</i>: creating value for everyone. Transactions on Emerging Telecommunications Technologies, 2017, 28, e3125.	2.6	23
42	Homework. , 2012, , .		22
43	The practical politics of sharing personal data. Personal and Ubiquitous Computing, 2018, 22, 293-315.	1.9	22
44	Digging in the crates. , 2012, , .		19
45	Searching for music: understanding the discovery, acquisition, processing and organization of music in a domestic setting for design. Personal and Ubiquitous Computing, 2016, 20, 559-571.	1.9	17
46	Demonstrably doing accountability in the Internet of Things. International Journal of Law and Information Technology, 2019, 27, 1-27.	0.6	17
47	Developing Digital Records: Early Experiences of Record and Replay. Computer Supported Cooperative Work, 2006, 15, 281-319.	1.9	16
48	Breaching the future: understanding human challenges of autonomous systems for the home. Personal and Ubiquitous Computing, 2019, 23, 287-307.	1.9	15
49	Talking Work: Language-games, Organisations and Computer Supported Cooperative Work. Computer Supported Cooperative Work, 2000, 9, 215-237.	1.9	14
50	Making it "pay a bit better". , 2014, , .		13
51	The Living Room of the Future. , 2019, , .		13
52	House rules: the collaborative nature of policy in domestic networks. Personal and Ubiquitous Computing, 2015, 19, 203-215.	1.9	11
53	Ethnomethodologically informed ethnography and information system design. , 2000, 51, 666.		11
54	Fresh and local. , 2012, , .		9

#	ARTICLE	IF	CITATIONS
55	The M.A.D. experience: Multiperspective application development in evolutionary prototyping. Lecture Notes in Computer Science, 1998, , 13-40.	1.0	8
56	SPAM on the menu: the practical use of remote messaging in community care. , 2003, , .		8
57	The network from above and below. , 2011, , .		8
58	“We’ve got a sheep with three legs if anybody wants it?” re-visioning the rural economy. Personal and Ubiquitous Computing, 2015, 19, 1247-1258.	1.9	7
59	The Ethical Challenges of Experience Sampling Using Wearable Cameras. , 2015, , .		6
60	Challenges of using Personal Data to Drive Personalised Electronic Programme Guides. , 2017, , .		6
61	Explicating the Challenges of Providing Novel Media Experiences Driven by User Personal Data. , 2018, , .		6
62	Learning from the Veg Box. , 2018, , .		6
63	“What do you want for dinner?” need anticipation and the design of proactive technologies for the home. Computer Supported Cooperative Work, 2018, 27, 917-946.	1.9	6
64	Privacy Engineering for Domestic IoT: Enabling Due Diligence. Sensors, 2019, 19, 4380.	2.1	6
65	The cardboard box study: understanding collaborative data management in the connected home. Personal and Ubiquitous Computing, 2022, 26, 155-176.	1.9	6
66	“There’s something else missing here?”: BPR and the requirements process. Knowledge and Process Management, 2001, 8, 164-174.	2.9	5
67	Understanding interaction in hybrid ubiquitous computing environments. , 2009, , .		5
68	Personal Data, Privacy and the Internet of Things: The Shifting Locus of Agency and Control. SSRN Electronic Journal, 2016, , .	0.4	5
69	Developing GDPR Compliant Apps for the Edge. Lecture Notes in Computer Science, 2018, , 313-328.	1.0	4
70	Enabling the New Economic Actor: Personal Data Regulation and the Digital Economy. , 2016, , .		3
71	IoT App Development. , 2018, , .		3
72	Displaying Locality. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
73	Issues and Understandings for Rural HCI Systems Development: Agile Approaches <i>â€œIn the Wildâ€</i> . Communications in Computer and Information Science, 2013, , 22-26.	0.4	2
74	Accountable Internet of Things? Outline of the IoT databox model. , 2017, , .		2
75	Special theme on privacy and the Internet of things. Personal and Ubiquitous Computing, 2018, 22, 289-292.	1.9	2
76	Providing Occupancy as a Service with Databox. , 2018, , .		2
77	<i>â€œResearch in the Wildâ€</i> : Approaches to Understanding the Unremarkable as a Resource for Design. Studies in Applied Philosophy, Epistemology and Rational Ethics, 2020, , 31-53.	0.2	2
78	Exploring Reactions to Widespread Energy Monitoring. Lecture Notes in Computer Science, 2013, , 91-108.	1.0	2
79	Visions, Values, and Videos. , 2020, , .		2
80	Demonstrably Doing Accountability for the Internet of Things. SSRN Electronic Journal, 0, , .	0.4	2
81	Probing IoT-based consumer services: <i>â€œinsightsâ€™</i> from the connected shower. Personal and Ubiquitous Computing, 2020, 24, 595-611.	1.9	1
82	The Meaning in "the Mix": Using Ethnography to Inform the Design of Intelligent Tools in the Context of Music Production. , 2021, , .		1
83	Breaching the Future: Understanding Human Challenges of Autonomous Systems for the Home. SSRN Electronic Journal, 0, , .	0.4	1
84	The Missing What of Ethnographic Studies. Human-computer Interaction Series, 2015, , 109-131.	0.4	0
85	Members <sup>â€™</sup> Not Ethnographers <sup>â€™</sup> Methods. Human-computer Interaction Series, 2015, , 157-178.	0.4	0