Andrew Crabtree

List of Publications by Year
in descending order

85 papers	3,097 citations	361413 20 h-index	289244 40 g-index
86 all docs	86 docs citations	86 times ranked	1485 citing authors

#	Article	IF	Citations
1	The cardboard box study: understanding collaborative data management in the connected home. Personal and Ubiquitous Computing, 2022, 26, 155-176.	2.8	6
2	The Meaning in "the Mix": Using Ethnography to Inform the Design of Intelligent Tools in the Context of Music Production. , 2021, , .		1
3	Probing IoT-based consumer services: â€˜insightsâ€™ from the connected shower. Personal and Ubiquitous Computing, 2020, 24, 595-611.	2.8	1
4	â€œResearch in the Wildâ€ Approaches to Understanding the Unremarkable as a Resource for Design. Studies in Applied Philosophy, Epistemology and Rational Ethics, 2020, , 31-53.	0.3	2
5	Visions, Values, and Videos. , 2020, , .		2
6	Breaching the future: understanding human challenges of autonomous systems for the home. Personal and Ubiquitous Computing, 2019, 23, 287-307.	2.8	15
7	Demonstrably doing accountability in the Internet of Things. International Journal of Law and Information Technology, 2019, 27, 1-27.	1.1	17
8	Privacy Engineering for Domestic IoT: Enabling Due Diligence. Sensors, 2019, 19, 4380.	3.8	6
9	The Living Room of the Future. , 2019, , .		13
10	Building accountability into the Internet of Things: the IoT Databox model. Journal of Reliable Intelligent Environments, 2018, 4, 39-55.	5.2	58
11	The practical politics of sharing personal data. Personal and Ubiquitous Computing, 2018, 22, 293-315.	2.8	22
12	Special theme on privacy and the Internet of things. Personal and Ubiquitous Computing, 2018, 22, 289-292.	2.8	2
13	IoT App Development. , 2018, , .		3
14	Explicating the Challenges of Providing Novel Media Experiences Driven by User Personal Data. , 2018, , .		6
15	Providing Occupancy as a Service with Databox. , 2018, , .		2
16	Learning from the Veg Box. , 2018, , .		6
17	â€œWhat do you want for dinner?â€â€" need anticipation and the design of proactive technologies for the home. Computer Supported Cooperative Work, 2018, 27, 917-946.	2.9	6
18	Developing GDPR Compliant Apps for the Edge. Lecture Notes in Computer Science, 2018, , 313-328.	1.3	4

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19	Valorising the IoT <i>Databox</i>: creating value for everyone. Transactions on Emerging Telecommunications Technologies, 2017, 28, e3125.	3.9	23
20	Challenges of using Personal Data to Drive Personalised Electronic Programme Guides. , 2017, , .		6
21	Repacking â€˜Privacyâ€™ for a Networked World. Computer Supported Cooperative Work, 2017, 26, 453-488.	2.9	49
22	Data Work: How Energy Advisors and Clients Make IoT Data Accountable. Computer Supported Cooperative Work, 2017, 26, 597-626.	2.9	31
23	Accountable Internet of Things? Outline of the IoT databox model. , 2017, , .		2
24	Personal Data, Privacy and the Internet of Things: The Shifting Locus of Agency and Control. SSRN Electronic Journal, 2016, , .	0.4	5
25	Enabling the New Economic Actor: Personal Data Regulation and the Digital Economy. , 2016, , .		3
26	Personal Data Management with the Databox. , 2016, , .		45
27	Enabling the new economic actor: data protection, the digital economy, and the Databox. Personal and Ubiquitous Computing, 2016, 20, 947-957.	2.8	40
28	A Day in the Life of Things in the Home. , 2016, , .		31
29	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.	2.8	17
30	â€œThis has to be the catsâ€•. , 2016, , .		74
31	"Just whack it on until it gets hot". , 2016, , .		35
32	The Ethical Challenges of Experience Sampling Using Wearable Cameras. , 2015, , .		6
33	â€œIâ€™ve got a sheep with three legs if anybody wants it?â€• re-visioning the rural economy. Personal and Ubiquitous Computing, 2015, 19, 1247-1258.	2.8	7
34	House rules: the collaborative nature of policy in domestic networks. Personal and Ubiquitous Computing, 2015, 19, 203-215.	2.8	11
35	Human Data Interaction: Historical Lessons from Social Studies and CSCW. , 2015, , 3-21.		68
36	Deconstructing Ethnography. Human-computer Interaction Series, 2015, , .	0.6	27

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37	The Missing What of Ethnographic Studies. Human-computer Interaction Series, 2015, , 109-131.	0.6	0
38	Members'' Not Ethnographers'' Methods. Human-computer Interaction Series, 2015, , 157-178.	0.6	0
39	Making it "pay a bit better". , 2014, , .		13
40	Displaying Locality. , 2014, , .		3
41	Issues and Understandings for Rural HCI Systems Development: Agile Approaches "In the Wild". Communications in Computer and Information Science, 2013, , 22-26.	0.5	2
42	Performance-Led Research in the Wild. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-22.	5.7	108
43	Community engagement for research. , 2013, , .		28
44	"How Many Bloody Examples Do You Want?"Fieldwork and Generalisation. , 2013, , 1-20.		33
45	Exploring Reactions to Widespread Energy Monitoring. Lecture Notes in Computer Science, 2013, , 91-108.	1.3	2
46	Unremarkable networking. , 2012, , .		29
47	Research in the wild. , 2012, , .		103
48	Homework. , 2012, , .		22
49	Supporting traditional music-making. , 2012, , .		24
50	Digging in the crates. , 2012, , .		19
51	Fresh and local. , 2012, , .		9
52	Doing Design Ethnography. Human-computer Interaction Series, 2012, , .	0.6	150
53	The network from above and below. , 2011, , .		8
54	Creating the spectacle. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-28.	5.7	56

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55	Digital plumbing: the mundane work of deploying UbiComp in the home. Personal and Ubiquitous Computing, 2010, 14, 181-196.	2.8	40
56	Understanding interaction in hybrid ubiquitous computing environments. , 2009, , .		5
57	The ins and outs of home networking. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-28.	5.7	67
58	Ethnography considered harmful. , 2009, , .		99
59	Hybrid ecologies: understanding cooperative interaction in emerging physical-digital environments. Personal and Ubiquitous Computing, 2008, 12, 481-493.	2.8	82
60	"Are you watching this film or what?". , 2008, , .		24
61	Deploying research technology in the home. , 2008, , .		41
62	The Cooperative Work of Gaming: Orchestrating a Mobile SMS Game. Computer Supported Cooperative Work, 2007, 16, 167-198.	2.9	32
63	Developing Digital Records: Early Experiences of Record and Replay. Computer Supported Cooperative Work, 2006, 15, 281-319.	2.9	16
64	The practical indispensability of articulation work to immediate and remote help-giving. , 2006, , .		29
65	Designing for the opportunities and risks of staging digital experiences in public settings. , 2006, , .		119
66	Supporting ethnographic studies of ubiquitous computing in the wild. , 2006, , .		62
67	Can you see me now?. ACM Transactions on Computer-Human Interaction, 2006, 13, 100-133.	5.7	273
68	Moving with the Times: IT Research and the Boundaries of CSCW. Computer Supported Cooperative Work, 2005, 14, 217-251.	2.9	52
69	Ways of the Hands. , 2005, , 1-21.		55
70	Orchestrating a mixed reality game 'on the ground'. , 2004, , .		82
71	Design in the absence of practice. , 2004, , .		63
72	Between the dazzle of a new building and its eventual corpse. , 2004, , .		39

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73	Domestic Routines and Design for the Home. Computer Supported Cooperative Work, 2004, 13, 191-220.	2.9	209
74	Taking technomethodology seriously: hybrid change in the ethnomethodologyâ€"design relationship. European Journal of Information Systems, 2004, 13, 195-209.	9.2	41
75	Where on-line meets on the streets. , 2003, , .		160
76	SPAM on the menu: the practical use of remote messaging in community care. , 2003, , .		8
77	Finding a Place for UbiComp in the Home. Lecture Notes in Computer Science, 2003, , 208-226.	1.3	63
78	Pattern-based support for interactive design in domestic settings. , 2002, , .		41
79	?There's something else missing here?: BPR and the requirements process. Knowledge and Process Management, 2001, 8, 164-174.	4.4	5
80	Ethnomethodologically informed ethnography and information system design. Journal of the Association for Information Science and Technology, 2000, 51, 666-682.	1.0	92
81	Talking Work: Language-games, Organisations and Computer Supported Cooperative Work. Computer Supported Cooperative Work, 2000, 9, 215-237.	2.9	14
82	Ethnomethodologically informed ethnography and information system design. , 2000, 51, 666.		11
83	The M.A.D. experience: Multiperspective application development in evolutionary prototyping. Lecture Notes in Computer Science, 1998, , 13-40.	1.3	8
84	Demonstrably Doing Accountability for the Internet of Things. SSRN Electronic Journal, 0, , .	0.4	2
85	Breaching the Future: Understanding Human Challenges of Autonomous Systems for the Home. SSRN Electronic Journal, 0, , .	0.4	1