

Margot F Brereton

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2865429/publications.pdf>

Version: 2024-02-01

192
papers

2,639
citations

686830

13
h-index

676716

22
g-index

193
all docs

193
docs citations

193
times ranked

1259
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Never too old. , 2014, , . | | 131 |
| 2 | Crocodile Language Friend: Tangibles to Foster Children's Language Use. , 2020, , . | | 91 |
| 3 | Dispelling ageing myths in technology design. , 2013, , . | | 90 |
| 4 | The Messaging Kettle. , 2015, , . | | 83 |
| 5 | An observational study of how objects support engineering design thinking and communication. , 2000, , . | | 72 |
| 6 | Beyond ethnography. , 2014, , . | | 72 |
| 7 | Design after design to bridge between people living with cognitive or sensory impairments, their friends and proxies. CoDesign, 2015, 11, 4-20. | 1.4 | 71 |
| 8 | An innovative design and studio-based CS degree. SIGCSE Bulletin, 2001, 33, 233-237. | 0.1 | 53 |
| 9 | The lens of ludic engagement. , 2007, , . | | 51 |
| 10 | Co-Design Beyond Words. , 2019, , . | | 44 |
| 11 | Use of voice activated interfaces by people with intellectual disability. , 2018, , . | | 40 |
| 12 | New challenges for design participation in the era of ubiquitous computing. CoDesign, 2008, 4, 101-113. | 1.4 | 39 |
| 13 | Habituated objects. Interactions, 2013, 20, 20-24. | 0.8 | 36 |
| 14 | Cross-Cultural Dialogical Probes. , 2016, , . | | 35 |
| 15 | Situational When. , 2017, , . | | 35 |
| 16 | The Adventures of Older Authors. , 2019, , . | | 35 |
| 17 | Technology Individuation. , 2017, , . | | 34 |
| 18 | Fatigue crack growth in two-phase alloys. Materials Science and Technology, 1987, 3, 217-223. | 0.8 | 33 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Design from the everyday. , 2010, , . | | 33 |
| 20 | The Ambient Birdhouse. , 2018, , . | | 33 |
| 21 | Designing participation in agile ridesharing with mobile social software. , 2009, , . | | 33 |
| 22 | Invisible connections. , 2014, , . | | 31 |
| 23 | Distributed Cognition in Engineering Design: Negotiating between Abstract and Material Representations. , 2004, , 83-103. | | 30 |
| 24 | Designing Interaction for Local Communications: An Urban Screen Study. Lecture Notes in Computer Science, 2009, , 457-460. | 1.0 | 29 |
| 25 | Older People Inventing their Personal Internet of Things with the IoT Un-Kit Experience. , 2019, , . | | 28 |
| 26 | Guess the Data: Data Work to Understand How People Make Sense of and Use Simple Sensor Data from Homes. , 2020, , . | | 27 |
| 27 | Curiosity to cupboard. , 2013, , . | | 26 |
| 28 | Virtual birding. , 2013, , . | | 24 |
| 29 | A Collaborative Rapid Persona-Building Workshop. International Journal of Sociotechnology and Knowledge Development, 2014, 6, 17-35. | 0.4 | 23 |
| 30 | 'Put yourself in the picture'. , 2016, , . | | 23 |
| 31 | Social Organization of Household Finance. , 2016, , . | | 23 |
| 32 | Reciprocal Habituation. ACM Transactions on Computer-Human Interaction, 2014, 21, 1-20. | 4.6 | 22 |
| 33 | An internet of social things. , 2014, , . | | 22 |
| 34 | A qualitative analysis of local community communications. , 2006, , . | | 21 |
| 35 | Designing for Sharing in Local Communities. , 2015, , . | | 21 |
| 36 | Collaborative Exploration and Sensemaking of Big Environmental Sound Data. Computer Supported Cooperative Work, 2017, 26, 693-731. | 1.9 | 21 |

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|----|---|-----|-----------|
| 37 | An innovative design and studio-based CS degree. , 2001, , . | | 20 |
| 38 | Engaging children with nature through environmental HCI. , 2016, , . | | 20 |
| 39 | The Stories People Tell About The Home Through IoT Toolkits. , 2019, , . | | 20 |
| 40 | Ceremony Analysis: Strengths and Weaknesses. International Federation for Information Processing, 2011, , 104-115. | 0.4 | 20 |
| 41 | Towards an Analysis Framework of Technology Habituation by Older Users. , 2016, , . | | 19 |
| 42 | Cross-channel mobile social software. , 2008, , . | | 18 |
| 43 | Design insights into embedding virtual reality content into life skills training for people with intellectual disability. , 2016, , . | | 18 |
| 44 | Cooking Together at a Distance. , 2017, , . | | 18 |
| 45 | Characterizing participation across social media sites amongst young adults with intellectual disability. , 2018, , . | | 18 |
| 46 | Child designers creating personas to diversify design perspectives and concepts for their own technology enhanced library. , 2018, , . | | 18 |
| 47 | Digital Strategies for Supporting Strengths- and Interests-based Learning with Children with Autism. , 2017, , . | | 17 |
| 48 | MyWord. , 2018, , . | | 17 |
| 49 | Co-designing AI Futures. , 2019, , . | | 17 |
| 50 | Homemade cookbooks. , 2014, , . | | 16 |
| 51 | Sharing, Saving, and Living Well on Less: Supporting Social Connectedness to Mitigate Financial Hardship. International Journal of Human-Computer Interaction, 2017, 33, 345-356. | 3.3 | 16 |
| 52 | Minding the Gap: Reconciling Human and Technical Perspectives on the IoT for Healthy Ageing. Wireless Communications and Mobile Computing, 2017, 2017, 1-15. | 0.8 | 16 |
| 53 | Toward a Competency-based Approach to Co-designing Technologies with People with Intellectual Disability. ACM Transactions on Accessible Computing, 2021, 14, 1-33. | 1.9 | 16 |
| 54 | Designing in the Network of Relations for Species Conservation: The Playful Tingtibi Community Birdhouse. , 2020, , . | | 16 |

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|----|---|-----|-----------|
| 55 | Challenges and Opportunities in Using Augmentative and Alternative Communication (AAC) Technologies. , 2019, , . | | 16 |
| 56 | Designing for participation in local social ridesharing networks. , 2010, , . | | 15 |
| 57 | MyCalendar. , 2015, , . | | 15 |
| 58 | When an eco-feedback system joins the family. Personal and Ubiquitous Computing, 2015, 19, 929-940. | 1.9 | 15 |
| 59 | A Noticeboard in "Both Worlds" Unsurprising Interfaces Supporting Easy Bi-Cultural Content Publication. , 2015, , . | | 15 |
| 60 | Bringing the Farmer Perspective to Agricultural Robots. , 2015, , . | | 15 |
| 61 | Self-Expression by Design: Co-Designing the ExpressiBall with Minimally-Verbal Children on the Autism Spectrum. , 2020, , . | | 15 |
| 62 | Knowing our users. , 2012, , . | | 14 |
| 63 | â€œDebrief O'Clockâ€, 2018, , . | | 14 |
| 64 | Design Artefacts to Support People with a Disability to Build Personal Infrastructures. , 2018, , . | | 14 |
| 65 | An Exploration of How People with Intellectual Disability Engage with Online Information Retrieval. , 2018, , . | | 14 |
| 66 | "TechShops" Engaging Young Adults with Intellectual Disability in Exploratory Design Research. , 2019, , . | | 14 |
| 67 | Designing Participatory Sensing with Remote Communities to Conserve Endangered Species. , 2019, , . | | 14 |
| 68 | Collaborative extension of biodiversity monitoring protocols in the bird watching community. , 2014, , . | | 13 |
| 69 | Mobile phone use in Australian indigenous communities. , 2014, , . | | 13 |
| 70 | Bi-Cultural Content Publication on a Digital Noticeboard. , 2015, , . | | 13 |
| 71 | Managing stress, sleep and technologies. , 2016, , . | | 13 |
| 72 | Calls from the Wild. , 2016, , . | | 13 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 73 | Beyond Independence. , 2019, , . | | 13 |
| 74 | HealthMap: a cluster randomised trial of interactive health plans and self-management support to prevent coronary heart disease in people with HIV. BMC Infectious Diseases, 2016, 16, 114. | 1.3 | 12 |
| 75 | A non-clinical approach to describing participants with intellectual disability. , 2018, , . | | 12 |
| 76 | Acoustic detection and acoustic habitat characterisation of the critically endangered white-bellied heron (<i>Ardea insignis</i>) in Bhutan. Freshwater Biology, 2020, 65, 153-164. | 1.2 | 12 |
| 77 | A respectful design approach to facilitate codesign with people with cognitive or sensory impairments and makers. CoDesign, 2021, 17, 159-187. | 1.4 | 12 |
| 78 | Growing Existing Aboriginal Designs to Guide a Cross-Cultural Design Project. Lecture Notes in Computer Science, 2013, , 323-330. | 1.0 | 12 |
| 79 | Exploring Physical Activities in an Employer-Sponsored Health Program. , 2015, , . | | 11 |
| 80 | An Exploration of Engineering Learning. , 1993, , . | | 11 |
| 81 | A Collaborative Approach to Design Individualized Technologies with People with a Disability. , 2015, , . | | 10 |
| 82 | Leveraging Participation. , 2019, , . | | 10 |
| 83 | Including Adults with Severe Intellectual Disabilities in Co-Design through Active Support. , 2021, , . | | 10 |
| 84 | Engaging the Abilities of Participants with Intellectual Disability in IIR Research. , 2020, , . | | 10 |
| 85 | A Relational Approach to Designing Social Technologies that Foster Use of the Kuku Yalanji Language. , 2019, , . | | 10 |
| 86 | A participatory design agenda for ubiquitous computing and multimodal interaction. , 2006, , . | | 9 |
| 87 | Designing with people with disabilities. , 2014, , . | | 9 |
| 88 | Co-creating an enabling reading environment for and with Namibian children. , 2016, , . | | 9 |
| 89 | MyWord. , 2017, , . | | 9 |
| 90 | Designing the Social Internet of Things. , 2017, , . | | 9 |

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|-----|--|-----|-----------|
| 91 | Visualisations elicit knowledge to refine citizen science technology design. , 2018, , . | | 9 |
| 92 | Human-Nature Relations in Urban Gardens: Explorations with Camera Traps. , 2021, , . | | 9 |
| 93 | The Messaging Kettle: Itâ€™s IoT time. Aarhus Series on Human Centered Computing, 2015, 1, 2. | 1.6 | 9 |
| 94 | The Ambient Birdhouse. , 2017, , . | | 8 |
| 95 | Birdsound. , 2017, , . | | 8 |
| 96 | Position Exchange Workshops. , 2019, , . | | 8 |
| 97 | Designing the Past. , 2019, , . | | 8 |
| 98 | The Making of Women. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-38. | 2.5 | 8 |
| 99 | The Dark Side of Interaction Design. , 2021, , . | | 8 |
| 100 | Some Notes on the Design of "World Machines". , 2015, , . | | 7 |
| 101 | Designing evaluation beyond evaluating design. , 2016, , . | | 7 |
| 102 | The talking book. , 2018, , . | | 7 |
| 103 | Listening to Save Wildlife. , 2019, , . | | 7 |
| 104 | Exploration of Aural & Visual Media About Birds Informs Lessons for Citizen Science Design. , 2020, , . | | 7 |
| 105 | The Wooden Quilt. , 2020, , . | | 7 |
| 106 | An examination of the knowledge barriers in participatory design and the prospects for embedded research. , 2009, , . | | 7 |
| 107 | Designing an IIR Research Apparatus with Users with Severe Intellectual Disability. , 2020, , . | | 7 |
| 108 | From Collaborative Habituation to Everyday Togetherness: A Long-Term Study of Use of the Messaging Kettle. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-47. | 4.6 | 7 |

| # | ARTICLE | IF | CITATIONS |
|-----|--|-----|-----------|
| 109 | Interaction, privacy and profiling considerations in local mobile social software. , 2010, , . | | 6 |
| 110 | Building connections. , 2016, , . | | 6 |
| 111 | An Investigation into Acoustic Analysis Methods for Endangered Species Monitoring: A Case of Monitoring the Critically Endangered White-Bellied Heron in Bhutan. , 2017, , . | | 6 |
| 112 | A Cross-Cultural Noticeboard for a Remote Community: Design, Deployment, and Evaluation. Lecture Notes in Computer Science, 2017, , 399-419. | 1.0 | 6 |
| 113 | Tensions in Developing a Secure Collective Information Practice - The Case of Agile Ridesharing. Lecture Notes in Computer Science, 2011, , 524-532. | 1.0 | 6 |
| 114 | Rethinking Notions of 'Giving Voice' in Design. , 2020, , . | | 6 |
| 115 | How HCI design influences web security decisions. , 2010, , . | | 5 |
| 116 | MyCalendar. , 2016, , . | | 5 |
| 117 | Designing For Cross-Cultural Perspectives of Time. , 2016, , . | | 5 |
| 118 | Understanding the challenges and needs of knee arthroscopy surgeons to inform the design of surgical robots. , 2018, , . | | 5 |
| 119 | Designing for Financial Literacy: Co-design with Children in Rural Sri Lanka. Lecture Notes in Computer Science, 2017, , 313-334. | 1.0 | 5 |
| 120 | Emerging Technologies and the Contextual and Contingent Experiences of Ageing Well. Lecture Notes in Computer Science, 2013, , 582-589. | 1.0 | 5 |
| 121 | B4 - Brisbane Backyard Bird Box. , 2016, , . | | 5 |
| 122 | HCI in the Garden. , 2019, , . | | 5 |
| 123 | Exploring Technologies to Better Link Physical Evidence and Digital Information for Disaster Victim Identification. Forensic Sciences Research, 2022, 7, 467-483. | 0.9 | 5 |
| 124 | Being Thrifty on a \$100K Wage. , 2015, , . | | 4 |
| 125 | Wine and interaction design. , 2016, , . | | 4 |
| 126 | Evaluating Viewpoint Entropy for Ribbon Representation of Protein Structure. Computer Graphics Forum, 2016, 35, 181-190. | 1.8 | 4 |

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|-----|---|-----|-----------|
| 127 | Internet of Tangible Things. , 2018, , . | | 4 |
| 128 | Towards design for renegotiating the parent-adult child relationship after children leave home. , 2018, , . | | 4 |
| 129 | Giving a voice through design. , 2018, , . | | 4 |
| 130 | From Preserving to Performing Culture in the Digital Era. , 2018, , 7-28. | | 4 |
| 131 | Deriving Engagement Protocols Within Community-Based Co-design Projects in Namibia. IFIP Advances in Information and Communication Technology, 2017, , 381-393. | 0.5 | 4 |
| 132 | Ecology Meets Computer Science. , 2020, , . | | 4 |
| 133 | The Dark Side of Interaction Design. , 2020, , . | | 4 |
| 134 | Wine and User Experience Design. , 2019, , . | | 4 |
| 135 | Indigenous HCI. , 2019, , . | | 4 |
| 136 | How can social robots spark collaboration and engagement among people with intellectual disability?. , 2019, , . | | 4 |
| 137 | A Support Worker Perspective on Use of New Technologies by People with Intellectual Disabilities. ACM Transactions on Accessible Computing, 2022, 15, 1-21. | 1.9 | 4 |
| 138 | Bridging the representation and interaction challenges of mobile context-aware computing. , 2011, , . | | 3 |
| 139 | Information sharing between family members of children with intellectual disability. , 2016, , . | | 3 |
| 140 | Mycalendar. , 2017, , . | | 3 |
| 141 | Make and connect. , 2017, , . | | 3 |
| 142 | Towards thriving. , 2017, , . | | 3 |
| 143 | Visualizing five decades of environmental acoustic data. , 2018, , . | | 3 |
| 144 | Diagramming Working Field Theories for Design in the HCI Classroom. , 2021, , . | | 3 |

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|-----|---|-----|-----------|
| 145 | A Framework for Information Accessibility in Large Video Repositories. , 2020, , . | | 3 |
| 146 | The TalkingBox.. , 2020, , . | | 3 |
| 147 | Women in Crisis Situations: Empowering and Supporting Women Through ICTs. Lecture Notes in Computer Science, 2017, , 64-84. | 1.0 | 3 |
| 148 | Reflections on a candidate design of the user-interface for a wireless vital-signs monitor. , 2000, , . | | 2 |
| 149 | Socialising across channels. , 2006, , . | | 2 |
| 150 | NNUB. , 2010, , . | | 2 |
| 151 | Cultural and linguistic localization of games to bridge the digital and cultural divide in indigenous populations. , 2014, , . | | 2 |
| 152 | Efficient web browsing with a single-switch. , 2014, , . | | 2 |
| 153 | Privacy in the new era of visible and sharable energy-use information. , 2014, , . | | 2 |
| 154 | Vendors' Perspectives of Coordination in the Information Technology Offshore Outsourcing Industry. , 2016, , . | | 2 |
| 155 | Handle the Way. , 2016, , . | | 2 |
| 156 | Insights from people with ID on a transport application. , 2018, , . | | 2 |
| 157 | New literacy theories for participatory design. , 2018, , . | | 2 |
| 158 | Engaging with Nature Sounds & Citizen Science by Designing for Creative & Contextual Audio Encounters. , 2021, , . | | 2 |
| 159 | Collaborative Sense-Making in Genomic Research: The Role of Visualisation. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4477-4489. | 2.9 | 2 |
| 160 | Probing Yarns about Ageing and Making. , 2019, , . | | 2 |
| 161 | The Internet of Playful Things. , 2015, , . | | 2 |
| 162 | Understanding Older Adult Values through Technologies Used for Crafting. , 2020, , . | | 2 |

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|-----|--|-----|-----------|
| 163 | Networked Gardens: Remediating Local Nature Data Through the Internet of Things. , 2022, , . | | 2 |
| 164 | Tangible "Design Non-Proposals"™ for Relationship Building in Community-Based Co-Design Projects. , 2022, , . | | 2 |
| 165 | Talk2Me. , 2007, , . | | 1 |
| 166 | A Situated Display for Local Community Participation: The Design and Use of Nnub. , 2009, , . | | 1 |
| 167 | Understanding the fabric of social interactions for ridesharing through mining social networking sites. , 2013, , . | | 1 |
| 168 | Understanding people, culture and context as the basis for ICT development. , 2014, , . | | 1 |
| 169 | Experience design in the Asia Pacific ICT landscape. , 2015, , . | | 1 |
| 170 | Using videogames to improve molecular graphics tools. , 2016, , . | | 1 |
| 171 | Challenges in Designing Visual Analytics for Environmental Acoustic Monitoring. , 2016, , . | | 1 |
| 172 | Can Videogame Players Inform Better Scientific Visualization'. , 2016, , . | | 1 |
| 173 | Iterative Design and Evaluation of Regulatory Network Visualisation at Scale. , 2017, , . | | 1 |
| 174 | Ecosound-explorer. , 2018, , . | | 1 |
| 175 | The Metamorphosis of Kishikishi: Exploring Audience Experiences Telling the Same Story Just Different Media. , 2018, , 187-204. | | 1 |
| 176 | Expanding Designing for One to Invite Others Through Reverse Inclusion. , 2021, , . | | 1 |
| 177 | Prototyping the Self-Authored Video Interview: Challenges and Opportunities. Lecture Notes in Computer Science, 2015, , 150-158. | 1.0 | 1 |
| 178 | Investigating the Use of an Online Peer-to-Peer Car Sharing Service. Lecture Notes in Computer Science, 2019, , 740-759. | 1.0 | 1 |
| 179 | Coding on Country. , 2020, , . | | 1 |
| 180 | Co-design to Include Users with Intellectual Disability in Information Interaction Research. , 2020, , . | | 1 |

| # | ARTICLE | IF | CITATIONS |
|-----|---|-----|-----------|
| 181 | Digital Technologies in Nature. , 2021, , . | | 1 |
| 182 | Design of a compliant passive magnetic bearing for use in SIRTf's Tertiary Mirror Assembly. , 1990, , . | | 0 |
| 183 | Drawing lessons in the design of tangible media from a study of interactions with mechanical products. , 0, , . | | 0 |
| 184 | Trading design spaces. , 2004, , . | | 0 |
| 185 | Interactive lounge: an interdisciplinary approach to the design of a gestural interaction device. Personal and Ubiquitous Computing, 2006, 10, 166-169. | 1.9 | 0 |
| 186 | Iterative design within a local community communication fabric. , 2010, , . | | 0 |
| 187 | Reflections from East Asia's ageing population. , 2015, , . | | 0 |
| 188 | Visual Analytics for Large-Scale Bioinformatic Data Sets. , 2015, , . | | 0 |
| 189 | Co-designing technologies for citizen scientist engagement & saving species. , 2017, , . | | 0 |
| 190 | Communication Choices to Engage Participation of Rural Indonesian Craftspeople in Development Projects. Lecture Notes in Computer Science, 2013, , 780-787. | 1.0 | 0 |
| 191 | Towards Surgical Robots. , 2019, , . | | 0 |
| 192 | An Oldy's Lament: Poem of Resistance and Resilience of the 'Othered' in Technology Colonisation. , 2020, , . | | 0 |