

# 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

687363

13  
h-index

677142

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.	2.0	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.	2.0	39
13	Habituated objects. Interactions, 2013, 20, 20-24.	1.0	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.	1.6	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.	1.3	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.	1.0	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.	5.7	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.	2.9	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.	4.8	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.	1.2	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.	2.4	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.	2.8	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

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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.	2.9	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.	2.4	12
77	A respectful design approach to facilitate codesign with people with cognitive or sensory impairments and makers. CoDesign, 2021, 17, 159-187.	2.0	12
78	Growing Existing Aboriginal Designs to Guide a Cross-Cultural Design Project. Lecture Notes in Computer Science, 2013, , 323-330.	1.3	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.	3.3	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.	5.7	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.	1.3	6
113	Tensions in Developing a Secure Collective Information Practice - The Case of Agile Ridesharing. Lecture Notes in Computer Science, 2011, , 524-532.	1.3	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.	1.3	5
120	Emerging Technologies and the Contextual and Contingent Experiences of Ageing Well. Lecture Notes in Computer Science, 2013, , 582-589.	1.3	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.	1.6	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.	3.0	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.	0.7	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.	2.4	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.	1.3	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.	4.4	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.	1.3	1
178	Investigating the Use of an Online Peer-to-Peer Car Sharing Service. Lecture Notes in Computer Science, 2019, , 740-759.	1.3	1
179	Coding on Country. , 2020, , .		1
180	Co-design to Include Users with Intellectual Disability in Information Interaction Research. , 2020, , .		1

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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.	2.8	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.	1.3	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