

# Lorraine Kisselburgh

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2927616/publications.pdf>

Version: 2024-02-01

22  
papers

696  
citations

840119

11  
h-index

1281420

11  
g-index

24  
all docs

24  
docs citations

24  
times ranked

487  
citing authors

#	ARTICLE	IF	CITATIONS
1	Rapid Visual Feedback Processing in Single-Aiming Movements. <i>Journal of Motor Behavior</i> , 1983, 15, 217-236.	0.5	300
2	Collective Action Without Organization: The Material Constitution of Bike Commuters as Collective. <i>Organization Studies</i> , 2015, 36, 573-592.	3.8	83
3	skWiki. , 2014, , .		30
4	From the Mouths of Babes: Exploring Families' Career Socialization of Young Children in China, Lebanon, Belgium, and the United States. <i>Journal of Family Communication</i> , 2011, 11, 148-164.	0.9	27
5	Integrating Visual Analytics Support for Grounded Theory Practice in Qualitative Text Analysis. <i>Computer Graphics Forum</i> , 2017, 36, 201-212.	1.8	27
6	Enhancing engineering students' ethical reasoning: Situating reflexive principlism within the SIRA framework. <i>Journal of Engineering Education</i> , 2019, 108, 82-102.	1.9	25
7	Reconciling privacy with social media. , 2012, , .		19
8	Enhancing Visual Thinking in a Toy Design Course Using Freehand Sketching. , 2012, , .		19
9	Discourse, Gender, and the Meaning of Work Rearticulating Science, Technology, and Engineering Careers Through Communicative Lenses. <i>Annals of the International Communication Association</i> , 2009, 33, 259-299.	2.8	17
10	Through the Eyes of the Participant. <i>Field Methods</i> , 2016, 28, 208-226.	0.5	15
11	VizScribe: A visual analytics approach to understand designer behavior. <i>International Journal of Human Computer Studies</i> , 2017, 100, 66-80.	3.7	14
12	Using social interaction trace data and context to predict collaboration quality and creative fluency in collaborative design learning environments. <i>International Journal of Human Computer Studies</i> , 2020, 136, 102378.	3.7	14
13	The effects of movement distance and movement time on visual feedback processing in aimed hand movements. <i>Acta Psychologica</i> , 1987, 65, 181-191.	0.7	12
14	Assessing a Scaffolded, Interactive, and Reflective Analysis Framework for Developing Ethical Reasoning in Engineering Students. , 0, , .		9
15	HCI Ethics, Privacy, Accessibility, and the Environment: A Town Hall Forum on Global Policy Issues. , 2020, , .		8
16	The Ethics of Privacy in Research and Design: Principles, Practices, and Potential. , 2022, , 395-426.		6
17	Effectively Engaging Engineers in Ethical Reasoning about Emerging Technologies: A Cyber-Enabled Framework of Scaffolded, Integrated, and Reflexive Analysis of Cases. , 0, , .		5
18	Using scaffolded, integrated, and reflexive analysis (SIRA) of cases in a cyber-enabled learning infrastructure to develop moral reasoning in engineering students. , 2013, , .		3

#	ARTICLE	IF	CITATIONS
19	The Development of Ethical Reasoning: A Comparison of Online versus Hybrid Delivery Modes of Ethics Instruction. , 0, , .		2
20	A Perspective for Evaluating Wikis as a Medium for Communication Within Engineering Design Teams. , 2009, , .		2
21	Collaborative Sketching With skWiki: A Case Study. , 2014, , .		1
22	Understanding Brainstorming Through Text Visualization. , 2013, , .		0