

Verena Fuchsberger-Staufer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2959532/publications.pdf>

Version: 2024-02-01

40
papers

462
citations

1478280

6
h-index

1474057

9
g-index

41
all docs

41
docs citations

41
times ranked

316
citing authors

#	ARTICLE	IF	CITATIONS
1	Materials, materiality, and media. , 2013, , .		44
2	Ambient assisted living. , 2008, , .		32
3	Revisiting personas. , 2012, , .		31
4	Fabrication & HCI. , 2016, , .		26
5	Deploying Robots in a Production Environment: A Study on Temporal Transitions of Workers's Experiences. Lecture Notes in Computer Science, 2015, , 203-220.	1.0	25
6	Reflections on Operators' and Maintenance Engineers' Experiences of Smart Factories. , 2018, , .		21
7	Using probes to create child personas for games. , 2011, , .		19
8	Rapid assessment of game experiences in public settings. , 2012, , .		19
9	Human-computer non-interaction. , 2014, , .		18
10	Working together with industrial robots: Experiencing robots in a production environment. , 2015, , .		16
11	Active Corners. , 2016, , .		16
12	Un-Crafting. , 2017, , .		16
13	The future's hybrid nature. Interactions, 2019, 26, 26-31.	0.8	16
14	Insights from User Experience Research in the Factory: What to Consider in Interaction Design. IFIP Advances in Information and Communication Technology, 2015, , 39-56.	0.5	15
15	Dislocated Boardgames: Design Potentials for Remote Tangible Play. Multimodal Technologies and Interaction, 2019, 3, 72.	1.7	14
16	Factory Workers' Ordinary User Experiences: An Overlooked Perspective. Human Technology, 2018, 14, 209-232.	0.4	12
17	Benefits and Hurdles for Older Adults in Intergenerational Online Interactions. Lecture Notes in Computer Science, 2012, , 697-704.	1.0	11
18	Elderly's Social Presence Supported by ICTs: Investigating User Requirements for Social Presence. , 2011, , .		10

#	ARTICLE	IF	CITATIONS
19	Hand and eyes. , 2013, , .		10
20	Open Design at the Intersection of Making and Manufacturing. , 2017, , .		10
21	Apply Now!. , 2017, , .		9
22	Sprinkling Diversity: Hurdles on the Way to Inclusiveness in Makerspaces. , 2020, , .		9
23	Drag and drop the apple. , 2013, , .		8
24	Capturing the in-between of interactive artifacts and users. , 2014, , .		8
25	Sharing Touch Interfaces. , 2015, , .		8
26	Interaction Design Labels. , 2016, , .		6
27	Opportunities and challenges when designing and developing with kids @ school. , 2011, , .		5
28	Revisiting Corporate Social Media. , 2014, , .		5
29	The multiple layers of materiality. , 2014, , .		5
30	Attributes of successful intergenerational online activities. , 2011, , .		4
31	Workload on your fingertips. , 2013, , .		4
32	Introduction to This Special Issue on Open Design at the Intersection of Making and Manufacturing. Human-Computer Interaction, 2019, 34, 379-388.	3.1	4
33	Design challenges and concept for intergenerational online learning. , 2012, , .		2
34	Time and Design. , 2015, , .		1
35	Contextual Interaction Design Research: Enabling HCI. Lecture Notes in Computer Science, 2015, , 621-623.	1.0	1
36	Integrating Theories of Mind with Tangible and Embedded Interaction Design. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
37	Introduction to ECSCW 2019. Computer Supported Cooperative Work, 2019, 28, 291-292.	1.9	0
38	Assistance Needs in Production Environments: A Contextual Exploration of Workers'™ Experiences and Work Practices. IFIP Advances in Information and Communication Technology, 2021, , 299-309.	0.5	0
39	Experiencing Materialized Reading: Individuals'™ Encounters with Books. Lecture Notes in Computer Science, 2019, , 203-224.	1.0	0
40	Designing for Tangible (Un-)Connectedness. , 2020, , .		0