Verena Fuchsberger-Staufer

List of Publications by Year
in descending order

40	462	1478280 6	1474057 9
papers	citations	h-index	g-index
41	41	41	316
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Assistance Needs in Production Environments: A Contextual Exploration of Workersâ€™ Experiences and Work Practices. IFIP Advances in Information and Communication Technology, 2021, , 299-309.	0.5	0
2	Sprinkling Diversity: Hurdles on the Way to Inclusiveness in Makerspaces. , 2020, , .		9
3	Designing for Tangible (Un-)Connectedness. , 2020, , .		0
4	Introduction to ECSCW 2019. Computer Supported Cooperative Work, 2019, 28, 291-292.	1.9	0
5	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
6	Dislocated Boardgames: Design Potentials for Remote Tangible Play. Multimodal Technologies and Interaction, 2019, 3, 72.	1.7	14
7	The future's hybrid nature. Interactions, 2019, 26, 26-31.	0.8	16
8	Experiencing Materialized Reading: Individualsâ€™ Encounters with Books. Lecture Notes in Computer Science, 2019, , 203-224.	1.0	0
9	Reflections on Operators' and Maintenance Engineers' Experiences of Smart Factories. , 2018, , .		21
10	Factory Workers' Ordinary User Experiences: An Overlooked Perspective. Human Technology, 2018, 14, 209-232.	0.4	12
11	Open Design at the Intersection of Making and Manufacturing. , 2017, , .		10
12	Apply Now!. , 2017, , .		9
13	Un-Crafting. , 2017, , .		16
14	Interaction Design Labels. , 2016, , .		6
15	Fabrication & HCI. , 2016, , .		26
16	Active Corners. , 2016, , .		16
17	Sharing Touch Interfaces. , 2015, , .		8
18	Working together with industrial robots: Experiencing robots in a production environment. , 2015, , .		16

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#	Article	IF	Citations
19	Integrating Theories of Mind with Tangible and Embedded Interaction Design. , 2015, , .		0
20	Time and Design. , 2015, , .		1
21	Deploying Robots in a Production Environment: A Study on Temporal Transitions of Workers' Experiences. Lecture Notes in Computer Science, 2015, , 203-220.	1.0	25
22	Contextual Interaction Design Research: Enabling HCI. Lecture Notes in Computer Science, 2015, , 621-623.	1.0	1
23	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
24	Capturing the in-between of interactive artifacts and users. , 2014, , .		8
25	Revisiting Corporate Social Media. , 2014, , .		5
26	The multiple layers of materiality. , 2014, , .		5
27	Human-computer non-interaction. , 2014, , .		18
28	Drag and drop the apple. , 2013, , .		8
29	Hand and eyes. , 2013, , .		10
30	Materials, materiality, and media. , 2013, , .		44
31	Workload on your fingertips. , 2013, , .		4
32	Revisiting personas. , 2012, , .		31
33	Design challenges and concept for intergenerational online learning. , 2012, , .		2
34	Rapid assessment of game experiences in public settings. , 2012, , .		19
35	Benefits and Hurdles for Older Adults in Intergenerational Online Interactions. Lecture Notes in Computer Science, 2012, , 697-704.	1.0	11
36	Using probes to create child personas for games. , 2011, , .		19

#	Article	IF	Citations
37	Opportunities and challenges when designing and developing with kids @ school. , 2011, , .		5
38	Attributes of successful intergenerational online activities. , 2011, , .		4
39	Elderly's Social Presence Supported by ICTs: Investigating User Requirements for Social Presence. , 2011, , .		10
40	Ambient assisted living. , 2008, , .		32