

# Nick Bryan-Kinns

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3057173/publications.pdf>

Version: 2024-02-01

98  
papers

1,157  
citations

933447

10  
h-index

794594

19  
g-index

109  
all docs

109  
docs citations

109  
times ranked

746  
citing authors

#	ARTICLE	IF	CITATIONS
1	Material Matters: Exploring Materiality in Digital Musical Instruments Design. , 2022, , .		2
2	Identifying Engagement in Children's Interaction whilst Composing Digital Music at Home. , 2022, , .		1
3	Using Vibrotactile Device in Music Therapy to Support Wellbeing for People with Alzheimer's Disease. Lecture Notes in Networks and Systems, 2021, , 353-361.	0.7	0
4	Knit Stretch Sensor Placement for Body Movement Sensing. , 2021, , .		4
5	Multisensory Teleportation in Virtual Reality Applications. , 2021, , .		3
6	Remote XR Studies: Exploring Three Key Challenges of Remote XR Experimentation. , 2021, , .		9
7	Extended Reality (XR) Remote Research: a Survey of Drawbacks and Opportunities. , 2021, , .		71
8	Exploring Terminology for Perception of Motion in Virtual Reality. , 2021, , .		9
9	The influence of mobile phone location and screen orientation on driving safety and the usability of car-sharing software in-car use. International Journal of Industrial Ergonomics, 2021, 84, 103168.	2.6	7
10	Olly: A tangible for togetherness. International Journal of Human Computer Studies, 2021, 153, 102647.	5.6	8
11	What Is Human? A Turing Test for Artistic Creativity. Lecture Notes in Computer Science, 2021, , 396-411.	1.3	2
12	Perception and Initial Adoption of Mobile Health Services of Older Adults in London: Mixed Methods Investigation. JMIR Aging, 2021, 4, e30420.	3.0	7
13	On the role of in-situ making and evaluation in designing across cultures. CoDesign, 2020, 16, 233-250.	2.0	10
14	Working with Nature's Lag: Initial Design Lessons for Slow Biotic Games. , 2020, , .		5
15	Exploiting the emotional preference of music for music recommendation in daily activities. , 2020, , .		2
16	A Preliminary Study on Full-Body Haptic Stimulation on Modulating Self-motion Perception in Virtual Reality. Lecture Notes in Computer Science, 2020, , 461-469.	1.3	12
17	Musicking with an interactive musical system: The effects of task motivation and user interface mode on non-musicians' creative engagement. International Journal of Human Computer Studies, 2019, 122, 61-77.	5.6	5
18	Shaping Sounds. , 2019, , .		5

#	ARTICLE	IF	CITATIONS
19	LeMo. , 2019, , .		16
20	Analysis of Sensitivity, Linearity, Hysteresis, Responsiveness, and Fatigue of Textile Knit Stretch Sensors. Sensors, 2019, 19, 3618.	3.8	40
21	Mazi. , 2019, , .		17
22	Mazi. , 2019, , .		5
23	The Right to the Sustainable Smart City. , 2019, , .		46
24	Design of Textile Knitted Stretch Sensors for Dance Movement Sensing. Proceedings (mdpi), 2019, 32, 14.	0.2	4
25	Identifying divergent design thinking through the observable behavior of service design novices. International Journal of Technology and Design Education, 2019, 29, 1179-1191.	2.6	11
26	Effect of bonding and washing on electronic textile stretch sensor properties. , 2019, , .		4
27	Designing spaces to support collaborative creativity in shared virtual environments. PeerJ Computer Science, 2019, 5, e229.	4.5	8
28	LeMo: Supporting Collaborative Music Making in Virtual Reality. , 2018, , .		15
29	â€œI Hear Youâ€ , 2018, , .		6
30	WEAR Sustain Network: Ethical and Sustainable Technology Innovation in Wearables and Etextiles. , 2018, , .		1
31	Exploring Interactivity and Co-Creation in Rural China. Interacting With Computers, 2018, 30, 273-292.	1.5	6
32	Connected seeds and sensors. , 2018, , .		39
33	WEAR: Wearable technologists engage with artists for responsible innovation: Processes and progress. Virtual Creativity, 2018, 8, 91-105.	0.2	2
34	Graphical Research Tools for Acoustic Design Training. Advances in Civil and Industrial Engineering Book Series, 2018, , 397-434.	0.2	1
35	Collidoscope. Interactions, 2018, 25, 12-13.	1.0	0
36	Thematic Analysis for Sonic Interaction Design. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
37	Open Symphony: Creative Participation for Audiences of Live Music Performances. IEEE MultiMedia, 2017, 24, 48-62.	1.7	36
38	The impact of transitions on user experience in virtual reality. , 2017, , .		36
39	In-the-moment and Beyond: Combining Post-hoc and Real-Time Data for the Study of Audience Perception of Electronic Music Performance. Lecture Notes in Computer Science, 2017, , 263-281.	1.3	6
40	Supporting Non-Musicians? Creative Engagement with Musical Interfaces. , 2017, , .		8
41	A Participatory Live Music Performance with the Open Symphony System. , 2016, , .		3
42	Usability and Design of Personal Wearable and Portable Devices for Thermal Comfort in Shared Work Environments. , 2016, , .		7
43	Audio-haptic interfaces for digital audio workstations. Journal on Multimodal User Interfaces, 2016, 10, 247-258.	2.9	18
44	Art.CHI II. , 2016, , .		3
45	Mood Glove: A haptic wearable prototype system to enhance mood music in film. Entertainment Computing, 2016, 17, 9-17.	2.9	43
46	Tap the ShapeTones. , 2016, , .		14
47	Moody. , 2016, , .		5
48	An investigation into the comprehension of map information presented in audio. , 2015, , .		1
49	Designing with and for people living with visual impairments: audio-tactile mock-ups, audio diaries and participatory prototyping. CoDesign, 2015, 11, 35-48.	2.0	44
50	Using affective and behavioural sensors to explore aspects of collaborative music making. International Journal of Human Computer Studies, 2015, 82, 31-47.	5.6	14
51	"I could play here for hours.." (thinks the visitor and leaves). , 2015, , .		4
52	Nature Bot. , 2015, , .		2
53	How Does It Feel Like? An Exploratory Study of a Prototype System to Convey Emotion through Haptic Wearable Devices. , 2015, , .		11
54	Demo hour. Interactions, 2014, 21, 10-13.	1.0	0

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55	Curating the digital. , 2014, , .		7
56	Art and interaction SIG. , 2014, , .		2
57	The talking plants. , 2014, , .		19
58	Polymetros. Interactions, 2014, 21, 12-13.	1.0	1
59	Mutual Engagement in Digitally Mediated Public Art. Springer Series on Cultural Computing, 2014, , 123-138.	0.6	3
60	Understanding performative behaviour within content-rich Digital Live Art. Digital Creativity, 2013, 24, 111-118.	1.6	9
61	Measuring Affect for the Study and Enhancement of Co-present Creative Collaboration. , 2013, , .		1
62	Mutual engagement and collocation with shared representations. International Journal of Human Computer Studies, 2013, 71, 76-90.	5.6	26
63	UbiComp for grassroots urban food-growing communities. , 2013, , .		11
64	Designing collaborative musical experiences for broad audiences. , 2013, , .		32
65	moosikMasheens. , 2013, , .		8
66	Sustainable HCI for grassroots urban food-growing communities. , 2013, , .		43
67	The Serendiptichord: Reflections on the Collaborative Design Process between Artist and Researcher. Leonardo, 2013, 46, 86-87.	0.3	2
68	Computer Musicking: HCI, CSCW and Collaborative Digital Musical Interaction. Springer Series on Cultural Computing, 2013, , 189-205.	0.6	6
69	Activity Theory as a Tool for Identifying Design Patterns in Cross-Modal Collaborative Interaction. Lecture Notes in Computer Science, 2013, , 232-240.	1.3	0
70	The telematic dinner party. , 2012, , .		1
71	Digital art. , 2012, , .		7
72	Telematic dinner party. , 2012, , .		65

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73	Identifying mutual engagement. Behaviour and Information Technology, 2012, 31, 101-125.	4.0	40
74	Interactive hierarchy-based auditory displays for accessing and manipulating relational diagrams. Journal on Multimodal User Interfaces, 2012, 5, 111-122.	2.9	7
75	Supporting Cross-Modal Collaboration in the Workplace. , 2012, , .		4
76	Audio Delivery and Territoriality in Collaborative Digital Musical Interaction. , 2012, , .		2
77	Annotating Distributed Scores for Mutual Engagement in Daisiphone and Beyond. Leonardo Music Journal, 2011, 21, 51-55.	0.1	6
78	Digital arts and interaction (invited). , 2011, , .		9
79	Graffito. , 2011, , .		17
80	Sensory Threads. Leonardo, 2010, 43, 196-197.	0.3	1
81	Constructing relational diagrams in audio. , 2008, , .		20
82	The interior life of iPoi: Objects that entice witting transitions in performative behaviour. International Journal of Performance Arts and Digital Media, 2007, 3, 17-36.	0.6	2
83	Exploring mutual engagement in creative collaborations. , 2007, , .		31
84	Encouraging Witting Participation and Performance in Digital Live Art. , 2007, , .		17
85	Anthropomorphizing mass communication. Interactions, 2004, 11, 57.	1.0	1
86	One for all and all for one?. , 2002, , .		16
87	Use of multiple digital libraries. , 2001, , .		53
88	Prototypes in Web-Site Design – Representations with Political Agenda. Practitioner Series, 2001, , 92-105.	0.0	0
89	A Framework for Supporting Reuse in Hypermedia. , 2001, , 80-100.		0
90	Analysing Asynchronous Collaboration. , 2000, , 239-254.		3

#	ARTICLE	IF	CITATIONS
91	Supporting the shared care of diabetic patients. , 1999, , .		14
92	Visualising Mutual Engagement. , 0, , .		0
93	The Talking Quilt “ Augmenting Domestic Objects for Communal Meaning-Making. , 0, , .		0
94	Embedded Research in the Design of Interactive Technologies for Children with Special Educational Needs: An Account of Research in Progress. , 0, , .		0
95	Integrating Sensors in a Mobile Application Authoring Environment. , 0, , .		1
96	Accessible Spectrum Analyser. , 0, , .		0
97	Case Study of Data Mining Mutual Engagement. , 0, , .		0
98	On Mediating Space, Sound and Experience: Interviews with situated sound art practitioners. Organised Sound, 0, , 1-10.	0.2	0