

# Cristian Rusu

## List of Publications by Year in descending order

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Version: 2024-02-01

54  
papers

929  
citations

840119

11  
h-index

552369

26  
g-index

58  
all docs

58  
docs citations

58  
times ranked

519  
citing authors

#	ARTICLE	IF	CITATIONS
1	PlanTEA: Supporting Planning and Anticipation for Children with ASD Attending Medical Appointments. Applied Sciences (Switzerland), 2022, 12, 5237.	1.3	5
2	Information Consumer eXperience: A Chilean Case Study. Lecture Notes in Computer Science, 2022, , 248-267.	1.0	1
3	Analyzing the Impact of Culture on Students: Towards a Student eXperience Holistic Model. Lecture Notes in Computer Science, 2022, , 127-135.	1.0	1
4	Evaluating the Post-pandemic Tourist Experience: A Scale for Tourist Experience in Valparaíso, Chile. Lecture Notes in Computer Science, 2022, , 331-343.	1.0	2
5	A Property Checklist to Evaluate the User Experience for People with Autism Spectrum Disorder. Lecture Notes in Computer Science, 2022, , 205-216.	1.0	0
6	Heuristics for Programming Codes. Lecture Notes in Computer Science, 2021, , 437-449.	1.0	0
7	Student eXperience in Times of Crisis: A Chilean Case Study. Lecture Notes in Computer Science, 2021, , 270-285.	1.0	0
8	Analyzing the Student eXperience Concept: A Literature Review. Lecture Notes in Computer Science, 2021, , 174-186.	1.0	3
9	ECUXH: A Set of User eXperience Heuristics for e-Commerce. Lecture Notes in Computer Science, 2021, , 407-420.	1.0	2
10	Student eXperience: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 9543.	1.3	12
11	Serious Game as Support for the Development of Computational Thinking for Children with Hearing Impairment. Applied Sciences (Switzerland), 2021, 11, 115.	1.3	5
12	Student eXperience: A Survey in Argentinian Universities About Education in the Pandemic Context. Communications in Computer and Information Science, 2021, , 233-241.	0.4	0
13	User Experience Factors for People with Autism Spectrum Disorder. Applied Sciences (Switzerland), 2021, 11, 10469.	1.3	10
14	SNUXH: A Set of Social Network User Experience Heuristics. Applied Sciences (Switzerland), 2020, 10, 6547.	1.3	8
15	Low-Cost Assessment of User eXperience Through EEG Signals. IEEE Access, 2020, 8, 158475-158487.	2.6	9
16	Customer Experience in Retail: A Systematic Literature Review. Applied Sciences (Switzerland), 2020, 10, 7644.	1.3	15
17	Programmer Experience: A Systematic Mapping. IEEE Latin America Transactions, 2020, 18, 1111-1118.	1.2	1
18	Customer eXperience: A Bridge Between Service Science and Human-Computer Interaction. Advances in Intelligent Systems and Computing, 2020, , 385-390.	0.5	12

#	ARTICLE	IF	CITATIONS
19	Programmer eXperience: A Set of Heuristics for Programming Environments. Lecture Notes in Computer Science, 2020, , 205-216.	1.0	3
20	Technology-Based Social Skills Learning for People with Autism Spectrum Disorder. Lecture Notes in Computer Science, 2020, , 598-615.	1.0	4
21	Forming Customer eXperience Professionals: A Comparative Study on Studentsâ€™ Perception. Advances in Intelligent Systems and Computing, 2020, , 391-396.	0.5	2
22	Studentsâ€™ Perception on Customer eXperience: A Comparative Study. Lecture Notes in Computer Science, 2020, , 236-246.	1.0	0
23	User eXperience Heuristics for National Park Websites. Lecture Notes in Computer Science, 2020, , 193-204.	1.0	5
24	Customer eXperience in e-Learning: A Systematic Mapping Study. Lecture Notes in Computer Science, 2020, , 158-170.	1.0	1
25	Evaluation of Customer eXperience and Behaviour: A Literature Review. Lecture Notes in Computer Science, 2020, , 181-192.	1.0	1
26	Customer eXperience in Valparaíso Hostels: Analyzing Touristsâ€™ Opinions. Lecture Notes in Computer Science, 2020, , 226-235.	1.0	2
27	The Impact of Technology on People with Autism Spectrum Disorder: A Systematic Literature Review. Sensors, 2019, 19, 4485.	2.1	111
28	Adapting card sorting for blind people: Evaluation of the interaction design in TalkBack. Computer Standards and Interfaces, 2019, 66, 103356.	3.8	9
29	Programmer eXperience: A Systematic Literature Review. IEEE Access, 2019, 7, 71079-71094.	2.6	15
30	Applying a methodology to develop user eXperience heuristics. Computer Standards and Interfaces, 2019, 66, 103345.	3.8	28
31	An Empiric Study of the Use of Mobile Technology by Users with Intellectual Disability. Communications in Computer and Information Science, 2019, , 29-43.	0.4	0
32	A methodology to develop usability/user experience heuristics. Computer Standards and Interfaces, 2018, 59, 109-129.	3.8	106
33	How novel evaluators perceive their first Heuristic Evaluation. , 2018, , .		3
34	Customer eXperience. , 2018, , .		9
35	Evaluating Online Travel Agenciesâ€™ Usability: What Heuristics Should We Use?. Lecture Notes in Computer Science, 2018, , 121-130.	1.0	6
36	An Online Travel Agency Comparative Study: Heuristic Evaluators Perception. Lecture Notes in Computer Science, 2018, , 112-120.	1.0	4

#	ARTICLE	IF	CITATIONS
37	How to develop usability heuristics: A systematic literature review. Computer Standards and Interfaces, 2017, 53, 89-122.	3.8	138
38	Experimental validation of a set of cultural-oriented usability heuristics: e-Commerce websites evaluation. Computer Standards and Interfaces, 2017, 50, 160-178.	3.8	56
39	What Happens When Evaluating Social Media's Usability?. Lecture Notes in Computer Science, 2017, , 117-126.	1.0	3
40	Online Travel Agencies as Social Media: Analyzing Customers' Opinions. Lecture Notes in Computer Science, 2017, , 200-209.	1.0	4
41	Combinations of Methods for Collaborative Evaluation of the Usability of Interactive Software Systems. Advances in Human-Computer Interaction, 2016, 2016, 1-16.	1.8	11
42	Developing Usability Heuristics: A Formal or Informal Process?. IEEE Latin America Transactions, 2016, 14, 3400-3409.	1.2	13
43	Developing SMASH: A set of Smartphone's Usability Heuristics. Computer Standards and Interfaces, 2016, 43, 40-52.	3.8	74
44	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.0	6
45	Assessing the Customer Experience Based on Quantitative Data: Virtual Travel Agencies. Lecture Notes in Computer Science, 2016, , 499-508.	1.0	6
46	Usability and User Experience. International Journal of Information Technologies and Systems Approach, 2015, 8, 1-12.	0.8	52
47	User Experience Evaluations: Challenges for Newcomers. Lecture Notes in Computer Science, 2015, , 237-246.	1.0	9
48	Redefining Usability Heuristics for Transactional Web Applications. , 2014, , .		12
49	A cultural-oriented usability heuristics proposal. , 2013, , .		22
50	Evaluating interactive digital television applications through usability heuristics. Ingiare, 2013, 21, 16-29.	0.1	17
51	Usability Heuristics Validation through Empirical Evidences: A Touchscreen-Based Mobile Devices Proposal. , 2012, , .		16
52	Usability Heuristics for Touchscreen-based Mobile Devices. , 2012, , .		61
53	Designing and Evaluating Interactive Television from a Usability Perspective. , 2009, , .		15
54	Usability Practice: The Appealing Way to HCI. , 2008, , .		12