

Arnold Pos Vermeeren

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3435963/publications.pdf>

Version: 2024-02-01

21
papers

952
citations

1478505

6
h-index

1474206

9
g-index

21
all docs

21
docs citations

21
times ranked

779
citing authors

#	ARTICLE	IF	CITATIONS
1	Understanding, scoping and defining user experience. , 2009, , .		603
2	Towards a shared definition of user experience. , 2008, , .		113
3	pOwerball. , 2005, , .		69
4	Measuring and comparing novelty for design solutions generated by young children through different design methods. Design Studies, 2016, 43, 48-73.	3.1	24
5	Design-inclusive UX research: design as a part of doing user experience research. Behaviour and Information Technology, 2016, 35, 21-37.	4.0	21
6	User Experience Evaluation Methods in Product Development (UXEMâ€™09). Lecture Notes in Computer Science, 2009, , 981-982.	1.3	20
7	UX research. , 2011, , .		17
8	In search of theoretical foundations for UX research and practice. , 2012, , .		13
9	Designing Gamification to Guide Competitive and Cooperative Behavior in Teamwork. , 2015, , 513-533.		13
10	Comparing the creativity of children's design solutions based on expert assessment. , 2008, , .		11
11	A Research Framework for Playful Persuasion Based on Psychological Needs and Bodily Interaction. Lecture Notes in Computer Science, 2011, , 116-123.	1.3	8
12	Theories behind UX research and how they are used in practice. , 2012, , .		7
13	User Experience Evaluation â€™ Which Method to Choose?. Lecture Notes in Computer Science, 2011, , 714-715.	1.3	7
14	Usability Problem Reports for Comparative Studies: Consistency and Inspectability. Human-Computer Interaction, 2008, 23, 329-380.	4.4	6
15	Involving the Crowd in Future Museum Experience Design. , 2016, , .		6
16	About Experience and Emergence - A Framework for Decentralized Interactive Play Environments. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 104-113.	0.3	4
17	Design for complex persuasive experiences. , 2014, , .		3
18	The Smart Steering Wheel Cover Design: A Case Study of Industrial-Academic Collaboration in Human-Computer Interaction. Lecture Notes in Computer Science, 2015, , 688-698.	1.3	3

#	ARTICLE	IF	CITATIONS
19	Made for sharing. , 2013, , .		2
20	THE IMMERSION CYCLE: UNDERSTANDING IMMERSIVE EXPERIENCES THROUGH A CYCLICAL MODEL. Proceedings of the Design Society, 2021, 1, 3011-3020.	0.8	2
21	Designing Persuasive Interactive Environments. Lecture Notes in Computer Science, 2012, , 455-456.	1.3	0