

Arnold Pos Vermeeren

List of Publications by Year in descending order

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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	THE IMMERSION CYCLE: UNDERSTANDING IMMERSIVE EXPERIENCES THROUGH A CYCLICAL MODEL. Proceedings of the Design Society, 2021, 1, 3011-3020.	0.8	2
2	Involving the Crowd in Future Museum Experience Design. , 2016, , .		6
3	Measuring and comparing novelty for design solutions generated by young children through different design methods. Design Studies, 2016, 43, 48-73.	3.1	24
4	Design-inclusive UX research: design as a part of doing user experience research. Behaviour and Information Technology, 2016, 35, 21-37.	4.0	21
5	Designing Gamification to Guide Competitive and Cooperative Behavior in Teamwork. , 2015, , 513-533.		13
6	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
7	Design for complex persuasive experiences. , 2014, , .		3
8	Made for sharing. , 2013, , .		2
9	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
10	In search of theoretical foundations for UX research and practice. , 2012, , .		13
11	Theories behind UX research and how they are used in practice. , 2012, , .		7
12	Designing Persuasive Interactive Environments. Lecture Notes in Computer Science, 2012, , 455-456.	1.3	0
13	UX research. , 2011, , .		17
14	User Experience Evaluation â€“ Which Method to Choose?. Lecture Notes in Computer Science, 2011, , 714-715.	1.3	7
15	A Research Framework for Playful Persuasion Based on Psychological Needs and Bodily Interaction. Lecture Notes in Computer Science, 2011, , 116-123.	1.3	8
16	Understanding, scoping and defining user experience. , 2009, , .		603
17	User Experience Evaluation Methods in Product Development (UXEMâ€™09). Lecture Notes in Computer Science, 2009, , 981-982.	1.3	20
18	Towards a shared definition of user experience. , 2008, , .		113

#	ARTICLE	IF	CITATIONS
19	Usability Problem Reports for Comparative Studies: Consistency and Inspectability. Human-Computer Interaction, 2008, 23, 329-380.	4.4	6
20	Comparing the creativity of children's design solutions based on expert assessment. , 2008, , .		11
21	pOwerball. , 2005, , .		69