

Frode Guribye

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3858754/publications.pdf>

Version: 2024-02-01

25
papers

279
citations

1307594

7
h-index

1281871

11
g-index

28
all docs

28
docs citations

28
times ranked

268
citing authors

#	ARTICLE	IF	CITATIONS
1	Adopting a mojo mindset: Training newspaper reporters in mobile journalism. <i>Journalism</i> , 2023, 24, 346-362.	2.7	6
2	The Effect of SMS Reminders on Adherence in a Self-Guided Internet-Delivered Intervention for Adults With ADHD. <i>Frontiers in Digital Health</i> , 2022, 4, .	2.8	8
3	“We in the Mojo Community” Exploring a Global Network of Mobile Journalists. <i>Journalism Practice</i> , 2021, 15, 620-637.	2.2	10
4	Mobile Journalists as Traceable Data Objects: Surveillance Capitalism and Responsible Innovation in Mobile Journalism. <i>Media and Communication</i> , 2021, 9, 130-139.	1.9	0
5	Challenges and possible solutions in cross-disciplinary and cross-sectorial research teams within the domain of e-mental health. <i>Journal of Enabling Technologies</i> , 2021, 15, 241-251.	1.2	7
6	Designing Videos With and for Adults With ADHD for an Online Intervention: Participatory Design Study and Thematic Analysis of Evaluation. <i>JMIR Mental Health</i> , 2021, 8, e30292.	3.3	6
7	Designing Chatbots for Guiding Online Peer Support Conversations for Adults with ADHD. <i>Lecture Notes in Computer Science</i> , 2020, , 113-126.	1.3	8
8	Circumvention by design - dark patterns in cookie consent for online news outlets. , 2020, , .		47
9	Usability Evaluations of Mobile Mental Health Technologies: Systematic Review. <i>Journal of Medical Internet Research</i> , 2020, 22, e15337.	4.3	58
10	Unpacking Editorial Agreements in Collaborative Video Production. , 2020, , .		0
11	Perspectives and Practices of Digital Accessibility: A Survey of User Experience Professionals in Nordic Countries. , 2020, , .		19
12	A Conversational Interface for Self-screening for ADHD in Adults. <i>Lecture Notes in Computer Science</i> , 2019, , 133-144.	1.3	9
13	Participatory Design of VR Scenarios for Exposure Therapy. , 2019, , .		24
14	Towards Technology-Based Interventions for Improving Emotional and Cognitive Control. , 2018, , .		3
15	Learning through collaborative design of location-based games. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2018, 13, 167-187.	3.0	15
16	Tangible Interaction in the Dentist Office. , 2018, , .		9
17	The Changing Ecology of Tools for Live News Reporting. <i>Journalism Practice</i> , 2017, 11, 1216-1230.	2.2	11
18	Designing data-driven interventions for mental health care. , 2017, , .		3

#	ARTICLE	IF	CITATIONS
19	Designing for Tangible Affective Interaction. , 2016, , .		13
20	From Artifacts to Infrastructures in Studies of Learning Practices. Mind, Culture, and Activity, 2015, 22, 184-198.	1.9	14
21	Digitale presentasjonsteknologier i h�yere utdanning – foreleseres holdninger og bruk. Uniped, 2015, 38, 192-212.	0.1	1
22	The Practical Accomplishment of Location-Based Game-Play. International Journal of Mobile Human Computer Interaction, 2014, 6, 32-50.	0.4	7
23	The Adoption of Social Networking Services. , 2009, , .		0
24	Facebook-farsotten. Norsk Medietidsskrift, 2007, 14, 373-377.	0.1	1
25	Automation and redistribution of work: the impact of social distancing on live TV production. Human-Computer Interaction, 0, , 1-23.	4.4	0