

Max L Wilson

List of Publications by Year in descending order

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62
papers

1,003
citations

932766

10
h-index

940134

16
g-index

64
all docs

64
docs citations

64
times ranked

774
citing authors

#	ARTICLE	IF	CITATIONS
1	mSpace. Communications of the ACM, 2006, 49, 47-49.	3.3	85
2	From Keyword Search to Exploration: Designing Future Search Interfaces for the Web. Foundations and Trends in Web Science, 2010, 2, 1-97.	0.5	82
3	Continuum. , 2007, , .		63
4	Search User Interface Design. Synthesis Lectures on Information Concepts, Retrieval, and Services, 2011, 3, 1-143.	0.6	62
5	A comparison of techniques for measuring sensemaking and learning within participant-generated summaries. Journal of the Association for Information Science and Technology, 2013, 64, 291-306.	2.6	58
6	The evolving mSpace platform. , 2005, , .		56
7	Evaluating advanced search interfaces using established information-seeking models. Journal of the Association for Information Science and Technology, 2009, 60, 1407-1422.	2.6	40
8	RepliCHI - CHI should be replicating and validating results more. , 2011, , .		33
9	Measuring the effect of think aloud protocols on workload using fNIRS. , 2014, , .		32
10	A longitudinal study of exploratory and keyword search. , 2008, , .		27
11	Workload Alerts—Using Physiological Measures of Mental Workload to Provide Feedback During Tasks. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-30.	4.6	27
12	RepliCHI. , 2014, , .		26
13	How Stress and Mental Workload are Connected. , 2019, , .		25
14	#Scanners. , 2016, , .		24
15	Backward highlighting. , 2008, , .		23
16	Lightweight tagging expands information and activity management practices. , 2009, , .		22
17	Workplace 4.0: Exploring the Implications of Technology Adoption in Digital Manufacturing on a Sustainable Workforce. Sustainability, 2022, 14, 3311.	1.6	22
18	Examining the Reliability of Using fNIRS in Realistic HCI Settings for Spatial and Verbal Tasks. , 2015, , .		20

#	ARTICLE	IF	CITATIONS
19	Exploring Machine Learning Approaches for Classifying Mental Workload using fNIRS Data from HCI Tasks. , 2019, , .		19
20	Using fNIRS in Usability Testing. , 2016, , .		18
21	RepliCHI SIG. , 2012, , .		17
22	Run Spot Run. , 2015, , .		17
23	Pico-ing into the future of mobile projector phones. , 2010, , .		15
24	Finding information about mental health in microblogging platforms. , 2014, , .		15
25	Evaluating collaborative information-seeking interfaces with a search-oriented inspection method and re-framed information seeking theory. Information Processing and Management, 2010, 46, 718-732.	5.4	14
26	Pico-ing into the future of mobile projection and contexts. Personal and Ubiquitous Computing, 2012, 16, 39-52.	1.9	14
27	Active and Passive Utility of Search Interface Features in Different Information Seeking Task Stages. , 2016, , .		14
28	mSpace mobile. , 2006, , .		11
29	Generating vague neighbourhoods through data mining of passive web data. International Journal of Geographical Information Science, 2018, 32, 498-523.	2.2	11
30	Exploring Opportunities to Facilitate Serendipity in Search. , 2015, , .		11
31	Introduction to the special issue on neuroinformatics science. Journal of the Association for Information Science and Technology, 2019, 70, 911-916.	1.5	10
32	Contesting control: journeys through surrender, self-awareness and looseness of control in embodied interaction. Human-Computer Interaction, 2020, , 1-29.	3.1	9
33	Journey planning based on user needs. , 2007, , .		8
34	Navigation Over a Large Ontology for Industrial Web Applications. , 2009, , .		6
35	PINC. , 2011, , .		5
36	Transparency in Qualitative Research: Increasing Fairness in the CHI Review Process. , 2020, , .		5

#	ARTICLE	IF	CITATIONS
37	The Revisit Rack: Grouping web search thumbnails for optimal visual recognition. Proceedings of the American Society for Information Science and Technology, 2010, 47, 1-4.	0.2	4
38	Nudge & influence through mobile devices. , 2010, , .		4
39	Tag clouds and keyword clouds. , 2011, , .		4
40	A user defined taxonomy of factors that divide online information retrieval sessions. , 2014, , .		4
41	A data driven approach to mapping urban neighbourhoods. , 2014, , .		4
42	#Scanners. , 2016, , .		4
43	Information vs interaction. , 2012, , .		3
44	Two-way affect loops in multimedia experiences. , 2015, , .		3
45	#Scanners. , 2015, , .		3
46	The Tetris Model of Resolving Information Needs within the Information Seeking Process. , 2017, , .		3
47	Human-Computer Interaction and the Future of Work. , 2022, , .		3
48	fNIRS and Neurocinematics. , 2019, , .		2
49	Exploring User Expectations of Brain-Training and Coaching Technologies for Cognitive Health. Lecture Notes in Computer Science, 2020, , 49-60.	1.0	2
50	SIG: Moving from Brain-Computer Interfaces to Personal Cognitive Informatics. , 2022, , .		2
51	The Impact of Motion Scaling and Haptic Guidance on Operatorsâ€™ Workload and Performance in Teleoperation. , 2022, , .		2
52	Understanding the Ethical Concerns for Neurotechnology in the Future of Work. , 2022, , .		2
53	Develop, implement, and improve a web session detection model. , 2014, , .		1
54	Workshop on searching for fun 2014. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
55	NeuroIR 2015. , 2015, , .		1
56	How Stress Affects Functional Near-Infrared Spectroscopy (fNIRS) Measurements of Mental Workload. , 2018, , .		1
57	Challenges in Supporting Faceted Semantic Browsing of Multimedia Collections. , 2007, , 280-283.		1
58	Perceptions of Cognitive Training Games and Assessment Technologies for Dementia: Acceptability Study With Patient and Public Involvement Workshops. JMIR Serious Games, 2022, 10, e32489.	1.7	1
59	How to: Peer Review for CHI (and Beyond). , 2022, , .		1
60	Keyword clouds. , 2012, , .		0
61	EuroHCIR2013. , 2013, , .		0
62	Report on EuroHCIR 2013. ACM SIGIR Forum, 2013, 47, 78-83.	0.4	0