Annika Wiklund-Engblom

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4140226/publications.pdf

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20 papers 156 citations

1937685 4 h-index 7 g-index

23 all docs 23 docs citations

23 times ranked 129 citing authors

#	Article	IF	Citations
1	Experience-Oriented and Product-Oriented Evaluation: Psychological Need Fulfillment, Positive Affect, and Product Perception. International Journal of Human-Computer Interaction, 2015, 31, 530-544.	4.8	111
2	What Needs Tell Us about User Experience. Lecture Notes in Computer Science, 2009, , 666-669.	1.3	18
3	Digital relational competence: Sensitivity and responsivity to needs of distance and co-located students. Seminar Net, 2018, 14, 188-200.	0.7	6
4	â€~Talking Tools'. International Journal of Mobile and Blended Learning, 2014, 6, 41-57.	0.8	5
5	How do B2B companies motivate participation in online innovation?., 2012,,.		4
6	Designing for social inclusion of immigrant women: the case of TeaTime. Innovation: the European Journal of Social Science Research, 2018, 31, 106-124.	1.6	3
7	Process Documentation in Sloyd: Pilot Study of the †Talking Tools' Application. International Journal of Interactive Mobile Technologies, 2015, 9, 11.	1.2	2
8	Parental Mental Well-Being and Frequency of Adult-Child Nature Visits: The Mediating Roles of Parents' Perceived Barriers. International Journal of Environmental Research and Public Health, 2021, 18, 6814.	2.6	2
9	Triangulating methods for exploring the link between user experience and e-learning. , 2010, , .		1
10	Experience as a starting point of designing transmedia content. , 2011, , .		1
11	Corporate e-Learning Design Research A Study on Design Affordances for Self-Regulated Learning. , 2016, , 315-337.		1
12	Piloting the â€~Talking Tools' smartphone app: Validating blog content analysis with students' reflections. , 2014, , .		0
13	Sociomaterial entanglement in one-to-one computing classrooms: exploring patterns of relations in teaching practices. Education Inquiry, 0 , 1 -18.	2.9	O
14	Approaches and Strategies for Choice of Actions in Self-Paced E-Learning in the Workplace. International Journal of Advanced Corporate Learning, 2009, 2, 56.	0.6	0
15	Doing It Right: Combining Edutainment Format Development and Research. Lecture Notes in Computer Science, 2009, , 13-24.	1.3	O
16	Doing It Right: Combining Edutainment Format Development and Research. Lecture Notes in Computer Science, 2009, , 25-25.	1.3	0
17	Transmedia Storytelling for Industry Promotion. The Case of the Energy Ambassador of EnergyVaasa, Finland. , 2016, , 339-360.		O
18	Cross-Cultural Digital Design – Lessons Learned from the Case of ImageTestLab. , 2016, , 285-303.		O

#	Article	lF	CITATIONS
19	â€~Talking Tools'. , 2016, , 1770-1788.		O
20	Who's got the power? Unpacking three typologies of teacher practice in one-to-one computing classrooms in Finland. Computers and Education, 2022, 178, 104396.	8.3	0