Gitte Lindgaard

List of Publications by Year
in descending order

53 papers	1,847 citations	759233 12 h-index	414414 32 g-index
54 all docs	54 docs citations	54 times ranked	1309 citing authors

#	Article	IF	Citations
1	Aircraft passenger comfort experience: Underlying factors and differentiation from discomfort. Applied Ergonomics, 2016, 52, 301-308.	3.1	49
2	Challenges to Assessing Usability in the Wild: A Case Study. International Journal of Human-Computer Interaction, 2015, 31, 618-631.	4.8	6
3	Perceived and objective usability and visual appeal in a website domain with a less developed mental model. , 2014, , .		3
4	Social Network Analysis and Communication in Emergency Response Simulations. Journal of Organizational Computing and Electronic Commerce, 2014, 24, 236-256.	1.8	7
5	The thematic structure of passenger comfort experience and its relationship to the context features in the aircraft cabin. Ergonomics, 2014, 57, 801-815.	2.1	82
6	The usefulness of traditional usability evaluation methods. Interactions, 2014, 21, 80-82.	1.0	6
7	Evaluating a Tool for Improving Accessibility to Charts and Graphs. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-32.	5.7	40
8	Cultural Congruence and Rating Scale Biases in Homepages. Lecture Notes in Computer Science, 2013, , 531-538.	1.3	2
9	Interactional identity. , 2012, , .		5
10	Joint implicit alignment work of interaction designers and software developers. , 2012, , .		9
11	Emergency Response in Simulated Terrorist Attacks. , 2012, , 107-120.		0
12	Collaborative Events and Shared Artefacts: Agile Interaction Designers and Developers Working Toward Common Aims. , 2011, , .		23
13	An exploration of relations between visual appeal, trustworthiness and perceived usability of homepages. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-30.	5.7	184
14	Presenting Evidence to Patients Online: What Do Web Users Think of Consumer Summaries of Cochrane Musculoskeletal Reviews?. Journal of Medical Internet Research, 2011, 13, e5.	4.3	10
15	Novel Technologies and Interaction Paradigms in Mobile HCI. , 2011, , 289-302.		0
16	How to bring HCI research and practice closer together. , 2010, , .		10
17	Researcher-practitioner interaction. , 2010, , .		5
18	Evaluating a tool for improving accessibility to charts and graphs. , 2010, , .		27

#	ARTICLE	IF	CITATIONS
19	Early traces of usability as a science and as a profession. Interacting With Computers, 2009, 21, 350-352.	1.5	12
20	In Memoriam Brian Shackel 1927–2007. Interacting With Computers, 2009, 21, 324.	1.5	0
21	Interpreting Human and Avatar Facial Expressions. Lecture Notes in Computer Science, 2009, , 98-110.	1.3	12
22	Is the 'Figure of Merit' Really That Meritorious?. Lecture Notes in Computer Science, 2009, , 235-238.	1.3	0
23	Mobile HCI. International Journal of Mobile Human Computer Interaction, 2009, 1, 46-60.	0.4	4
24	West meets East: Adapting Activity Theory for HCI & CSCW applications?. Interacting With Computers, 2008, 20, 240-246.	1.5	7
25	Stories, Sketches, and Lists: Developers and Interaction Designers Interacting Through Artefacts. , 2008, , .		31
26	A comparative evaluation of heuristic-based usability inspection methods. , 2008, , .		20
27	A syntactic analysis of accessibility to a corpus of statistical graphs. , 2008, , .		4
28	Utility and Experience in the Evolution of Usability. Human-computer Interaction Series, 2008, , 222-240.	0.6	5
29	Usability testing. , 2007, , .		81
30	Online health communities. , 2007, , .		17
31	Improving accessibility to statistical graphs. , 2007, , .		50
32	Emotional Experiences and Quality Perceptions of Interactive Products. , 2007, , 164-173.		13
33	Attention web designers: You have 50 milliseconds to make a good first impression!. Behaviour and Information Technology, 2006, 25, 115-126.	4.0	685
34	Scented Cybercartography: Exploring Possibilities. Cartographica, 2006, 41, 73-92.	0.4	20
35	User Needs Analysis and requirements engineering: Theory and practice. Interacting With Computers, 2006, 18, 47-70.	1.5	50
36	Notions of thoroughness, efficiency, and validity: Are they valid in HCI practice?. International Journal of Industrial Ergonomics, 2006, 36, 1069-1074.	2.6	16

#	Article	IF	Citations
37	Online health communities. , 2006, , .		10
38	Reality testing. , 2006, , .		11
39	Chapter 9 Interface design challenges in virtual space. Modern Cartography Series, 2005, 4, 211-229.	0.3	2
40	Chapter 10 Cognitive theories and aids to support navigation of multimedia information space. Modern Cartography Series, 2005, 4, 231-256.	0.3	4
41	Chapter 11 Cybercartography: A multimodal approach. Modern Cartography Series, 2005, 4, 257-284.	0.3	0
42	Chapter 20 The development of the cybercartographic atlas of antarctica. Modern Cartography Series, 2005, , 461-490.	0.3	9
43	Integrating aesthetics within an evolutionary and psychological framework. Theoretical Issues in Ergonomics Science, 2004, 5, 73-90.	1.8	33
44	Adventurers versus nit-pickers on affective computing. Interacting With Computers, 2004, 16, 723-728.	1.5	13
45	Making the business our business. Interactions, 2004, 11, 12-17.	1.0	11
46	What is this evasive beast we call user satisfaction?. Interacting With Computers, 2003, 15, 429-452.	1.5	224
47	Deconstructing Silos. IFIP Advances in Information and Communication Technology, 2002, , 3-20.	0.7	1
48	A case study in iterative keyboard design using participatory design techniques. Applied Ergonomics, 2001, 32, 71-80.	3.1	9
49	User requirements capture for a multimedia CSCW system. , 1997, , 437-444.		2
50	Human performance in fault diagnosis: can expert systems help?. Interacting With Computers, 1995, 7, 254-272.	1.5	14
51	Evaluating user interfaces in context: the ecological value of time-and-motion studies. Applied Ergonomics, 1992, 23, 105-114.	3.1	5
52	Making life easier for computer novices: some factors determining initial performance. Ergonomics, 1988, 31, 803-816.	2.1	1
53	Towards a solution to vocabulary problems in computing: a measure of goodness of fit. Ergonomics, 1988, 31, 785-801.	2.1	2