

Evangelos Karapanos

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

76
papers

1,753
citations

21
h-index

40
g-index

88
ext. papers

2,222
ext. citations

2
avg, IF

5.16
L-index

#	Paper	IF	Citations
76	User experience over time 2009 ,		240
75	UX Curve: A method for evaluating long-term user experience. <i>Interacting With Computers</i> , 2011 , 23, 473-483	1.6	185
74	Need fulfillment and experiences on social media: A case on Facebook and WhatsApp. <i>Computers in Human Behavior</i> , 2016 , 55, 888-897	7.7	137
73	CrisisTracker: Crowdsourced social media curation for disaster awareness. <i>IBM Journal of Research and Development</i> , 2013 , 57, 4:1-4:13	2.5	118
72	How do we engage with activity trackers? 2015 ,		94
71	Measuring the dynamics of remembered experience over time. <i>Interacting With Computers</i> , 2010 , 22, 328-335	1.6	72
70	23 Ways to Nudge 2019 ,		68
69	Wellbeing in the Making: Peoples' Experiences with Wearable Activity Trackers. <i>Psychology of Well-being</i> , 2016 , 6, 4		62
68	Playful or Gameful?. <i>Interactions</i> , 2014 , 21, 34-39	1	52
67	User experience over time 2008 ,		46
66	Exploring the design space of glanceable feedback for physical activity trackers 2016 ,		46
65	User Experience Over Time. <i>Studies in Computational Intelligence</i> , 2013 , 57-83	0.8	45
64	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. <i>Computer Networks</i> , 2015 , 90, 34-48	5.4	41
63	Footprint tracker 2013 ,		35
62	Reconstructing experiences with iScale. <i>International Journal of Human Computer Studies</i> , 2012 , 70, 849-865	1.6	33
61	The playful experiences (PLEX) framework as a guide for expert evaluation 2013 ,		33
60	Citizen Motivation on the Go: The Role of Psychological Empowerment. <i>Interacting With Computers</i> , 2014 , 26, 196-207	1.6	29

59	On the retrospective assessment of users' experiences over time 2010 ,		27
58	EmoSnaps: a mobile application for emotion recall from facial expressions. <i>Personal and Ubiquitous Computing</i> , 2015 , 19, 425-444	2.1	21
57	Understanding families' motivations for sustainable behaviors. <i>Computers in Human Behavior</i> , 2014 , 40, 6-15	7.7	21
56	Sustaining user engagement with behavior-change tools. <i>Interactions</i> , 2015 , 22, 48-52	1	21
55	Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital. <i>ACM Transactions on Computer-Human Interaction</i> , 2014 , 21, 1-20	4.7	18
54	IncluCity 2013 ,		18
53	Why don't families get along with eco-feedback technologies? 2013 ,		17
52	Does locality make a difference? Assessing the effectiveness of location-aware narratives. <i>Interacting With Computers</i> , 2012 , 24, 273-279	1.6	15
51	Accounting for diversity in subjective judgments 2009 ,		15
50	Modeling Users' Experiences with Interactive Systems. <i>Studies in Computational Intelligence</i> , 2013 ,	0.8	15
49	Activity Tracking in vivo 2018 ,		14
48	PLEXQ 2015 ,		14
47	Understanding the implications of social translucence for systems supporting communication at work 2008 ,		14
46	Network, personality and social capital 2012 ,		13
45	Theories, methods and case studies of longitudinal HCI research 2012 ,		10
44	Everyday commuting 2015 ,		8
43	Soft reliability: an interdisciplinary approach with a user-system focus. <i>Quality and Reliability Engineering International</i> , 2009 , 25, 3-20	2.6	8
42	Faceit 2013 ,		7

41	PLBSD: a platform for proactive location-based service discovery. <i>Journal of Location Based Services</i> , 2012 , 6, 234-249	1.9	7
40	Characterizing the Diversity in Users' Perceptions. <i>Lecture Notes in Computer Science</i> , 2007 , 515-518	0.9	7
39	Impact of mood changes on application selection 2016 ,		7
38	You have 5 seconds 2015 ,		6
37	CrowdWalk 2015 ,		6
36	Beyond gamification 2014 ,		6
35	Social Translucence as a Theoretical Framework for Sustainable HCI. <i>Lecture Notes in Computer Science</i> , 2011 , 195-203	0.9	6
34	Reducing children's psychological distance from climate change via eco-feedback technologies. <i>International Journal of Child-Computer Interaction</i> , 2017 , 13, 19-28	3.7	5
33	'Broken Expectations' from a global business perspective 2009 ,		5
32	The Nudge Deck 2020 ,		5
31	On the Design of Subly: Instilling Behavior Change During Web Surfing Through Subliminal Priming. <i>Lecture Notes in Computer Science</i> , 2017 , 163-174	0.9	5
30	Understanding users' disengagement with wearable activity trackers 2014 ,		4
29	Online Disclosure of Personally Identifiable Information with Strangers: Effects of Public and Private Sharing. <i>Interacting With Computers</i> , 2014 , 26, 614-626	1.6	4
28	Playing for the planet 2013 ,		4
27	An initial model for designing socially translucent systems for behavior change 2013 ,		4
26	In situ evaluation of recommender systems: Framework and instrumentation. <i>International Journal of Human Computer Studies</i> , 2010 , 68, 525-547	4.6	4
25	Grasping product pragmatics 2008 ,		4
24	What Shall I Write Next? 2017 ,		3

23	SmartHolder 2014,		3
22	Breakout 2014,		3
21	A network science approach to modelling and predicting empathy 2013,		3
20	Experiential perspectives on road congestions 2013,		3
19	Engaging children in longitudinal behavioral studies through playful technologies 2013,		3
18	Do knobs have character? 2008,		3
17	Improving Users' Consistency When Recalling Location Sharing Preferences. <i>Lecture Notes in Computer Science, 2011, 380-387</i>	0.9	3
16	Technology-assisted reconstruction: a new alternative to the experience sampling method. <i>Behaviour and Information Technology, 2020, 39, 722-740</i>	2.4	3
15	How does the visual aesthetics of positively-framed messages impact their motivational capacity? 2019,		2
14	Social toothbrush 2015,		2
13	Ubiquitous mobile instrumentation 2013,		2
12	Towards persuasive sociometric technologies for inclusive educational settings 2013,		2
11	Combating Misinformation Through Nudging. <i>Lecture Notes in Computer Science, 2019, 630-634</i>	0.9	2
10	Challenging Misinformation: Exploring Limits and Approaches. <i>Lecture Notes in Computer Science, 2019, 713-718</i>	0.9	2
9	Understanding Aesthetics of Interaction 2016,		2
8	Introduction to Advances in Longitudinal HCI Research <i>Human-computer Interaction Series, 2021, 1-7</i>	0.6	2
7	ICTD Work, Plus mFeel. <i>IEEE Pervasive Computing, 2012, 11, 43-45</i>	1.3	1
6	Enwildering the lab 2013,		1

5	Workshop on Detection and Design for Cognitive Biases in People and Computing Systems 2020 ,		1
4	Intelligent Playgrounds: Measuring and Affecting Social Inclusion in Schools. <i>Lecture Notes in Computer Science</i> , 2011 , 560-563	0.9	1
3	The Behavior Change Design Cards: A Design Support Tool for Theoretically-Grounded Design of Behavior Change Technologies. <i>International Journal of Human-Computer Interaction</i> , 1-17	3.6	0
2	The '23 ways to nudge' framework. <i>Interactions</i> , 2020 , 27, 54-58	1	0
1	Visual Quotes and Physical Activity Tracking: Can Aesthetic Pleasure Motivate Our Short-term Exercise Motivation?. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2020 , 109-118	0.2	