

# Evangelos Karapanos

## List of Publications by Year in Descending Order

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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	Introduction to Advances in Longitudinal HCI Research <i>Human-computer Interaction Series</i> , <b>2021</b> , 1-7	0.6	2
75	Workshop on Detection and Design for Cognitive Biases in People and Computing Systems <b>2020</b> ,		1
74	The Nudge Deck <b>2020</b> ,		5
73	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> , <b>2020</b> , 109-118	0.2	
72	The '23 ways to nudge' framework. <i>Interactions</i> , <b>2020</b> , 27, 54-58	1	0
71	Technology-assisted reconstruction: a new alternative to the experience sampling method. <i>Behaviour and Information Technology</i> , <b>2020</b> , 39, 722-740	2.4	3
70	How does the visual aesthetics of positively-framed messages impact their motivational capacity? <b>2019</b> ,		2
69	23 Ways to Nudge <b>2019</b> ,		68
68	Combating Misinformation Through Nudging. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 630-634	0.9	2
67	Challenging Misinformation: Exploring Limits and Approaches. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 713-718	0.9	2
66	Activity Tracking in vivo <b>2018</b> ,		14
65	What Shall I Write Next? <b>2017</b> ,		3
64	Reducing children's psychological distance from climate change via eco-feedback technologies. <i>International Journal of Child-Computer Interaction</i> , <b>2017</b> , 13, 19-28	3.7	5
63	On the Design of Subly: Instilling Behavior Change During Web Surfing Through Subliminal Priming. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 163-174	0.9	5
62	Need fulfillment and experiences on social media: A case on Facebook and WhatsApp. <i>Computers in Human Behavior</i> , <b>2016</b> , 55, 888-897	7.7	137
61	Wellbeing in the Making: Peoples' Experiences with Wearable Activity Trackers. <i>Psychology of Well-being</i> , <b>2016</b> , 6, 4		62
60	Understanding Aesthetics of Interaction <b>2016</b> ,		2

59	Impact of mood changes on application selection <b>2016</b> ,		7
58	Exploring the design space of glanceable feedback for physical activity trackers <b>2016</b> ,		46
57	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. <i>Computer Networks</i> , <b>2015</b> , 90, 34-48	5.4	41
56	EmoSnaps: a mobile application for emotion recall from facial expressions. <i>Personal and Ubiquitous Computing</i> , <b>2015</b> , 19, 425-444	2.1	21
55	How do we engage with activity trackers? <b>2015</b> ,		94
54	PLEXQ <b>2015</b> ,		14
53	You have 5 seconds <b>2015</b> ,		6
52	Everyday commuting <b>2015</b> ,		8
51	CrowdWalk <b>2015</b> ,		6
50	Social toothbrush <b>2015</b> ,		2
49	Sustaining user engagement with behavior-change tools. <i>Interactions</i> , <b>2015</b> , 22, 48-52	1	21
48	Understanding families' motivations for sustainable behaviors. <i>Computers in Human Behavior</i> , <b>2014</b> , 40, 6-15	7.7	21
47	Understanding users' disengagement with wearable activity trackers <b>2014</b> ,		4
46	Citizen Motivation on the Go: The Role of Psychological Empowerment. <i>Interacting With Computers</i> , <b>2014</b> , 26, 196-207	1.6	29
45	Playful or Gameful?. <i>Interactions</i> , <b>2014</b> , 21, 34-39	1	52
44	SmartHolder <b>2014</b> ,		3
43	Beyond gamification <b>2014</b> ,		6
42	Breakout <b>2014</b> ,		3

41	Online Disclosure of Personally Identifiable Information with Strangers: Effects of Public and Private Sharing. <i>Interacting With Computers</i> , <b>2014</b> , 26, 614-626	1.6	4
40	Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital. <i>ACM Transactions on Computer-Human Interaction</i> , <b>2014</b> , 21, 1-20	4.7	18
39	User Experience Over Time. <i>Studies in Computational Intelligence</i> , <b>2013</b> , 57-83	0.8	45
38	Faceit <b>2013</b> ,		7
37	Playing for the planet <b>2013</b> ,		4
36	IncluCity <b>2013</b> ,		18
35	The playful experiences (PLEX) framework as a guide for expert evaluation <b>2013</b> ,		33
34	A network science approach to modelling and predicting empathy <b>2013</b> ,		3
33	Ubiquitous mobile instrumentation <b>2013</b> ,		2
32	Footprint tracker <b>2013</b> ,		35
31	Enwilderling the lab <b>2013</b> ,		1
30	Experiential perspectives on road congestions <b>2013</b> ,		3
29	Engaging children in longitudinal behavioral studies through playful technologies <b>2013</b> ,		3
28	Why don't families get along with eco-feedback technologies? <b>2013</b> ,		17
27	CrisisTracker: Crowdsourced social media curation for disaster awareness. <i>IBM Journal of Research and Development</i> , <b>2013</b> , 57, 4:1-4:13	2.5	118
26	Towards persuasive sociometric technologies for inclusive educational settings <b>2013</b> ,		2
25	An initial model for designing socially translucent systems for behavior change <b>2013</b> ,		4
24	Modeling Users' Experiences with Interactive Systems. <i>Studies in Computational Intelligence</i> , <b>2013</b> ,	0.8	15

23	Does locality make a difference? Assessing the effectiveness of location-aware narratives. <i>Interacting With Computers</i> , <b>2012</b> , 24, 273-279	1.6	15
22	ICTD Work, Plus mFeel. <i>IEEE Pervasive Computing</i> , <b>2012</b> , 11, 43-45	1.3	1
21	Reconstructing experiences with iScale. <i>International Journal of Human Computer Studies</i> , <b>2012</b> , 70, 849-865	1.6	33
20	PLBSD: a platform for proactive location-based service discovery. <i>Journal of Location Based Services</i> , <b>2012</b> , 6, 234-249	1.9	7
19	Network, personality and social capital <b>2012</b> ,		13
18	Theories, methods and case studies of longitudinal HCI research <b>2012</b> ,		10
17	UX Curve: A method for evaluating long-term user experience. <i>Interacting With Computers</i> , <b>2011</b> , 23, 473-483	1.6	185
16	Social Translucence as a Theoretical Framework for Sustainable HCI. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 195-203	0.9	6
15	Intelligent Playgrounds: Measuring and Affecting Social Inclusion in Schools. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 560-563	0.9	1
14	Improving Users' Consistency When Recalling Location Sharing Preferences. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 380-387	0.9	3
13	On the retrospective assessment of users' experiences over time <b>2010</b> ,		27
12	In situ evaluation of recommender systems: Framework and instrumentation. <i>International Journal of Human Computer Studies</i> , <b>2010</b> , 68, 525-547	4.6	4
11	Measuring the dynamics of remembered experience over time. <i>Interacting With Computers</i> , <b>2010</b> , 22, 328-335	1.6	72
10	'Broken Expectations' from a global business perspective <b>2009</b> ,		5
9	Accounting for diversity in subjective judgments <b>2009</b> ,		15
8	User experience over time <b>2009</b> ,		240
7	Soft reliability: an interdisciplinary approach with a user-system focus. <i>Quality and Reliability Engineering International</i> , <b>2009</b> , 25, 3-20	2.6	8
6	Grasping product pragmatics <b>2008</b> ,		4

5	Understanding the implications of social translucence for systems supporting communication at work <b>2008</b> ,	14
4	Do knobs have character? <b>2008</b> ,	3
3	User experience over time <b>2008</b> ,	46
2	Characterizing the Diversity in Users' Perceptions. <i>Lecture Notes in Computer Science</i> , <b>2007</b> , 515-518	0.9 7
1	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