

Leandro Miletto Tonetto

List of Publications by Year in descending order

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Version: 2024-02-01

24
papers

394
citations

932766

10
h-index

794141

19
g-index

24
all docs

24
docs citations

24
times ranked

374
citing authors

#	ARTICLE	IF	CITATIONS
1	Text mining approach to explore dimensions of airline customer satisfaction using online customer reviews. <i>Journal of Air Transport Management</i> , 2020, 83, 101760.	2.4	112
2	Impacts of Healthcare 4.0 digital technologies on the resilience of hospitals. <i>Technological Forecasting and Social Change</i> , 2021, 166, 120666.	6.2	59
3	Influences of visual attributes of food packaging on consumer preference and associations with taste and healthiness. <i>International Journal of Consumer Studies</i> , 2019, 43, 210-217.	7.2	43
4	Contributions of Healthcare 4.0 digital applications to the resilience of healthcare organizations during the COVID-19 outbreak. <i>Technovation</i> , 2022, 111, 102379.	4.2	30
5	State of the art on the role of the Theory of Inventive Problem Solving in Sustainable Product-Service Systems: Past, Present, and Future. <i>Journal of Cleaner Production</i> , 2019, 212, 489-504.	4.6	26
6	Digital technologies: An exploratory study of their role in the resilience of healthcare services. <i>Applied Ergonomics</i> , 2021, 97, 103517.	1.7	17
7	O papel das heurísticas no julgamento e na tomada de decisão sob incerteza. <i>Estudos De Psicologia (Campinas)</i> , 2006, 23, 181-189.	0.8	16
8	Lean-healthcare approach to reduce costs in a sterilization plant based on surgical tray rationalization. <i>Production Planning and Control</i> , 2020, 31, 483-495.	5.8	15
9	Why we love or hate our cars: A qualitative approach to the development of a quantitative user experience survey. <i>Applied Ergonomics</i> , 2016, 56, 68-74.	1.7	14
10	Modifying Action Sounds Influences People's Emotional Responses and Bodily Sensations. <i>I-Perception</i> , 2014, 5, 153-163.	0.8	11
11	Understanding the role of intuition in decision-making when designing for experiences: contributions from cognitive psychology. <i>Theoretical Issues in Ergonomics Science</i> , 2015, 16, 631-642.	1.0	11
12	Information and communication technologies in emergency care services for patients with COVID-19: a multi-national study. <i>International Journal of Production Research</i> , 2023, 61, 8384-8400.	4.9	8
13	Perspectivas metodológicas na pesquisa sobre o comportamento do consumidor. <i>Psicologia: Ciência E Profissão</i> , 2014, 34, 180-195.	0.0	7
14	Aesthetic and functional bra attributes as emotional triggers. <i>Fashion and Textiles</i> , 2018, 5, .	1.3	7
15	Differences in thinking styles across professionals with different academic backgrounds when developing a product. <i>Architectural Engineering and Design Management</i> , 2021, 17, 3-16.	1.2	5
16	Playful strategies to foster the well-being of pediatric cancer patients in the Brazilian Unified Health System: a design thinking approach. <i>BMC Health Services Research</i> , 2021, 21, 985.	0.9	4
17	Playful interventions to promote the subjective wellbeing of pediatric cancer inpatients during laboratory and imaging exams: A qualitative study. <i>European Journal of Oncology Nursing</i> , 2022, 56, 102094.	0.9	4
18	Designing Toys and Play Activities for the Development of Social Skills in Childhood. <i>Design Journal</i> , 2020, 23, 199-217.	0.5	3

#	ARTICLE	IF	CITATIONS
19	“Step by step”: the development of a therapeutic game to assist in the treatment of drug use. <i>Ciencia E Saude Coletiva</i> , 2020, 25, 2325-2334.	0.1	1
20	Psicologia cognitiva e consumo: o impacto da quantidade de informações na configuração de objetivos. <i>Psicologia: Reflexão E Crítica</i> , 2012, 25, 174-181.	0.4	1
21	Quando a forma importa: o efeito de configuração de mensagens na tomada de decisão. <i>Psicologia: Ciência E Profissão</i> , 2010, 30, 766-779.	0.0	0
22	TOMADA DE DECISÃO RACIONAL E EXPERIENCIAL NO PROJETO DE PRODUTOS. <i>Gestão & Tecnologia De Projetos</i> , 2018, 13, 75.	0.1	0
23	DIRETRIZES DE PROJETO DE ARTEFATOS TECNOLÓGICOS PARA MITIGAR CONFLITOS NA GESTÃO DO TEMPO NA PATERNIDADE. <i>Revista ErgodesignHCI</i> , 2021, 9, 34.	0.1	0
24	Game design guidelines to foster empathic behaviours in school-age children. <i>Design Journal</i> , 0, , 1-19.	0.5	0