

# Jeremy Legardeur

## 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.

22  
papers

177  
citations

6  
h-index

13  
g-index

26  
ext. papers

213  
ext. citations

2  
avg, IF

3.56  
L-index

| #  | Paper   | IF   | Citations |
|----|---|------|-----------|
| 22 | Analysis of energy consumption profiles in residential buildings and impact assessment of a serious game on occupants behavior. <i>Energy and Buildings</i> , <b>2019</b> , 196, 1-20                                 | 7    | 48        |
| 21 | A comparative study of ideation mechanisms used in eco-innovation tools. <i>Journal of Engineering Design</i> , <b>2014</b> , 25, 325-345   | 1.8  | 33        |
| 20 | Demand response business model canvas: A tool for flexibility creation in the electricity markets. <i>Journal of Cleaner Production</i> , <b>2021</b> , 282, 124539   | 10.3 | 22        |
| 19 | Implementation of collaborative design processes into PLM systems. <i>International Journal of Product Lifecycle Management</i> , <b>2008</b> , 3, 279  | 1.5  | 20        |
| 18 | Lessons learned from an empirical study of the early design phases of an unfulfilled innovation. <i>Research in Engineering Design - Theory, Applications, and Concurrent Engineering</i> , <b>2010</b> , 21, 249-262 | 3.5  | 15        |
| 17 | An integrated information system for product design assistance based on artificial intelligence and collaborative tools. <i>International Journal of Product Lifecycle Management</i> , <b>2006</b> , 1, 211          | 1.5  | 7         |
| 16 | Analysing collaborative practices in design to support project managers. <i>International Journal of Computer Integrated Manufacturing</i> , <b>2007</b> , 20, 654-668  | 4.3  | 5         |
| 15 | CoCa: a tool for analysing collaborative practices to improve design process management. <i>International Journal of Manufacturing Technology and Management</i> , <b>2011</b> , 22, 247                              | 0.4  | 3         |
| 14 | Reusable methodology based on filters in order to define relevant tangible parts for a TUI <b>2005</b> , 5664, 530  |      | 3         |
| 13 | The role of the facilitator during digital creative sessions <b>2014</b> ,  |      | 2         |
| 12 | Intégration de PLM (Usage Lifecycle Management) dans les phases amont de conception innovante. <i>Logistique &amp; Management</i> , <b>2008</b> , 16, 57-67   | 0.6  | 2         |
| 11 | Tangible user interface integration in engineering. <i>International Journal on Interactive Design and Manufacturing</i> , <b>2008</b> , 2, 175-182   | 1.9  | 2         |
| 10 | Experiments to evolve toward a tangible user interface for computer-aided design parts assembly <b>2004</b> , 5291, 438   |      | 2         |
| 9  | Toward total traceability and full transparency communication in textile industry supply chain. <i>Incose International Symposium</i> , <b>2022</b> , 32, 1-7   | 0.4  | 2         |
| 8  | INFLUENCE OF THE PRODUCT CONTEXT OF USE ON A HYBRID SPORT-HEALTH SEMANTICS. <i>Proceedings of the Design Society DESIGN Conference</i> , <b>2020</b> , 1, 2059-2068   | 0.7  | 1         |
| 7  | Definition of a Sport-Health Semantic Space. <i>Proceedings of the Design Society International Conference on Engineering Design</i> , <b>2019</b> , 1, 3841-3850   | 0.7  | 1         |
| 6  | A Pedagogical Game based on Lego Bricks for Collaborative Design Practices Analysis <b>2007</b> , 487-494   |      | 1         |

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|---|--|-----|---|
| 5 | A cognitive approach to complement support practices for the maturation of eco-innovations. <i>Projectics / Proy tica / Projectique</i> , <b>2015</b> , 14, 23   | 0.3 | 1 |
| 4 | Toward a Matching Approach to Support CBM (Collaborative Business Model) Processes Between Regional Entrepreneurs Within the RIS3 Policy. <i>IFIP Advances in Information and Communication Technology</i> , <b>2016</b> , 485-492 | 0.5 | 1 |
| 3 | WeKeyInnovation, A Wiki Based on Crowdsourcing to Share Information about Innovation Support. <i>IFIP Advances in Information and Communication Technology</i> , <b>2014</b> , 289-297   | 0.5 | 1 |
| 2 | Encourage exchanges during a creative session by the ideas qualitative evaluation using a digital tool <b>2016</b> ,   |     | 1 |
| 1 | Towards a Circular Product (Re)Design Methodology. <i>Tehnik Glasnik</i> , <b>2022</b> , 16, 246-251   | 0.4 |   |