

Jenny Waycott

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4614130/publications.pdf>

Version: 2024-02-01

81
papers

2,790
citations

430442

18
h-index

288905

40
g-index

85
all docs

85
docs citations

85
times ranked

2055
citing authors

#	ARTICLE	IF	CITATIONS
1	Implementing Web 2.0 technologies in higher education: A collective case study. <i>Computers and Education</i> , 2012, 59, 524-534.	5.1	254
2	Understanding students' perceptions of the benefits of online social networking use for teaching and learning. <i>Internet and Higher Education</i> , 2015, 26, 1-9.	4.2	242
3	Digital divides? Student and staff perceptions of information and communication technologies. <i>Computers and Education</i> , 2010, 54, 1202-1211.	5.1	240
4	Beyond natives and immigrants: exploring types of net generation students. <i>Journal of Computer Assisted Learning</i> , 2010, 26, 332-343.	3.3	198
5	Older adults as digital content producers. , 2013, , .		128
6	Combating social isolation and increasing social participation of older adults through the use of technology: A systematic review of existing evidence. <i>Australasian Journal on Ageing</i> , 2018, 37, 184-193.	0.4	115
7	Towards a task model for mobile learning: a dialectical approach. <i>International Journal of Learning Technology</i> , 2006, 2, 138.	0.2	100
8	Evaluating the use of interactive virtual reality technology with older adults living in residential aged care. <i>Information Processing and Management</i> , 2020, 57, 102105.	5.4	88
9	Old and afraid of new communication technologies? Reconceptualising and contesting the "age-based digital divide". <i>Journal of Sociology</i> , 2018, 54, 236-248.	0.9	85
10	Not For Me. , 2016, , .		76
11	Interrogating Social Virtual Reality as a Communication Medium for Older Adults. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019, 3, 1-24.	2.5	56
12	PDA's as lifelong learning tools: an activity theory based analysis. <i>Learning, Media and Technology</i> , 2005, 30, 107-130.	2.1	51
13	Making students' work visible on the social web: A blessing or a curse?. <i>Computers and Education</i> , 2013, 68, 86-95.	5.1	45
14	Mobile technologies: prospects for their use in learning in informal science settings. <i>Journal of Interactive Media in Education</i> , 2006, 2005, 23.	1.1	41
15	Actively engaging older adults in the development and evaluation of tablet technology. , 2012, , .		40
16	The Challenge of Technology Research in Sensitive Settings. , 2015, , .		38
17	Captioned photographs in psychosocial aged care. , 2014, , .		37
18	Ethical Encounters in HCI. , 2015, , .		37

#	ARTICLE	IF	CITATIONS
19	Playing Blind. , 2019, , .		37
20	Ethics in Evaluating a Sociotechnical Intervention With Socially Isolated Older Adults. Qualitative Health Research, 2015, 25, 1518-1528.	1.0	35
21	Older Adults' Perception and Use of Voice User Interfaces. , 2019, , .		35
22	Building Social Connections: A Framework for Enriching Older Adultsâ€™ Social Connectedness Through Information and Communication Technologies. , 2019, , 65-82.		34
23	Research Ethics in HCI. , 2017, , .		32
24	A virtual panopticon in the community of practice: Students' experiences of being visible on social media. Internet and Higher Education, 2017, 35, 12-20.	4.2	32
25	Exploring the Design of Social VR Experiences with Older Adults. , 2019, , .		31
26	Dignity, Autonomy, and Style of Company. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-25.	2.5	31
27	Advancing the ethical use of digital data in human research: challenges and strategies to promote ethical practice. Ethics and Information Technology, 2019, 21, 59-73.	2.3	30
28	Avatar-Mediated Communication in Social VR: An In-depth Exploration of Older Adult Interaction in an Emerging Communication Platform. , 2021, , .		28
29	School's Back. Proceedings of the ACM on Human-Computer Interaction, 2021, 4, 1-25.	2.5	24
30	Ethical Encounters in Human-Computer Interaction. , 2016, , .		23
31	The harm in conflating aging with accessibility. Communications of the ACM, 2021, 64, 66-71.	3.3	23
32	Negotiating stereotypes of older adults through avatars. , 2017, , .		21
33	Ethical Encounters. , 2015, , .		20
34	Beyond YouTube. , 2015, , .		20
35	Could Social Robots Make Us Kinder or Crueller to Humans and Animals?. International Journal of Social Robotics, 2019, 11, 741-751.	3.1	20
36	Deploying new technology in residential aged care. , 2018, , .		18

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37	An empirical study of lecturers's™ appropriation of social technologies for higher education. Australasian Journal of Educational Technology, 2014, 30, .	2.0	18
38	Older People and Social Participation. , 2016, , .		17
39	The challenges in adopting assistive technologies in the workplace for people with visual impairments. , 2018, , .		17
40	How older adults respond to the use of Virtual Reality for enrichment: a systematic review. , 2020, , .		17
41	Using robot pets instead of companion animals for older people. , 2018, , .		16
42	HCI and Aging. , 2019, , .		16
43	What's special about aging. Interactions, 2016, 23, 66-69.	0.8	16
44	The Role of Staff in Facilitating Immersive Virtual Reality for Enrichment in Aged Care: An Ethic of Care Perspective. , 2022, , .		16
45	Appropriating Tools and Shaping Activities: The Use of PDAs in the Workplace. , 2005, , 119-139.		15
46	The individual in multiple interacting activity systems: IT-supported diabetes management. Information Technology and People, 2014, 27, 463-481.	1.9	15
47	Designing the Lost Self. , 2018, , .		15
48	Virtual visits: Reminiscence in residential aged care with digital mapping technologies. Australasian Journal on Ageing, 2021, 40, 293-300.	0.4	15
49	Implications for academic integrity of using web 2.0 for teaching, learning and assessment in higher education. International Journal for Educational Integrity, 2010, 6, .	5.1	15
50	Worth it? Findings from a study of how academics assess students's™ Web 2.0 activities. Research in Learning Technology, 2012, 20, 16153.	2.3	15
51	Ethical Encounters in HCI. , 2017, , .		14
52	Echo-house. , 2018, , .		14
53	Echolocation as a Means for People with Visual Impairment (PVI) to Acquire Spatial Knowledge of Virtual Space. ACM Transactions on Accessible Computing, 2021, 14, 1-25.	1.9	13
54	Introducing the Gamer Information-Control Framework. , 2020, , .		13

#	ARTICLE	IF	CITATIONS
55	When Technologies are Not Enough: The Challenges of Digital Interventions to Address Loneliness in Later Life. <i>Sociological Research Online</i> , 2023, 28, 150-170.	0.7	10
56	Older adults and their acquisition of digital skills: A review of current research evidence. , 2020, , .		10
57	Postdisaster Posttraumatic Growth: Positive Transformations Following the Black Saturday Bushfires. <i>Australian Social Work</i> , 2018, 71, 417-429.	0.7	8
58	Reading with new tools: an evaluation of Personal Digital Assistants as tools for reading course materials. <i>Research in Learning Technology</i> , 2011, 10, .	2.3	8
59	Ability-performance relations during skill acquisition. <i>Australian Psychologist</i> , 1997, 32, 153-158.	0.9	7
60	Predictors of Participation in Performance Appraisal: A Voluntary System in a Blueâ€Collar Work Environment. <i>International Journal of Selection and Assessment</i> , 1998, 6, 249-260.	1.7	7
61	Exploring ethical frontiers of visual methods. <i>Research Ethics</i> , 2014, 10, 208-213.	0.8	7
62	Manipulating Reality?. , 2018, , .		7
63	Designing Technologies with Older Adults: Ethical Tensions and Opportunities. , 2019, , 173-187.		7
64	Guidelines for Developing the VR Program in Residential Aged Care: A Preliminary Study from Staff Membersâ€™ Perspective. , 2021, , .		7
65	Technology-Mediated Enrichment in Aged Care: Survey and Interview Study. <i>JMIR Aging</i> , 2022, 5, e31162.	1.4	7
66	DRMs, fair use and users' experience of sharing music. , 2005, , .		6
67	Making science real: photo-sharing in biology and chemistry. <i>Research in Learning Technology</i> , 2012, 20, 16151.	2.3	6
68	The Technology Explorers: Partnering with Older Adults to Engage with Virtual Reality and Virtual Avatars. , 2019, , 231-246.		6
69	Ethical Issues in Visual Research and the Value of Stories from the Field. , 2016, , 1-16.		6
70	Co-constructing Meaning and Negotiating Participation: Ethical Tensions when â€Giving Voiceâ€™ through Digital Storytelling. <i>Interacting With Computers</i> , 2016, , .	1.0	5
71	SIGCHI Research Ethics Town Hall. , 2019, , .		5
72	Challenges of Deploying VR in Aged Care: A Two-Phase Exploration Study. , 2020, , .		5

#	ARTICLE	IF	CITATIONS
73	Privacy in Aged Care Monitoring Devices (ACMD): The Developers' Perspective. <i>Studies in Health Technology and Informatics</i> , 2019, 266, 7-12.	0.2	4
74	Sharing the Housebound Experience through Visual Storytelling. , 2017, , .		3
75	THE HIGHWAY OF LIFE: SOCIAL VIRTUAL REALITY AS A REMINISCENCE TOOL. <i>Innovation in Aging</i> , 2019, 3, S306-S306.	0.0	2
76	A Participatory Design Approach to Creating Echolocation-Enabled Virtual Environments. <i>ACM Transactions on Accessible Computing</i> , 2022, 15, 1-28.	1.9	2
77	Design and evaluation of a dynamic-interactive art system. , 2016, , .		1
78	'Imi Pono: Creating an Ethical Framework for User Experience Design. , 2020, , .		1
79	Avoiding and Mitigating Ethical Traps in Technocentric Fieldwork. , 2019, , .		0
80	Dealing with Ethical Challenges in HCI Fieldwork. , 2021, , .		0
81	Dealing with Ethical Challenges in HCI Fieldwork. , 2020, , .		0