

Dorian Peters

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4677921/publications.pdf>

Version: 2024-02-01

38
papers

1,532
citations

471061

17
h-index

610482

24
g-index

42
all docs

42
docs citations

42
times ranked

1470
citing authors

#	ARTICLE	IF	CITATIONS
1	Preventing depression using a smartphone app: a randomized controlled trial. <i>Psychological Medicine</i> , 2022, 52, 457-466.	2.7	47
2	Toolkits, cards and games – a review of analogue tools for collaborative ideation. <i>CoDesign</i> , 2021, 17, 410-434.	1.4	35
3	A feasibility study of a mobile app to treat insomnia. <i>Translational Behavioral Medicine</i> , 2021, 11, 604-612.	1.2	16
4	A consumer designed smartphone app for young people with asthma: pilot of engagement and acceptability. <i>Journal of Asthma</i> , 2021, 58, 253-261.	0.9	20
5	Design for Wellbeing – Methods and Strategies for Supporting Psychological Needs in User Experience. , 2021, , .		2
6	Editorial: Responsible Digital Health. <i>Frontiers in Digital Health</i> , 2021, 3, 841477.	1.5	7
7	Tools for Wellbeing-Supportive Design: Features, Characteristics, and Prototypes. <i>Multimodal Technologies and Interaction</i> , 2020, 4, 40.	1.7	23
8	Responsible AI – Two Frameworks for Ethical Design Practice. <i>IEEE Transactions on Technology and Society</i> , 2020, 1, 34-47.	2.4	103
9	Supporting Human Autonomy in AI Systems: A Framework for Ethical Enquiry. <i>Philosophical Studies Series</i> , 2020, , 31-54.	1.3	40
10	Advancing impact assessment for intelligent systems. <i>Nature Machine Intelligence</i> , 2020, 2, 89-91.	8.3	27
11	Digital wellbeing through design. , 2020, , .		5
12	Co-Designing a Web-Based Decision Aid Tool for Employees Disclosure of Mental Health Conditions: A Participatory Study Design Using Employee and Organizational Preferences. <i>JMIR Formative Research</i> , 2020, 4, e23337.	0.7	8
13	Design for Wellbeing - Tools for Research, Practice and Ethics. , 2019, , .		7
14	Exploring User Needs and Preferences for Mobile Apps for Sleep Disturbance: Mixed Methods Study. <i>JMIR Mental Health</i> , 2019, 6, e13895.	1.7	29
15	“Kiss my Asthma” Using a participatory design approach to develop a self-management app with young people with asthma. <i>Journal of Asthma</i> , 2018, 55, 1018-1027.	0.9	65
16	"Participation is not enough". , 2018, , .		24
17	HCI as social policy. , 2018, , .		1
18	Designing for Motivation, Engagement and Wellbeing in Digital Experience. <i>Frontiers in Psychology</i> , 2018, 9, 797.	1.1	302

#	ARTICLE	IF	CITATIONS
19	AI surveillance studies need ethics review. <i>Nature</i> , 2018, 557, 31-31.	13.7	4
20	Preliminary Effectiveness of a Smartphone App to Reduce Depressive Symptoms in the Workplace: Feasibility and Acceptability Study. <i>JMIR MHealth and UHealth</i> , 2018, 6, e11661.	1.8	53
21	Worker Preferences for a Mental Health App Within Male-Dominated Industries: Participatory Study. <i>JMIR Mental Health</i> , 2018, 5, e30.	1.7	46
22	Wellbeing technology lab. <i>Interactions</i> , 2018, 25, 16-19.	0.8	1
23	Using different Facebook advertisements to recruit men for an online mental health study: Engagement and selection bias. <i>Internet Interventions</i> , 2017, 8, 27-34.	1.4	58
24	Positive Technology, Computing, and Design: Shaping a Future in Which Technology Promotes Psychological Well-Being. , 2017, , 477-502.		41
25	Positive Computing. , 2017, , .		8
26	Designing smartphone mental health applications for emergency service workers. <i>Occupational Medicine</i> , 2017, 67, 425-428.	0.8	36
27	Young People's Preferences for an Asthma Self-Management App Highlight Psychological Needs: A Participatory Study. <i>Journal of Medical Internet Research</i> , 2017, 19, e113.	2.1	65
28	Designing Technology to Foster Psychological Wellbeing. , 2016, , .		7
29	Introduction to Positive Computing. , 2015, , .		10
30	When technologies manipulate our emotions. <i>Communications of the ACM</i> , 2015, 58, 41-42.	3.3	9
31	Autonomy in technology design. , 2014, , .		34
32	Compassion vs. empathy. <i>Interactions</i> , 2014, 21, 48-53.	0.8	24
33	Positive Computing. , 2014, , .		297
34	The irony and re-interpretation of our quantified self. , 2013, , .		14
35	Promoting Psychological Wellbeing: Loftier Goals for New Technologies [Opinion]. <i>IEEE Technology and Society Magazine</i> , 2013, 32, 19-21.	0.6	30
36	Positive computing. <i>Interactions</i> , 2012, 19, 28-31.	0.8	27

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37	Towards an accessible learning management system. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 84.	0.1	3
38	Codesigning technology for a voluntary-sector organization. Human Technology, 0, , 6-29.	0.4	4