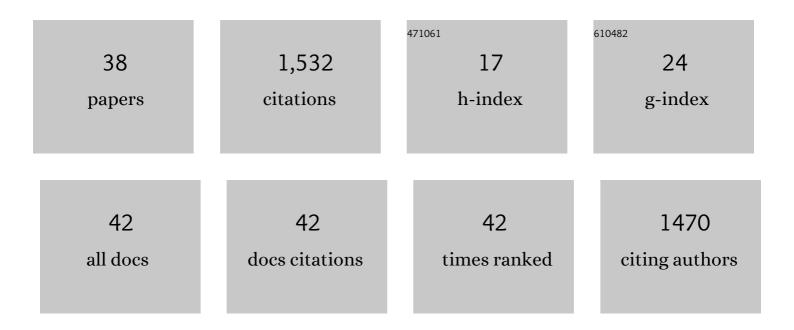
## **Dorian Peters**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4677921/publications.pdf Version: 2024-02-01



DODIAN PETERS

#	Article	IF	CITATIONS
1	Preventing depression using a smartphone app: a randomized controlled trial. Psychological Medicine, 2022, 52, 457-466.	2.7	47
2	Toolkits, cards and games – a review of analogue tools for collaborative ideation. CoDesign, 2021, 17, 410-434.	1.4	35
3	A feasibility study of a mobile app to treat insomnia. Translational Behavioral Medicine, 2021, 11, 604-612.	1.2	16
4	A consumer designed smartphone app for young people with asthma: pilot of engagement and acceptability. Journal of Asthma, 2021, 58, 253-261.	0.9	20
5	Design for Wellbeing $\hat{a} \in$ Methods and Strategies for Supporting Psychological Needs in User Experience. , 2021, , .		2
6	Editorial: Responsible Digital Health. Frontiers in Digital Health, 2021, 3, 841477.	1.5	7
7	Tools for Wellbeing-Supportive Design: Features, Characteristics, and Prototypes. Multimodal Technologies and Interaction, 2020, 4, 40.	1.7	23
8	Responsible Al—Two Frameworks for Ethical Design Practice. IEEE Transactions on Technology and Society, 2020, 1, 34-47.	2.4	103
9	Supporting Human Autonomy in Al Systems: A Framework for Ethical Enquiry. Philosophical Studies Series, 2020, , 31-54.	1.3	40
10	Advancing impact assessment for intelligent systems. Nature Machine Intelligence, 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. JMIR Formative Research, 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. JMIR Mental Health, 2019, 6, e13895.	1.7	29
15	"Kiss myAsthmaâ€ŧ Using a participatory design approach to develop a self-management app with young people with asthma. Journal of Asthma, 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. Frontiers in Psychology, 2018, 9, 797.	1.1	302

**DORIAN PETERS** 

#	Article	IF	CITATIONS
19	Al surveillance studies need ethics review. Nature, 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. JMIR MHealth and UHealth, 2018, 6, e11661.	1.8	53
21	Worker Preferences for a Mental Health App Within Male-Dominated Industries: Participatory Study. JMIR Mental Health, 2018, 5, e30.	1.7	46
22	Wellbeing technology lab. Interactions, 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. Internet Interventions, 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. Occupational Medicine, 2017, 67, 425-428.	0.8	36
27	Young People's Preferences for an Asthma Self-Management App Highlight Psychological Needs: A Participatory Study. Journal of Medical Internet Research, 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. Communications of the ACM, 2015, 58, 41-42.	3.3	9
31	Autonomy in technology design. , 2014, , .		34
32	Compassion vs. empathy. Interactions, 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]. IEEE Technology and Society Magazine, 2013, 32, 19-21.	0.6	30
36	Positive computing. Interactions, 2012, 19, 28-31.	0.8	27

#	Article	IF	CITATIONS
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