

Mascha C Van Der Voort

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4694027/publications.pdf>

Version: 2024-02-01

31
papers

1,107
citations

932766

10
h-index

794141

19
g-index

34
all docs

34
docs citations

34
times ranked

1281
citing authors

#	ARTICLE	IF	CITATIONS
1	Combining kohonen maps with arima time series models to forecast traffic flow. <i>Transportation Research Part C: Emerging Technologies</i> , 1996, 4, 307-318.	3.9	634
2	A prototype fuel-efficiency support tool. <i>Transportation Research Part C: Emerging Technologies</i> , 2001, 9, 279-296.	3.9	127
3	On Evaluating Social Learning Outcomes of Serious Games to Collaboratively Address Sustainability Problems: A Literature Review. <i>Sustainability</i> , 2018, 10, 4529.	1.6	60
4	A new product design method based on virtual reality, gaming and scenarios. <i>International Journal on Interactive Design and Manufacturing</i> , 2008, 2, 195-205.	1.3	36
5	Design and evaluation of robotic steering of a flexible endoscope. , 2012, , .		35
6	The influence of time-criticality on Situation Awareness when retrieving human control after automated driving. , 2013, , .		33
7	Supporting the changing driver's task: Exploration of interface designs for supervision and intervention in automated driving. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2016, 43, 279-301.	1.8	31
8	How to assess driver's interaction with partially automated driving systems – A framework for early concept assessment. <i>Applied Ergonomics</i> , 2017, 59, 302-312.	1.7	23
9	A new scenario based approach for designing driver support systems applied to the design of a lane change support system. <i>Transportation Research Part C: Emerging Technologies</i> , 2010, 18, 247-258.	3.9	22
10	Participants' view on personal gains and PD process. , 2014, , .		14
11	The social production of design space. <i>Design Studies</i> , 2016, 46, 199-225.	1.9	14
12	Future user-product arrangements: Combining product impact and scenarios in design for multi age success. <i>Technological Forecasting and Social Change</i> , 2014, 89, 284-292.	6.2	13
13	Supporting Drivers of Partially Automated Cars through an Adaptive Digital In-Car Tutor. <i>Information (Switzerland)</i> , 2020, 11, 185.	1.7	12
14	Expanding the representation of user activities. <i>Building Research and Information</i> , 2015, 43, 144-159.	2.0	10
15	Participants' interpretations of PD workshop results. , 2012, , .		7
16	Implementing Human Factors within the Design Process of Advanced Driver Assistance Systems (ADAS). <i>Lecture Notes in Computer Science</i> , 2009, , 461-470.	1.0	7
17	Establishing shared understanding of product use through collaboratively generating an explicit frame of reference. <i>CoDesign</i> , 2014, 10, 171-190.	1.4	6
18	Users' Perspectives About the Potential Usefulness of Online Storylines to Communicate River Research to a Multi-disciplinary Audience. <i>Environmental Communication</i> , 2019, 13, 909-925.	1.2	6

#	ARTICLE	IF	CITATIONS
19	User-centred System Design Approach Applied on a Robotic Flexible Endoscope. <i>Procedia Computer Science</i> , 2013, 16, 581-590.	1.2	5
20	Virtual Personas: A Case Study on Truck Cabin Design. <i>Lecture Notes in Computer Science</i> , 2014, , 357-368.	1.0	3
21	Synthetic Environments for Cooperative Product Design. <i>Lecture Notes in Computer Science</i> , 2008, , 1-10.	1.0	3
22	Review article: Towards a context-driven research: a state-of-the-art review of resilience research on climate change. <i>Natural Hazards and Earth System Sciences</i> , 2021, 21, 1119-1133.	1.5	1
23	Supporting Scenario-Based Product Design and Its Adapters: An Informal Framework for Scenario Creation and Use. <i>Lecture Notes in Computer Science</i> , 2009, , 217-226.	1.0	1
24	Designing a naturalistic in-car tutor system for the initial use of partially automated cars. , 2019, , .		1
25	Evaluation of ADAS with a supported-Driver Model for desired Allocation of Tasks between Human and Technology Performance. , 2009, , 187-208.		1
26	Designing Virtual River: A Serious Gaming Environment to Collaboratively Explore Management Strategies in River and Floodplain Maintenance. <i>Lecture Notes in Computer Science</i> , 2016, , 24-34.	1.0	1
27	Participation in the design of endoscopic operating theatres in the Netherlands. , 2010, , .		0
28	Driving automation & changed driver's task - effect of driver-interfaces on intervention. , 2016, , .		0
29	How a Tangible User Interface Contributes to Desired Learning Outcomes of the Virtual River Serious Game. <i>Lecture Notes in Computer Science</i> , 2019, , 288-306.	1.0	0
30	Review article: Towards a context-driven research: a state-of-the-art review of resilience research on climate change. , 0, , .		0
31	Assessing the generalisability of a multicentre qualitative dementia research: the experience and challenges faced by the MinD project in Europe. <i>Open Research Europe</i> , 0, 1, 64.	2.0	0