

# 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	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
2	Supporting Drivers of Partially Automated Cars through an Adaptive Digital In-Car Tutor. <i>Information (Switzerland)</i> , 2020, 11, 185.	1.7	12
3	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
4	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
5	Designing a naturalistic in-car tutor system for the initial use of partially automated cars. , 2019, , .		1
6	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
7	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
8	Driving automation & changed driver's task - effect of driver-interfaces on intervention. , 2016, , .		0
9	The social production of design space. <i>Design Studies</i> , 2016, 46, 199-225.	1.9	14
10	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
11	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
12	Expanding the representation of user activities. <i>Building Research and Information</i> , 2015, 43, 144-159.	2.0	10
13	Participants' view on personal gains and PD process. , 2014, , .		14
14	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
15	Establishing shared understanding of product use through collaboratively generating an explicit frame of reference. <i>CoDesign</i> , 2014, 10, 171-190.	1.4	6
16	Virtual Personas: A Case Study on Truck Cabin Design. <i>Lecture Notes in Computer Science</i> , 2014, , 357-368.	1.0	3
17	User-centred System Design Approach Applied on a Robotic Flexible Endoscope. <i>Procedia Computer Science</i> , 2013, 16, 581-590.	1.2	5
18	The influence of time-criticality on Situation Awareness when retrieving human control after automated driving. , 2013, , .		33

#	ARTICLE	IF	CITATIONS
19	Participants' interpretations of PD workshop results. , 2012, , .		7
20	Design and evaluation of robotic steering of a flexible endoscope. , 2012, , .		35
21	A new scenario based approach for designing driver support systems applied to the design of a lane change support system. Transportation Research Part C: Emerging Technologies, 2010, 18, 247-258.	3.9	22
22	Participation in the design of endoscopic operating theatres in the Netherlands. , 2010, , .		0
23	Supporting Scenario-Based Product Design and Its Adapters: An Informal Framework for Scenario Creation and Use. Lecture Notes in Computer Science, 2009, , 217-226.	1.0	1
24	Implementing Human Factors within the Design Process of Advanced Driver Assistance Systems (ADAS). Lecture Notes in Computer Science, 2009, , 461-470.	1.0	7
25	Evaluation of ADAS with a supported-Driver Model for desired Allocation of Tasks between Human and Technology Performance. , 2009, , 187-208.		1
26	A new product design method based on virtual reality, gaming and scenarios. International Journal on Interactive Design and Manufacturing, 2008, 2, 195-205.	1.3	36
27	Synthetic Environments for Cooperative Product Design. Lecture Notes in Computer Science, 2008, , 1-10.	1.0	3
28	A prototype fuel-efficiency support tool. Transportation Research Part C: Emerging Technologies, 2001, 9, 279-296.	3.9	127
29	Combining kohonen maps with arima time series models to forecast traffic flow. Transportation Research Part C: Emerging Technologies, 1996, 4, 307-318.	3.9	634
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. Open Research Europe, 0, 1, 64.	2.0	0