Philippe Palanque

List of Publications by Year
in descending order

103 papers	**1,185** citations
706676 **14** h-index	721071 **23** g-index
118 all docs	**118** docs citations
118 times ranked	**395** citing authors

#	Article	IF	Citations
1	F3FLUID: A formal framework for developing safetyâ€critical interactive systems in FLUID. Journal of Software: Evolution and Process, 2023, 35, .	1.2	0
2	Interactive Systems: a Unique Place for Humanâ€Hardwareâ€Software Integration and their Vulnerability to Humanâ€Made and Natural Faults. Incose International Symposium, 2022, 32, 224-233.	0.2	0
3	Control Rooms fromÂaÂHuman-Computer Interaction Perspective. Lecture Notes in Computer Science, 2022, , 281-289.	1.0	2
4	Teaching HCI Engineering: Four Case Studies. Lecture Notes in Computer Science, 2022, , 195-210.	1.0	1
5	Should I Add Recommendations to My Warning System? The RCRAFT Framework Can Answer This and Other Questions About Supporting the Assessment of Automation Designs. Lecture Notes in Computer Science, 2021, , 405-429.	1.0	8
6	Model-based Engineering of Feedforward Usability Function for GUI Widgets. Interacting With Computers, 2021, 33, 73-91.	1.0	0
7	On the Benefits of Using MVC Pattern for Structuring Event-B Models of WIMP Interactive Applications. Interacting With Computers, 2021, 33, 92-114.	1.0	2
8	Heterogeneous Models and Modelling Approaches for Engineering of Interactive Systems. Interacting With Computers, 2021, 33, 1-2.	1.0	2
9	Engineering Task-based Augmented Reality Guidance: Application to the Training of Aircraft Flight Procedures. Interacting With Computers, 2021, 33, 17-39.	1.0	16
10	HCI-E^{2}: HCI Engineering Education. Lecture Notes in Computer Science, 2021, , 542-547.	1.0	1
11	Control Rooms in Safety Critical Contexts: Design, Engineering and Evaluation Issues. Lecture Notes in Computer Science, 2021, , 530-535.	1.0	5
12	POISE: A Framework for Designing Perfect Interactive Systems with and for Imperfect People. Lecture Notes in Computer Science, 2021, , 39-59.	1.0	2
13	Designing and Engineering Interactive Computing Systems. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-4.	2.5	0
14	Engineering Model-Based Software Testing of WIMP Interactive Applications. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-30.	2.5	3
15	Introductory Course on Automation and its Use for Interactive Systems Design and Engineering. , 2021, , .		3
16	Automation Experience at the Workplace. , 2021, , .		9
17	Dependability and Safety: Two Clouds in the Blue Sky of Multimodal Interaction. , 2021, , .		0
18	Model-Based Testing of GUI Applications Featuring Dynamic Instanciation of Widgets. , 2020, , .		4

#	ARTICLE	IF	CITATIONS
19	A Classification of Faults Covering the Human-Computer Interaction Loop. Lecture Notes in Computer Science, 2020, , 434-448.	1.0	4
20	Automation Experience across Domains: Designing for Intelligibility, Interventions, Interplay and Integrity. , 2020, , .		4
21	Ten Objectives and Ten Rules for Designing Automations in Interaction Techniques, User Interfaces and Interactive Systems. , 2020, , .		9
22	Supporting the Analysis of Safety Critical User Interfaces. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-48.	4.6	10
23	Fortune Nets for Fortunettes: Formal, Petri Nets-Based, Engineering of Feedforward for GUI Widgets. Lecture Notes in Computer Science, 2020, , 503-519.	1.0	0
24	Task models based engineering of interactive systems. , 2020, , .		2
25	An Integrated Framework for the Formal Analysis of Critical Interactive Systems. , 2020, , .		2
26	A Generic Visualization Approach Supporting Task-Based Evaluation of Usability and User Experience. Lecture Notes in Computer Science, 2020, , 24-44.	1.0	3
27	A Generic Multimodels-Based Approach for the Analysis of Usability and Security of Authentication Mechanisms. Lecture Notes in Computer Science, 2020, , 61-83.	1.0	5
28	Characterizing Sets of Systems: Representation and Analysis of Across-Systems Properties. Lecture Notes in Computer Science, 2020, , 84-96.	1.0	1
29	Formal Development of Multi-Purpose Interactive Application (MPIA) for ARINC 661. Communications in Computer and Information Science, 2020, , 21-39.	0.4	2
30	Model-Based Testing of Post-WIMP Interactions Using Object Oriented Petri-Nets. Lecture Notes in Computer Science, 2020, , 486-502.	1.0	2
31	Designing Safety Critical Interactions: Hunting Down Human Error. , 2020, , .		1
32	Trends on engineering interactive systems. , 2019, , .		0
33	Divide to Conquer: Functional Decomposition to Support Model-Based Engineering of Command and Control of Cyber-Physical Systems. , 2019, , .		1
34	Analysing and Demonstrating Tool-Supported Customizable Task Notations. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-26.	2.5	24
35	Fortunettes. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-20.	2.5	12
36	Enriching Task Models with Usability and User Experience Evaluation Data. Lecture Notes in Computer Science, 2019, , 146-163.	1.0	3

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37	Engaging Automation at Work â€" A Literature Review. IFIP Advances in Information and Communication Technology, 2019, , 158-172.	0.5	10
38	Using Task Descriptions with Explicit Representation of Allocation of Functions, Authority and Responsibility to Design and Assess Automation. IFIP Advances in Information and Communication Technology, 2019, , 36-56.	0.5	6
39	MIODMIT: A Generic Architecture for Dynamic Multimodal Interactive Systems. Lecture Notes in Computer Science, 2019, , 109-129.	1.0	8
40	Brace Touch: A Dependable, Turbulence-Tolerant, Multi-touch Interaction Technique for Interactive Cockpits. Lecture Notes in Computer Science, 2019, , 53-68.	1.0	4
41	Deep System Knowledge Required: Revisiting UCD Contribution in the Design of Complex Command and Control Systems. Lecture Notes in Computer Science, 2019, , 699-720.	1.0	2
42	Handling Security, Usability, User Experience and Reliability in User-Centered Development Processes. Lecture Notes in Computer Science, 2019, , 759-762.	1.0	3
43	Rationalizing the Need of Architecture-Driven Testing of Interactive Systems. Lecture Notes in Computer Science, 2019, , 164-186.	1.0	4
44	Introduction to Automation and to Its Potential for Interactive Systems Design. Lecture Notes in Computer Science, 2019, , 523-526.	1.0	2
45	Interacting with Autonomous Vehicles. , 2018, , .		17
46	Engineering Automations. , 2018, , .		11
47	TOUCAN. , 2018, , .		2
48	The new SIGCHI EC's values and strategic initiatives. Interactions, 2018, 26, 84-85.	0.8	2
49	The evolution of SIGCHI conferences and the future of CHI. Interactions, 2018, 25, 84-85.	0.8	2
50	QBP Notation for Explicit Representation of Properties, Their Refinement and Their Potential Conflicts: Application to Interactive Systems. Lecture Notes in Computer Science, 2018, , 91-105.	1.0	5
51	Similarity as a Design Driver for User Interfaces of Dependable Critical Systems. Lecture Notes in Computer Science, 2018, , 114-122.	1.0	1
52	State of the Art on Formal Methods for Interactive Systems. Human-computer Interaction Series, 2017, , 3-55.	0.4	7
53	Topics of Formal Methods in HCI. Human-computer Interaction Series, 2017, , 57-64.	0.4	0
54	Web Augmentation as a Promising Technology for End User Development. , 2017, , 433-459.		12

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55	Mobile interaction with and in autonomous vehicles. , 2017, , .		5
56	Turbulent Touch. , 2017, , .		38
57	A More Intelligent Test Case Generation Approach through Task Models Manipulation. Proceedings of the ACM on Human-Computer Interaction, 2017, 1, 1-20.	2.5	19
58	Dealing with Faults During Operations: Beyond Classical Use of Formal Methods. Human-computer Interaction Series, 2017, , 549-575.	0.4	3
59	Designing and Assessing Interactive Systems Using Task Models. Lecture Notes in Computer Science, 2017, , 383-386.	1.0	4
60	Making the field of computing more inclusive. Communications of the ACM, 2017, 60, 50-59.	3.3	10
61	Exploiting Action Theory as a Framework for Analysis and Design of Formal Methods Approaches: Application to the CIRCUS Integrated Development Environment. Human-computer Interaction Series, 2017, , 465-504.	0.4	2
62	Trends and Gaps. Human-computer Interaction Series, 2017, , 65-88.	0.4	2
63	Embedding explicit representation of cyber-physical elements in task models. , 2016, , .		3
64	Designing and Assessing Interactive Systems Using Task Models. , 2016, , .		13
65	Systematic automation of scenario-based testing of user interfaces. , 2016, , .		19
66	Multiple Views on Safety-Critical Automation. , 2016, , .		4
67	User-Test Results Injection into Task-Based Design Process for the Assessment and Improvement of Both Usability and User Experience. Lecture Notes in Computer Science, 2016, , 56-72.	1.0	9
68	Engineering mixed-criticality interactive applications. , 2016, , .		5
69	Complementary Tools and Techniques for Supporting Fitness-for-Purpose of Interactive Critical Systems. Lecture Notes in Computer Science, 2016, , 181-202.	1.0	3
70	A Generic Approach for Assessing Compatibility Between Task Descriptions and Interactive Systems: Application to the Effectiveness of a Flight Control Unit. I-com, 2015, 14, 170-191.	0.9	2
71	Concept Maps for Integrating Modeling Techniques for the Analysis and Re-Design of Partly-Autonomous Interactive Systems. , 2015, , .		8
72	Dependable multi-touch interactions in safety critical industrial contexts: Application to aeronautics. , 2015, , .		3

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73	Enhanced Task Modelling for Systematic Identification and Explicit Representation of Human Errors. Lecture Notes in Computer Science, 2015, , 192-212.	1.0	33
74	Usability Aspects of the Inside-in Approach for Ancillary Search Tasks on the Web. Lecture Notes in Computer Science, 2015, , 211-230.	1.0	6
75	Designing and Assessing Interactive Systems Using Task Models. , 2015, , .		9
76	Design, Development and Evaluation Challenges for Future Mobile User Interfaces in Safety-Critical Contexts. , 2015, , .		2
77	A generic tool-supported framework for coupling task models and interactive applications. , 2015, , .		35
78	Workshop on formal methods in human computer interaction. , 2015, , .		1
79	Fault-Tolerant User Interfaces for Critical Systems. , 2014, , .		3
80	A multi-formalism approach for model-based dynamic distribution of user interfaces of critical interactive systems. International Journal of Human Computer Studies, 2014, 72, 77-99.	3.7	17
81	Formal description of multi-touch interactions. , 2013, , .		31
82	Extending procedural task models by systematic explicit integration of objects, knowledge and information. , 2013, , .		41
83	Tuning an HCI Curriculum for Master Students to Address Interactive Critical Systems Aspects. Lecture Notes in Computer Science, 2013, , 51-60.	1.0	2
84	A Development Process for Usable Large Scale Interactive Critical Systems: Application to Satellite Ground Segments. Lecture Notes in Computer Science, 2012, , 72-93.	1.0	16
85	A Design Process for Exhibiting Design Choices and Trade-Offs in (Potentially) Conflicting User Interface Guidelines. Lecture Notes in Computer Science, 2012, , 53-71.	1.0	10
86	A model-based approach for supporting engineering usability evaluation of interaction techniques. , 2011, , .		33
87	Model-based training. , 2011, , .		36
88	Structuring and Composition Mechanisms to Address Scalability Issues in Task Models. Lecture Notes in Computer Science, 2011, , 589-609.	1.0	51
89	DREAMER. , 2010, , .		11
90	ICOs. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-56.	4.6	118

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91	High-Fidelity Prototyping of Interactive Systems Can Be Formal Too. Lecture Notes in Computer Science, 2009, , 667-676.	1.0	25
92	A Formal Approach for User Interaction Reconfiguration of Safety Critical Interactive Systems. Lecture Notes in Computer Science, 2008, , 373-386.	1.0	36
93	Supporting Usability Evaluation of Multimodal Man-Machine Interfaces for Space Ground Segment Applications Using Petri nets Based Formal Specification. , 2006, , .		19
94	Model-Based Engineering of Widgets, User Applications and Servers Compliant with ARINC 661 Specification. , 2006, , 25-38.		26
95	A model-based approach for real-time embedded multimodal systems in military aircrafts. , 2004, , .		37
96	Tasks and scenario-based evaluation of information visualization techniques. , 2004, , .		18
97	Task Patterns for Taking Into Account in an Efficient and Systematic Way Both Standard and Erroneous User Behaviours. , 2004, , 109-130.		27
98	A model-based tool for interactive prototyping of highly interactive applications. , 2002, , .		29
99	Structuring Interactive Systems Specifications for Executability and Prototypability. Lecture Notes in Computer Science, 2001, , 97-119.	1.0	15
100	A Tool Suite for Integrating Task and System Models through Scenarios. Lecture Notes in Computer Science, 2001, , 88-113.	1.0	39
101	A Petri net based environment for the design of event-driven interfaces. Lecture Notes in Computer Science, 1995, , 66-83.	1.0	34
102	Evaluation of Formal IDEs for Human-Machine Interface Design and Analysis: The Case of CIRCUS and PVSio-web. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 240, 1-19.	0.8	1
103	Characterizing Sets of Systems: Across-Systems Properties and their Representation. , 0, , .		0