Niels van Berkel

List of Publications by Year
in descending order

61 papers	1,161 citations	932766 10 h-index	610482 24 g-index
64 all docs	64 docs citations	64 times ranked	889 citing authors

#	Article	IF	Citations
1	The Experience Sampling Method on Mobile Devices. ACM Computing Surveys, 2018, 50, 1-40.	16.1	206
2	Predictors of well-being and productivity among software professionals during the COVID-19 pandemic â€" a longitudinal study. Empirical Software Engineering, 2021, 26, 62.	3.0	79
3	Gamification of Mobile Experience Sampling Improves Data Quality and Quantity. , 2017, 1, 1-21.		62
4	Effect of experience sampling schedules on response rate and recall accuracy of objective self-reports. International Journal of Human Computer Studies, 2019, 125, 118-128.	3.7	52
5	A Systematic Assessment of Smartphone Usage Gaps. , 2016, , .		50
6	Crowdsourcing Perceptions of Fair Predictors for Machine Learning. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-21.	2.5	40
7	Does Smartphone Use Drive our Emotions or vice versa? A Causal Analysis. , 2020, , .		38
8	Quantifying Sources and Types of Smartwatch Usage Sessions. , 2017, , .		37
9	Overcoming compliance bias in self-report studies: A cross-study analysis. International Journal of Human Computer Studies, 2020, 134, 1-12.	3.7	36
10	Challenges of situational impairments during interaction with mobile devices. , 2017, , .		33
11	Understanding smartphone notificationsâ€™ user interactions and content importance. International Journal of Human Computer Studies, 2019, 128, 72-85.	3.7	32
12	Effect of Information Presentation on Fairness Perceptions of Machine Learning Predictors. , 2021, , .		31
13	Monetary Assessment of Battery Life on Smartphones. , 2016, , .		31
14	Measuring the Effects of Stress on Mobile Interaction. , 2019, 3, 1-18.		26
15	Impact of contextual and personal determinants on online social conformity. Computers in Human Behavior, 2020, 108, 106302.	5.1	26
16	The curse of quantified-self. , 2015, , .		22
17	Effect of Distinct Ambient Noise Types on Mobile Interaction. , 2018, 2, 1-23.		22
18	Predicting interruptibility for manual data collection. , 2017, , .		21

#	Article	IF	Citations
19	Human-centred artificial intelligence: a contextual morality perspective. Behaviour and Information Technology, 2022, 41, 502-518.	2.5	21
20	The influence of approach speed and functional noise on users' perception of a robot. , 2013, , .		17
21	Assisted Medication Management in Elderly Care Using Miniaturised Near-Infrared Spectroscopy. , 2018, 2, 1-24.		17
22	CrowdPickUp. , 2017, 1, 1-22.		16
23	Probing Sucrose Contents in Everyday Drinks Using Miniaturized Near-Infrared Spectroscopy Scanners. , 2019, 3, 1-25.		16
24	Dimensions of ecological validity for usability evaluations in clinical settings. Journal of Biomedical Informatics, 2020, 110, 103553.	2.5	15
25	"Hi! I am the Crowd Tasker" Crowdsourcing through Digital Voice Assistants. , 2020, , .		14
26	Sensing Cold-Induced Situational Impairments in Mobile Interaction Using Battery Temperature. , 2017, 1, 1-9.		13
27	Modeling interaction as a complex system. Human-Computer Interaction, 2021, 36, 279-305.	3.1	13
28	Crowdsourcing Personalized Weight Loss Diets. Computer, 2020, 53, 63-71.	1.2	12
29	Facilitating Collocated Crowdsourcing on Situated Displays. Human-Computer Interaction, 2018, 33, 335-371.	3.1	9
30	Effect of Cognitive Abilities on Crowdsourcing Task Performance. Lecture Notes in Computer Science, 2019, , 442-464.	1.0	9
31	Measuring the Effects of Gender on Online Social Conformity. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-24.	2.5	9
32	Impact of the global pandemic upon young people's use of technology for emotion regulation. Computers in Human Behavior Reports, 2022, 6, 100192.	2.3	9
33	Towards Commoditised Near Infrared Spectroscopy. , 2017, , .		7
34	Designing a context-aware assistive infrastructure for elderly care. , 2017, , .		7
35	Mobile Decision Support and Data Provisioning for Low Back Pain. Computer, 2018, 51, 34-43.	1.2	7
36	Recommendations for Conducting Longitudinal Experience Sampling Studies. Human-computer Interaction Series, 2021, , 59-78.	0.4	7

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37	Do You See What I Hear? â€" Peripheral Absolute and Relational Visualisation Techniques for Sound Zones. , 2022, , .		7
38	Vision-based happiness inference. , 2017, , .		6
39	Understanding usage style transformation during long-term smartwatch use. Personal and Ubiquitous Computing, 2021, 25, 535-549.	1.9	6
40	Fueling AI with public displays?. , 2019, , .		6
41	Initial Responses to False Positives in AI-Supported Continuous Interactions: A Colonoscopy Case Study. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-18.	2.6	6
42	Crowdsourcing situated & subjective knowledge for decision support. , 2016, , .		5
43	Tapping Task Performance on Smartphones in Cold Temperature. Interacting With Computers, 2016, , .	1.0	5
44	E-Scooter Sustainability â€" A Clash of Needs, Perspectives, and Experiences. Lecture Notes in Computer Science, 2021, , 365-383.	1.0	5
45	Measuring group dynamics in an elementary school setting using mobile devices. , 2016, , .		4
46	Attention computing. , 2019, , .		4
47	CARE: Context-awareness for elderly care. Health and Technology, 2021, 11, 211-226.	2.1	4
48	User Trust in Assisted Decision-Making Using Miniaturized Near-Infrared Spectroscopy. , 2021, , .		4
49	Method for Appropriating the Brief Implicit Association Test to Elicit Biases in Users. , 2022, , .		4
50	In the Zone! â€" Controlling and Visualising Sound Zones. , 2022, , .		4
51	Methodological Standards in Accessibility Research on Motor Impairments: A Survey. ACM Computing Surveys, 2023, 55, 1-35.	16.1	4
52	Characterising Soundscape Research in Human-ComputerÂInteraction. , 2022, , .		3
53	Energy-efficient prediction of smartphone unlocking. Personal and Ubiquitous Computing, 2019, 23, 159-177.	1.9	2
54	Capturing contextual morality. , 2019, , .		2

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55	UbiTtention 2020. , 2020, , .		2
56	Designing for Continuous Interaction with Artificial Intelligence Systems. , 2022, , .		2
57	Explaining automated decision-making: a multinational study of the GDPR right to meaningful information. Geneva Papers on Risk and Insurance: Issues and Practice, 2022, 47, 669-697.	1.1	2
58	CHI 2018. IEEE Pervasive Computing, 2018, 17, 58-63.	1.1	1
59	Tangible Self-Report Devices: Accuracy and Resolution of Participant Input. , 2022, , .		1
60	REGROW: Reimagining Global Crowdsourcing for Better Human-AI Collaboration. , 2022, , .		1
61	Addressing Cooperation Issues in Situated Crowdsourcing. Human-computer Interaction Series, 2019, , 127-145.	0.4	0