

Yoram I Chisik

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5134860/publications.pdf>

Version: 2024-02-01

30
papers

212
citations

2258059

3
h-index

1872680

6
g-index

32
all docs

32
docs citations

32
times ranked

141
citing authors

#	ARTICLE	IF	CITATIONS
1	Starting an intergenerational technology design team. , 2003, , .		29
2	Gastronomy Meets Ludology. , 2018, , .		21
3	Reading alone together. , 2005, , .		18
4	Supporting sociable literacy in the international children's digital library. , 2004, , .		16
5	Hugvie as a Therapeutic Agent in the Improvement of Interaction Skills in Children with Developmental Disabilities: An Exploratory Study. Lecture Notes in Computer Science, 2018, , 117-127.	1.3	15
6	Chasing Play Potentials in Food Culture. , 2020, , .		15
7	P for Politics D for Dialogue. , 2019, , .		13
8	In the company of readers. , 2005, , .		11
9	Reading in the wild. , 2006, , .		11
10	Around the world in 8 workshops. , 2014, , .		10
11	An Image of Electricity: Towards an Understanding of How People Perceive Electricity. Lecture Notes in Computer Science, 2011, , 100-117.	1.3	8
12	Space Connection - A Multiplayer Collaborative Biofeedback Game to Promote Empathy in Teenagers: A Feasibility Study. , 2016, , .		7
13	Ilha Musical. , 2012, , .		6
14	Ethics and Power Dynamics in Playful Technology for Animals. , 2021, , .		6
15	Chasing play potentials in food culture. , 2020, , .		6
16	Hospital Hero: A Game for Reducing Stress and Anxiety of Hospitalized Children in Emergency Room. Lecture Notes in Computer Science, 2013, , 638-641.	1.3	4
17	When Sharing Less Means More: How Gender Moderates the Impact of Quantity of Information Shared in a Social Network Profile on Profile Viewers' Intentions About Socialization. Communication Research Reports, 2014, 31, 244-251.	1.8	3
18	Animals and the (Playable) City. , 2019, , .		3

#	ARTICLE	IF	CITATIONS
19	The Kathmandu Kids Entertainment Workshops. Human-computer Interaction Series, 2014, , 5-21.	0.6	2
20	A Tale of Two Puppets, Two Avatars and Two Countries. Lecture Notes in Computer Science, 2013, , 658-665.	1.3	2
21	Encapsulating streams of consciousness into the international children's digital library. , 2004, , .		1
22	Conflict & HCI. , 2016, , .		1
23	Of kittens and kiddies. , 2016, , .		1
24	Of Kittens and Kiddies. , 2017, , .		1
25	A mouse over a hotspot survey: An exploration of perceptions of electricity consumption and patterns of indecision. , 2017, , .		1
26	Through the Zoom Glass: Drawing Design Inspiration from Mediated Playful Interactions with Food and Child Personas. , 2021, , .		1
27	The social life of books in the humane library. , 2006, , .		0
28	("Salm", "To Live"). , 2015, , .		0
29	Between the Bottle Cap and the Battery. , 2015, , .		0
30	HCI for Peace: Promoting Peace and Preventing War through Computing Technology. Lecture Notes in Computer Science, 2011, , 689-690.	1.3	0