

Phoebe Sengers

List of Publications by Year in descending order

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72
papers

5,412
citations

643344

15
h-index

721071

23
g-index

75
all docs

75
docs citations

75
times ranked

2083
citing authors

#	ARTICLE	IF	CITATIONS
1	Big Tech Meets Big Ag: Diversifying Epistemologies of Data and Power. <i>Science As Culture</i> , 2022, 31, 15-28.	2.4	22
2	Seamless Visions, Seamful Realities: Anticipating Rural Infrastructural Fragility in Early Design of Digital Agriculture. , 2022, , .		4
3	Interrupting Merit, Subverting Legibility: Navigating Caste In "Casteless"™ Worlds of Computing. , 2022, , .		4
4	Speculation and the Design of Development. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-27.	2.5	18
5	Legibility and the Legacy of Racialized Dispossession in Digital Agriculture. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-21.	2.5	15
6	Making data science systems work. <i>Big Data and Society</i> , 2020, 7, 205395172093960.	2.6	36
7	Infrastructural Speculations: Tactics for Designing and Interrogating Lifeworlds. , 2020, , .		30
8	Bottom-Up Organizing with Tools from On High: Understanding the Data Practices of Labor Organizers. , 2020, , .		11
9	Designing from the rural. <i>Interactions</i> , 2019, 26, 37-41.	0.8	27
10	Data Rhetoric and Uneasy Alliances. , 2019, , .		16
11	The Tools of Management. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019, 3, 1-22.	2.5	30
12	Fostering Historical Research in CSCW & HCl. , 2019, , .		8
13	Phoebe Sengers. <i>Interactions</i> , 2019, 26, 14-15.	0.8	0
14	Intermodulation. , 2018, , .		21
15	Design Within a Patriarchal Society. , 2018, , .		108
16	The Engineering of Experience. <i>Human-computer Interaction Series</i> , 2018, , 287-299.	0.4	3
17	Reflections on Design Methods for Underserved Communities. , 2017, , .		19
18	Reworking the Gaps between Design and Ethnography. , 2017, , .		29

#	ARTICLE	IF	CITATIONS
19	The Case of the Strangerationist. , 2016, , .		10
20	Autobiographical Design in the Home. , 2015, , 135-158.		9
21	Expanding and Refining Design and Criticality in HCI. , 2015, , .		83
22	Freaky. , 2015, , .		4
23	Constructing and constraining participation in participatory arts and HCI. International Journal of Human Computer Studies, 2015, 74, 107-123.	3.7	23
24	Values & design in HCI education. , 2014, , .		16
25	Freaky. , 2014, , .		27
26	No easy compromise. , 2014, , .		23
27	Introduction to the special issue on practice-oriented approaches to sustainable HCI. ACM Transactions on Computer-Human Interaction, 2013, 20, 1-8.	4.6	55
28	Beyond being green. , 2013, , .		60
29	Autobiographical design. Interactions, 2012, 19, 28-33.	0.8	26
30	Autobiographical design in HCI research. , 2012, , .		180
31	The humanities and/in HCI. , 2012, , .		11
32	Learning from marginalized users. , 2012, , .		18
33	Sustainably unpersuaded. , 2012, , .		320
34	Social sustainability. , 2012, , .		13
35	What I learned on Change Islands. Interactions, 2011, 18, 40-48.	0.8	66
36	Making epistemological trouble: Third-paradigm HCI as successor science. Interacting With Computers, 2011, 23, 385-392.	1.0	178

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37	Everyday practice and sustainable HCI. , 2011, , .		17
38	"I lie to myself that i have freedom in my own schedule". , 2011, , .		70
39	Fit4life. , 2011, , .		185
40	Navigating the terrain of sustainable HCI. Interactions, 2010, 17, 22-25.	0.8	15
41	Examining appropriation, re-use, and maintenance for sustainability. , 2010, , .		16
42	Making food, producing sustainability. , 2010, , .		38
43	Mapping the landscape of sustainable HCI. , 2010, , .		506
44	Nourishing the ground for sustainable HCI. , 2009, , .		65
45	The disenchantment of affect. Personal and Ubiquitous Computing, 2008, 12, 347-358.	1.9	56
46	Interfaces with the ineffable. ACM Transactions on Computer-Human Interaction, 2008, 15, 1-29.	4.6	51
47	In-car gps navigation. , 2008, , .		108
48	Taming the situationist beast. , 2008, , .		13
49	Interactionist AI and the promise of ubicomp, or, how to put your box in the world without putting the world in your box. , 2008, , .		28
50	Subjective objectivity. , 2008, , .		41
51	Beyond the hype. , 2008, , .		19
52	Environmental sustainability and interaction. , 2007, , .		131
53	Enhancing ubiquitous computing with user interpretation. , 2007, , .		63
54	Provoking sociability. , 2007, , .		7

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55	UbiComp 2006 Workshops, Part 2. IEEE Pervasive Computing, 2007, 6, 109-112.	1.1	0
56	How HCI interprets the probes. , 2007, , .		311
57	Beyond usability. , 2007, , .		14
58	How emotion is made and measured. International Journal of Human Computer Studies, 2007, 65, 275-291.	3.7	295
59	Staying open to interpretation. , 2006, , .		414
60	Reflective HCI. , 2006, , .		46
61	Making by making strange. ACM Transactions on Computer-Human Interaction, 2005, 12, 149-173.	4.6	334
62	Reflective design. , 2005, , .		517
63	Affective presence in museums: Ambient systems for creative expression. Digital Creativity, 2005, 16, 79-89.	0.8	13
64	Reflective HCI. , 2004, , .		69
65	Sense and sensibility. , 2003, , .		115
66	The Engineering of Experience. Human-computer Interaction Series, 2003, , 19-29.	0.4	5
67	HCI and the arts. , 2003, , .		18
68	Designing culturally situated technologies for the home. , 2003, , .		42
69	The enigmatics of affect. , 2002, , .		30
70	Schizophrenia and Narrative in Artificial Agents. Leonardo, 2002, 35, 427-431.	0.2	7
71	Traces. Convergence, 2001, 7, 47-65.	1.6	14
72	Do the thing right. , 1998, , .		24