

Nathalie Bonnardel

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5208625/publications.pdf>

Version: 2024-02-01

26
papers

563
citations

759233

12
h-index

642732

23
g-index

28
all docs

28
docs citations

28
times ranked

440
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | The impact of colour on Website appeal and users' cognitive processes. <i>Displays</i> , 2011, 32, 69-80. | 3.7 | 142 |
| 2 | Evocation Processes by Novice and Expert Designers: Towards Stimulating Analogical Thinking. <i>Creativity and Innovation Management</i> , 2004, 13, 176-186. | 3.3 | 100 |
| 3 | The Impact of Technology on Creativity in Design: An Enhancement?. <i>Creativity and Innovation Management</i> , 2010, 19, 180-191. | 3.3 | 64 |
| 4 | Brainstorming variants to favor creative design. <i>Applied Ergonomics</i> , 2020, 83, 102987. | 3.1 | 39 |
| 5 | Supporting evaluation in design. <i>Acta Psychologica</i> , 1996, 91, 221-244. | 1.5 | 31 |
| 6 | Enhancing collaborative creativity with virtual dynamic personas. <i>Applied Ergonomics</i> , 2020, 82, 102949. | 3.1 | 27 |
| 7 | Enhancing Creativity in the Educational Design Context: An Exploration of the Effects of Design Project-Oriented Methods on Students' Evocation Processes and Creative Output. <i>Journal of Cognitive Education and Psychology</i> , 2016, 15, 80-101. | 0.2 | 24 |
| 8 | From Explicit to Implicit Theories of Creativity and Back: The Relevance of Naive Criteria in Defining Creativity. <i>Journal of Creative Behavior</i> , 2021, 55, 839-856. | 2.9 | 21 |
| 9 | Enhancing Collective Creative Design: An Exploratory Study on the Influence of Static and Dynamic Personas in a Virtual Environment. <i>Design Journal</i> , 2016, 19, 221-235. | 0.8 | 17 |
| 10 | Articulation of web site design constraints: Effects of the task and designers' expertise. <i>Computers in Human Behavior</i> , 2007, 23, 2455-2472. | 8.5 | 16 |
| 11 | Landmarks' use in speech map navigation tasks. <i>Journal of Environmental Psychology</i> , 2011, 31, 192-199. | 5.1 | 12 |
| 12 | Designing and assessing everyday objects: Impact of externalisation tools and judges' backgrounds. <i>Interacting With Computers</i> , 2011, 23, 337-345. | 1.5 | 12 |
| 13 | Playing 'Pong' Together: Emergent Coordination in a Doubles Interception Task. <i>Frontiers in Psychology</i> , 2016, 7, 1910. | 2.1 | 11 |
| 14 | A COVID-19 outbreak on board ship: Analysis of the sociotechnical system of epidemiological management in the French Navy. <i>Safety Science</i> , 2021, 140, 105296. | 4.9 | 7 |
| 15 | Expertise transfer, knowledge elicitation, and delayed recall in a design context. <i>Behaviour and Information Technology</i> , 1993, 12, 304-314. | 4.0 | 5 |
| 16 | The Normative Features of Creativity: Creative Individuals are Judged to be Warmer and More Competent. <i>Journal of Creative Behavior</i> , 2021, 55, 649-660. | 2.9 | 5 |
| 17 | Social representations and interface layout: A new way of enhancing persuasive technology applied to organ donation. <i>PLoS ONE</i> , 2020, 15, e0244538. | 2.5 | 5 |
| 18 | Special issue on the 11th conference on naturalistic decision making. <i>Cognition, Technology and Work</i> , 2015, 17, 315-318. | 3.0 | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Division of labor as an emergent phenomenon of social coordination: The example of playing doubles-pong. <i>Human Movement Science</i> , 2018, 57, 134-148. | 1.4 | 4 |
| 20 | Time-Interval Emphasis in an Aeronautical Dual-Task Context: A Countermeasure to Task Absorption. <i>Human Factors</i> , 2018, 60, 936-946. | 3.5 | 4 |
| 21 | Creativity: Simulation, stimulation, and studies. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2010, 24, 149-151. | 1.1 | 2 |
| 22 | Landmark Frames of Reference in Interactive Route Description Tasks. <i>Applied Cognitive Psychology</i> , 2013, 27, 497-504. | 1.6 | 2 |
| 23 | Decision-making during nonroutine outbreak management: Toward an exploration of experts' creative decisions. <i>Applied Ergonomics</i> , 2021, 90, 103232. | 3.1 | 2 |
| 24 | Cognitive load management and architectural design outcomes. <i>International Journal of Design Creativity and Innovation</i> , 2013, 1, 160-176. | 1.2 | 1 |
| 25 | Proposal of Design Patterns to Improve the Sympathetic Dimension of a Human-computer Relationship. <i>Procedia Manufacturing</i> , 2015, 3, 2167-2174. | 1.9 | 1 |
| 26 | The Possible of Design. , 2021, , 1-12. | | 1 |