# 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 Normative Features of Creativity: Creative Individuals are Judged to be Warmer and More Competent. Journal of Creative Behavior, 2021, 55, 649-660. | 2.9 | 5 |
| 2 | Decision-making during nonroutine outbreak management: Toward an exploration of expertsâ€™ creative decisions. Applied Ergonomics, 2021, 90, 103232. | 3.1 | 2 |
| 3 | From Explicit to Implicit Theories of Creativity and Back: The Relevance of Naive Criteria in Defining Creativity. Journal of Creative Behavior, 2021, 55, 839-856. | 2.9 | 21 |
| 4 | A COVID-19 outbreak on board ship: Analysis of the sociotechnical system of epidemiological management in the French Navy. Safety Science, 2021, 140, 105296. | 4.9 | 7 |
| 5 | The Possible of Design. , 2021, , 1-12. | | 1 |
| 6 | Enhancing collaborative creativity with virtual dynamic personas. Applied Ergonomics, 2020, 82, 102949. | 3.1 | 27 |
| 7 | Brainstorming variants to favor creative design. Applied Ergonomics, 2020, 83, 102987. | 3.1 | 39 |
| 8 | Social representations and interface layout: A new way of enhancing persuasive technology applied to organ donation. PLoS ONE, 2020, 15, e0244538. | 2.5 | 5 |
| 9 | Division of labor as an emergent phenomenon of social coordination: The example of playing doubles-pong. Human Movement Science, 2018, 57, 134-148. | 1.4 | 4 |
| 10 | Time-Interval Emphasis in an Aeronautical Dual-Task Context: A Countermeasure to Task Absorption. Human Factors, 2018, 60, 936-946. | 3.5 | 4 |
| 11 | Playing â€˜Pongâ€™ Together: Emergent Coordination in a Doubles Interception Task. Frontiers in Psychology, 2016, 7, 1910. | 2.1 | 11 |
| 12 | Enhancing Creativity in the Educational Design Context: An Exploration of the Effects of Design Project-Oriented Methods on Studentsâ€™ Evocation Processes and Creative Output. Journal of Cognitive Education and Psychology, 2016, 15, 80-101. | 0.2 | 24 |
| 13 | Enhancing Collective Creative Design: An Exploratory Study on the Influence of Static and Dynamic Personas in a Virtual Environment. Design Journal, 2016, 19, 221-235. | 0.8 | 17 |
| 14 | Proposal of Design Patterns to Improve the Sympathetic Dimension of a Human-computer Relationship. Procedia Manufacturing, 2015, 3, 2167-2174. | 1.9 | 1 |
| 15 | Special issue on the 11th conference on naturalistic decision making. Cognition, Technology and Work, 2015, 17, 315-318. | 3.0 | 4 |
| 16 | Cognitive load management and architectural design outcomes. International Journal of Design Creativity and Innovation, 2013, 1, 160-176. | 1.2 | 1 |
| 17 | Landmark Frames of Reference in Interactive Route Description Tasks. Applied Cognitive Psychology, 2013, 27, 497-504. | 1.6 | 2 |
| 18 | Landmarksâ€™ use in speech map navigation tasks. Journal of Environmental Psychology, 2011, 31, 192-199. | 5.1 | 12 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Designing and assessing everyday objects: Impact of externalisation tools and judgesâ€™ backgrounds. Interacting With Computers, 2011, 23, 337-345. | 1.5 | 12 |
| 20 | The impact of colour on Website appeal and usersâ€™ cognitive processes. Displays, 2011, 32, 69-80. | 3.7 | 142 |
| 21 | The Impact of Technology on Creativity in Design: An Enhancement?. Creativity and Innovation Management, 2010, 19, 180-191. | 3.3 | 64 |
| 22 | Creativity: Simulation, stimulation, and studies. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2010, 24, 149-151. | 1.1 | 2 |
| 23 | Articulation of web site design constraints: Effects of the task and designersâ€™ expertise. Computers in Human Behavior, 2007, 23, 2455-2472. | 8.5 | 16 |
| 24 | Evocation Processes by Novice and Expert Designers: Towards Stimulating Analogical Thinking. Creativity and Innovation Management, 2004, 13, 176-186. | 3.3 | 100 |
| 25 | Supporting evaluation in design. Acta Psychologica, 1996, 91, 221-244. | 1.5 | 31 |
| 26 | Expertise transfer, knowledge elicitation, and delayed recall in a design context. Behaviour and Information Technology, 1993, 12, 304-314. | 4.0 | 5 |