

Katta Spiel

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/523923/publications.pdf>

Version: 2024-02-01

72
papers

1,637
citations

758635

12
h-index

887659

17
g-index

72
all docs

72
docs citations

72
times ranked

587
citing authors

#	ARTICLE	IF	CITATIONS
1	Development and validation of the player experience inventory: A scale to measure player experiences at the level of functional and psychosocial consequences. International Journal of Human Computer Studies, 2020, 135, 102370.	3.7	134
2	Agency of Autistic Children in Technology Research—A Critical Literature Review. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-40.	4.6	125
3	How to do better with gender on surveys. Interactions, 2019, 26, 62-65.	0.8	100
4	The Purpose of Play. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-40.	4.6	94
5	Designing Smart Objects with Autistic Children. , 2016, , .		66
6	Blending Methods. , 2017, , .		58
7	"I am just terrified of my future" — Epistemic Violence in Disability Related Technology Research. , 2020, , .		58
8	Creating creative spaces for co-designing with autistic children. , 2016, , .		53
9	The Bodies of TEI — Investigating Norms and Assumptions in the Design of Embodied Interaction. , 2021, , .		53
10	Micro-ethics for participatory design with marginalised children. , 2018, , .		45
11	Patching Gender. , 2019, , .		45
12	Participatory Evaluation with Autistic Children. , 2017, , .		45
13	Nothing About Us Without Us. , 2020, , .		44
14	When Empathy Is Not Enough. , 2017, , .		38
15	Negotiating Gender and Disability Identities in Participatory Design. , 2019, , .		37
16	Queer(ing) HCI. , 2019, , .		37
17	Thinking OutsideTheBox - Designing Smart Things with Autistic Children. International Journal of Human-Computer Interaction, 2019, 35, 666-678.	3.3	37
18	A Critical Examination of Virtual Reality Technology in the Context of the Minority Body. , 2021, , .		34

#	ARTICLE	IF	CITATIONS
19	Virtual Reality Games for People Using Wheelchairs. , 2020, , .		33
20	Reimagining (Womenâ€™s) Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-42.	4.6	33
21	Fitter, Happier, More Productive?., 2018, , .		32
22	Experiences of autistic children with technologies. International Journal of Child-Computer Interaction, 2017, 11, 50-61.	2.5	31
23	ADHD and Technology Research â€“ Investigated by Neurodivergent Readers. , 2022, , .		27
24	Embodied Companion Technologies for Autistic Children. , 2016, , .		24
25	Feminist HCI. , 2018, , .		23
26	Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children. , 2019, , .		23
27	Robots beyond Science Fiction: mutual learning in humanâ€™robot interaction on the way to participatory approaches. AI and Society, 2022, 37, 501-515.	3.1	23
28	In the details: the micro-ethics of negotiations and in-situ judgements in participatory design with marginalised children. CoDesign, 2020, 16, 45-65.	1.4	22
29	Wearable Physical Activity Tracking Systems for Older Adultsâ€™A Systematic Review. ACM Transactions on Computing for Healthcare, 2020, 1, 1-37.	3.3	16
30	"But where would I even start?". , 2020, , .		16
31	â€œWhy are they all obsessed with Gender?â€ (Non)binary Navigations through Technological Infrastructures. , 2021, , .		15
32	Design considerations towards long-term engagement in games for health. , 2018, , .		14
33	Body-positive computing as a means to counteract normative biases in fitness trackers. Xrds, 2019, 25, 34-37.	0.2	14
34	Dynamically adapting an AI game engine based on players' eye movements and strategies. , 2014, , .		12
35	Irrelevant Gadgets or a Source of Worry. ACM Transactions on Accessible Computing, 2021, 14, 1-28.	1.9	12
36	"Not another Z piece!". , 2017, , .		11

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37	A Plurality of Practices: Artistic Narratives in HCI Research. , 2021, , .		11
38	"It Started as a Joke". , 2019, , .		11
39	Queer in HCI. , 2020, , .		11
40	Designing Social Play Things. , 2020, , .		11
41	The Things We Play with Roles of Technology in Social Play. , 2018, , .		10
42	Revisiting Gendered Web Forms: An Evaluation of Gender Inputs with (Non-)Binary People. , 2021, , .		10
43	The Surrogate Body in Play. , 2019, , .		10
44	Paper to Pixels. , 2020, , .		10
45	"Taking Care of a Fruit Tree": Nurturing as a Layer of Concern in Online Community Moderation. , 2020, , .		9
46	Disability Interactions in Digital Games. , 2019, , .		8
47	Evaluating Technologies with and for Disabled Children. , 2019, , .		5
48	Games and Play SIG. , 2018, , .		4
49	Larping (Live Action Role Playing) as an Embodied Design Research Method. , 2019, , .		4
50	What Is It Like to Be a Game?â€”Object Oriented Inquiry for Games Research, Design, and Evaluation. Frontiers in Computer Science, 2020, 2, .	1.7	4
51	This is not the new normal. Interactions, 2020, 27, 12-15.	0.8	4
52	Inconsequential Appearances. , 2020, , .		4
53	2019 Access SIGCHI report. ACM SIGACCESS Accessibility and Computing, 2020, , 1-1.	0.2	3
54	Adapting Gameplay to Eye Movements - An Exploration with TETRIS. , 2019, , .		3

#	ARTICLE	IF	CITATIONS
55	TactJam: An End-to-End Prototyping Suite for Collaborative Design of On-Body Vibrotactile Feedback. , 2022, , .		3
56	Dreaming Disability Justice in HCI. , 2022, , .		3
57	Creating community fountains by (re-)designing the digital layer of way-finding pillars. , 2017, , .		2
58	Effects of Participatory Evaluation - A Critical Actor-Network Analysis. , 2019, , .		2
59	Transreal tracing: Queer-feminist speculations on disabled technologies. Feminist Theory, 2022, 23, 247-265.	1.0	2
60	Critical Experience. , 2017, , .		1
61	Interaction Design and Autistic Children. , 2017, , .		1
62	Collaborative Mixed Reality Games. , 2018, , .		1
63	“Let’s Talk about Gender” Development of a Card Deck on (Gender) Sensitivity in HCI Research and Practice Based on a Contrasting Literature Review. I-com, 2021, 20, 85-103.	0.9	1
64	Queer in HCI: Strengthening the Community of LGBTQIA+ Researchers and Research. , 2021, , .		1
65	Moving Forward Together: Effective Activism for Change. , 2020, , .		1
66	Do We Fix it or Burn it Down? Towards Practicable Critique at CSCW. , 2021, , .		1
67	SIGCHI Outstanding Dissertation Award: Evaluating Experiences of Autistic Children with Technologies in Co-Design. , 2020, , .		1
68	From Promoting Dignity to Installing Distrust: Understanding the Role of Continence Care Technology in Nursing Homes. , 2020, , .		1
69	Distributed Creativity in Play. , 2019, , .		0
70	What we learn when designing with marginalised children. , 2020, , .		0
71	Es ist Zeit für bessere Ideen. Politik in Der Digitalen Gesellschaft, 2021, , 99-132.	0.1	0
72	Katta Spiel. Interactions, 2020, 27, 23-23.	0.8	0