Katta Spiel

List of Publications by Year
in descending order

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	Robots beyond Science Fiction: mutual learning in human–robot interaction on the way to participatory approaches. AI and Society, 2022, 37, 501-515.	3.1	23
2	TactJam: An End-to-End Prototyping Suite for Collaborative Design of On-Body Vibrotactile Feedback. , 2022, , .		3
3	Transreal tracing: Queer-feminist speculations on disabled technologies. Feminist Theory, 2022, 23, 247-265.	1.0	2
4	Dreaming Disability Justice in HCI. , 2022, , .		3
5	ADHD and Technology Research – Investigated by Neurodivergent Readers. , 2022, , .		27
6	The Bodies of TEI – Investigating Norms and Assumptions in the Design of Embodied Interaction. , 2021, , .		53
7	The Purpose of Play. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-40.	4.6	94
8	"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
9	Revisiting Gendered Web Forms: An Evaluation of Gender Inputs with (Non-)Binary People. , 2021, , .		10
10	Queer in HCI: Strengthening the Community of LGBTQIA+ Researchers and Research. , 2021, , .		1
11	A Critical Examination of Virtual Reality Technology in the Context of the Minority Body. , 2021, , .		34
12	"Why are they all obsessed with Gender?"– (Non)binary Navigations through Technological Infrastructures. , 2021, , .		15
13	A Plurality of Practices: Artistic Narratives in HCI Research. , 2021, , .		11
14	Irrelevant Gadgets or a Source of Worry. ACM Transactions on Accessible Computing, 2021, 14, 1-28.	1.9	12
15	Do We Fix it or Burn it Down? Towards Practicable Critique at CSCW. , 2021, , .		1
16	Es ist Zeit für bessere Ideen. Politik in Der Digitalen Gesellschaft, 2021, , 99-132.	0.1	0
17	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
18	What Is It Like to Be a Game?–Object Oriented Inquiry for Games Research, Design, and Evaluation. Frontiers in Computer Science, 2020, 2, .	1.7	4

#	Article	IF	Citations
19	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
20	Virtual Reality Games for People Using Wheelchairs. , 2020, , .		33
21	Nothing About Us Without Us. , 2020, , .		44
22	Moving Forward Together: Effective Activism for Change. , 2020, , .		1
23	Queer in HCI. , 2020, , .		11
24	"I am just terrified of my future" Â— Epistemic Violence in Disability Related Technology Research. , 2020, , .		58
25	"Taking Care of a Fruit Tree": Nurturing as a Layer of Concern in Online Community Moderation. , 2020, , .		9
26	Paper to Pixels. , 2020, , .		10
27	2019 Access SIGCHI report. ACM SIGACCESS Accessibility and Computing, 2020, , 1-1.	0.2	3
28	Wearable Physical Activity Tracking Systems for Older Adultsâ€"A Systematic Review. ACM Transactions on Computing for Healthcare, 2020, 1, 1-37.	3.3	16
29	Reimagining (Womenâ€™s) Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-42.	4.6	33
30	"But where would I even start?". , 2020, , .		16
31	This is not the new normal. Interactions, 2020, 27, 12-15.	0.8	4
32	Desiging Social Play Things. , 2020, , .		11
33	What we learn when designing with marginalised children. , 2020, , .		0
34	Inconsequential Appearances. , 2020, , .		4
35	SIGCHI Outstanding Dissertation Award: Evaluating Experiences of Autistic Children with Technologies in Co-Design. , 2020, , .		1
36	From Promoting Dignity to Installing Distrust: Understanding the Role of Continence Care Technology in Nursing Homes. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
37	Katta Spiel. Interactions, 2020, 27, 23-23.	0.8	0
38	Body-positive computing as a means to counteract normative biases in fitness trackers. Xrds, 2019, 25, 34-37.	0.2	14
39	Negotiating Gender and Disability Identities in Participatory Design. , 2019, , .		37
40	How to do better with gender on surveys. Interactions, 2019, 26, 62-65.	0.8	100
41	Disability Interactions in Digital Games. , 2019, , .		8
42	Agency of Autistic Children in Technology Research—A Critical Literature Review. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-40.	4.6	125
43	Evaluating Technologies with and for Disabled Children. , 2019, , .		5
44	Distributed Creativity in Play. , 2019, , .		0
45	Larping (Live Action Role Playing) as an Embodied Design Research Method. , 2019, , .		4
46	Queer(ing) HCI. , 2019, , .		37
47	Patching Gender. , 2019, , .		45
48	Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children. , 2019, , .		23
49	Effects of Participatory Evaluation - A Critical Actor-Network Analysis. , 2019, , .		2
50	Thinking OutsideTheBox - Designing Smart Things with Autistic Children. International Journal of Human-Computer Interaction, 2019, 35, 666-678.	3.3	37
51	"It Started as a Joke". , 2019, , .		11
52	The Surrogate Body in Play. , 2019, , .		10
53	Adapting Gameplay to Eye Movements - An Exploration with TETRIS. , 2019, , .		3
54	Games and Play SIG. , 2018, , .		4

#	Article	IF	Citations
55	Feminist HCI. , 2018, , .		23
56	Collaborative Mixed Reality Games. , 2018, , .		1
57	The Things We Play with Roles of Technology in Social Play. , 2018, , .		10
58	Design considerations towards long-term engagement in games for health. , 2018, , .		14
59	Micro-ethics for participatory design with marginalised children. , 2018, , .		45
60	Fitter, Happier, More Productive?. , 2018, , .		32
61	When Empathy Is Not Enough. , 2017, , .		38
62	Critical Experience. , 2017, , .		1
63	Interaction Design and Autistic Children. , 2017, , .		1
64	Creating community fountains by (re-)designing the digital layer of way-finding pillars. , 2017, , .		2
65	Blending Methods. , 2017, , .		58
66	Experiences of autistic children with technologies. International Journal of Child-Computer Interaction, 2017, 11, 50-61.	2.5	31
67	"Not another Z piece!". , 2017, , .		11
68	Participatory Evaluation with Autistic Children. , 2017, , .		45
69	Designing Smart Objects with Autistic Children. , 2016, , .		66
70	Creating creative spaces for co-designing with autistic children. , 2016, , .		53
71	Embodied Companion Technologies for Autistic Children. , 2016, , .		24
72	Dynamically adapting an AI game engine based on players' eye movements and strategies. , 2014, , .		12