

# David J Kirsh

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5383405/publications.pdf>

Version: 2024-02-01

37  
papers

4,647  
citations

586496

16  
h-index

591227

27  
g-index

39  
all docs

39  
docs citations

39  
times ranked

2640  
citing authors

#	ARTICLE	IF	CITATIONS
1	Quantified Buildings and Modelling. , 2022, , .		0
2	Time Course of Creativity in Dance. <i>Frontiers in Psychology</i> , 2020, 11, 518248.	1.1	0
3	Do Architects and Designers Think about Interactivity Differently?. <i>ACM Transactions on Computer-Human Interaction</i> , 2019, 26, 1-43.	4.6	8
4	A Randomized Controlled Trial on the Effect of a Double Check on the Detection of Medication Errors. <i>Annals of Emergency Medicine</i> , 2018, 71, 74-82.e1.	0.3	31
5	Transparency as an Ethical Safeguard. <i>Lecture Notes in Computer Science</i> , 2018, , 1-6.	1.0	5
6	Thinking with External Representations. , 2017, , 61-84.		5
7	Adapting the System to Users Based on Implicit Data: Ethical Risks and Possible Solutions. <i>Lecture Notes in Computer Science</i> , 2017, , 5-22.	1.0	3
8	A web-based video annotation system for crowdsourcing surveillance videos. , 2014, , .		3
9	The importance of chance and interactivity in creativity. <i>Pragmatics and Cognition</i> , 2014, 22, 5-26.	0.2	32
10	Thinking with External Representations. , 2013, , 171-194.		12
11	Embodied cognition and the magical future of interaction design. <i>ACM Transactions on Computer-Human Interaction</i> , 2013, 20, 1-30.	4.6	231
12	Design and evaluation of a wireless electronic health records system for field care in mass casualty settings. <i>Journal of the American Medical Informatics Association: JAMIA</i> , 2011, 18, 842-852.	2.2	44
13	Impact of Wireless Electronic Medical Record System on the Quality of Patient Documentation by Emergency Field Responders during a Disaster Mass-Casualty Exercise. <i>Prehospital and Disaster Medicine</i> , 2011, 26, 268-275.	0.7	20
14	Thinking with external representations. <i>AI and Society</i> , 2010, 25, 441-454.	3.1	287
15	PUTTING A PRICE ON COGNITION. <i>Southern Journal of Philosophy</i> , 2010, 26, 119-135.	0.4	5
16	Distributed cognition. <i>Pragmatics and Cognition</i> , 2006, 14, 249-262.	0.2	87
17	Absenteeism. , 2006, , 361-368.		1
18	Compensating for low frame rates. , 2005, , .		11

#	ARTICLE	IF	CITATIONS
19	An ontology of geo-reasoning to support medical response to attacks with weapons of mass destruction. AMIA ... Annual Symposium proceedings, 2005, , 400-4.	0.2	0
20	Image-Dependent Interaction of Imagery and Vision. American Journal of Psychology, 2003, 116, 343.	0.5	3
21	Image-dependent interaction of imagery and vision. American Journal of Psychology, 2003, 116, 343-66.	0.5	1
22	Problem Solving and Situated Cognition. , 2001, , 264-306.		48
23	Worldlets: 3-D Thumbnails for Wayfinding in Large Virtual Worlds. Presence: Teleoperators and Virtual Environments, 2001, 10, 565-582.	0.3	26
24	Changing the Rules. Convergence, 2001, 7, 113-125.	1.6	8
25	The Context of Work. Human-Computer Interaction, 2001, 16, 305-322.	3.1	113
26	Distributed cognition. ACM Transactions on Computer-Human Interaction, 2000, 7, 174-196.	4.6	1,392
27	Adaptive Rooms, Virtual Collaboration and Cognitive Workflow. Lecture Notes in Computer Science, 1998, , 94-106.	1.0	7
28	Worldlets--3D thumbnails for wayfinding in virtual environments. , 1997, , .		53
29	Interactivity and multimedia interfaces. Instructional Science, 1997, 25, 79-96.	1.1	86
30	Adapting the Environment Instead of Oneself. Adaptive Behavior, 1996, 4, 415-452.	1.1	193
31	The intelligent use of space. Artificial Intelligence, 1995, 73, 31-68.	3.9	739
32	On Distinguishing Epistemic from Pragmatic Action. Cognitive Science, 1994, 18, 513-549.	0.8	872
33	Reaction and Reflection in Tetris. , 1992, , 283-284.		27
34	Foundations of AI: The big issues. Artificial Intelligence, 1991, 47, 3-30.	3.9	92
35	Today the earwig, tomorrow man?. Artificial Intelligence, 1991, 47, 161-184.	3.9	185
36	Competence models are causal. Behavioral and Brain Sciences, 1988, 11, 515.	0.4	1

#	ARTICLE	IF	CITATIONS
37	Second-generation AI theories of learning. Behavioral and Brain Sciences, 1986, 9, 658-659.	0.4	1