

Hanna SchÄøfer

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

321
citations

1684188

5
h-index

1720034

7
g-index

28
all docs

28
docs citations

28
times ranked

357
citing authors

#	ARTICLE	IF	CITATIONS
1	explAIner: A Visual Analytics Framework for Interactive and Explainable Machine Learning. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1.	4.4	92
2	Towards Health (Aware) Recommender Systems. , 2017, , .		68
3	Short-Term Effects of the Serious Game "Fit, Food, Fun" on Nutritional Knowledge: A Pilot Study among Children and Adolescents. Nutrients, 2019, 11, 2031.	4.1	27
4	Study on Motivating Physical Activity in Children with Personalized Gamified Feedback. , 2018, , .		15
5	Rasch-based tailored goals for nutrition assistance systems. , 2019, , .		14
6	Digital Gaming for Nutritional Education: A Survey on Preferences, Motives, and Needs of Children and Adolescents. JMIR Formative Research, 2019, 3, e10284.	1.4	13
7	User Nutrition Modelling and Recommendation. , 2017, , .		11
8	Engendering Health with Recommender Systems. , 2016, , .		10
9	Fuzzy modeling based on Mixed Fuzzy Clustering for health care applications. , 2015, , .		8
10	Learning Contextualized User Preferences for Co-Adaptive Guidance in Mixed-Initiative Topic Model Refinement. Computer Graphics Forum, 2021, 40, 215-226.	3.0	7
11	Effects and challenges of using a nutrition assistance system: results of a long-term mixed-method study. User Modeling and User-Adapted Interaction, 2022, 32, 923-975.	3.8	7
12	Food Recommender Systems. , 2022, , 871-925.		7
13	Analysing the segmentation of energy consumers using mixed fuzzy clustering. , 2015, , .		6
14	Personalized Support for Healthy Nutrition Decisions. , 2016, , .		6
15	MotionGlyphs: Visual Abstraction of Spatio-Temporal Networks in Collective Animal Behavior. Computer Graphics Forum, 2020, 39, 63-75.	3.0	6
16	Second Workshop on Health Recommender Systems. , 2017, , .		5
17	Explaining Contextualization in Language Models using Visual Analytics. , 2021, , .		4
18	Mobile Robot Localisation for Indoor Environments Based on Ceiling Pattern Recognition. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
19	Third international workshop on health recommender systems (healthrecsys 2018). , 2018, , .		3
20	Fourth international workshop on health recommender systems (HealthRecSys 2019). , 2019, , .		3
21	Augmenting Digital Sheet Music through Visual Analytics. Computer Graphics Forum, 0, , .	3.0	2
22	Serious Games for Nutritional Education: Online Survey on Preferences, Motives, and Behaviors Among Young Adults at University. JMIR Serious Games, 2020, 8, e16216.	3.1	1
23	Fifth International Workshop on Health Recommender Systems (HealthRecSys 2020). , 2020, , .		1
24	Augmenting Sheet Music with Rhythmic Fingerprints. , 2020, , .		1
25	A Comparative Study of Orientation Support Tools in Virtual Reality Environments with Virtual Teleportation. , 2020, , .		1
26	N.E.A.T. - Novel Emergency Analysis Tool. , 2019, , .		0