Vassilis-Javed Khan

List of Publications by Year
in descending order

48 papers	419 citations	9 h-index
15 g-index		

1040056

996975

53 all docs	53 docs citations	53 times ranked
373 citing authors		

#	Article	IF	Citations
1	Does location congruence matter? A field study on the effects of location-based advertising on perceived ad intrusiveness, relevance & value. Computers in Human Behavior, 2017, 73, 659-668.	8.5	37
2	Confessions of A 'Guilty' Couch Potato Understanding and Using Context to Optimize Binge-watching Behavior. , 2016, , .		32
3	Community heuristics for user interface evaluation of crowdsourcing platforms. Future Generation Computer Systems, 2019, 95, 775-789.	7.5	30
4	Performing the Digital Self. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-26.	5.7	30
5	Busy familiesâ€™ awareness needs. International Journal of Human Computer Studies, 2009, 67, 139-153.	5.6	27
6	Reconexp. , 2008, , .		25
7	"Get Off My Lawn!". , 2017, , .		24
8	Investigating the Effects of Location-Based Advertising in the Supermarket: Does Goal Congruence Trump Location Congruence?. Journal of Interactive Advertising, 2016, 16, 31-43.	5.3	22
9	WaveTrace. , 2017, , .		16
10	Crowd of Oz: A Crowd-Powered Social Robotics System for Stress Management. Sensors, 2020, 20, 569.	3.8	15
11	Evaluation of a pervasive awareness system designed for busy parents. Pervasive and Mobile Computing, 2010, 6, 537-558.	3.3	14
12	On the use of virtual environments for the evaluation of location-based applications. , 2012, , .		13
13	Capturing the Cityâ€™s Heritage On-the-Go: Design Requirements for Mobile Crowdsourced Cultural Heritage. Sustainability, 2020, 12, 2429.	3.2	12
14	Unfolding the interplay of self-identity and expressions of territoriality in location-based social networks. , 2017, , .		10
15	Measuring Self-Esteem with Games. , 2017, , .		9
16	Using TEMPEST. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-24.	3.3	9
17	Picassopass. , 2013, , .		8
18	Investigating the Crowdâ€™s Creativity for Creating On-Demand IoT Scenarios. International Journal of Human-Computer Interaction, 2020, 36, 1022-1049.	4.8	7

#	Article	IF	Citations
19	On the role of awareness systems for supporting parent involvement in young children's schooling. , 2007, , 91-101.		7
20	Inferring A Player's Need For Cognition From Hints. , 2016, , .		6
21	Smart Home Control using Motion Matching and Smart Watches. , 2017, , .		6
22	The Changing Landscape of Crowdsourcing in China. , 2019, , .		6
23	Profiling Personality Traits with Games. ACM Transactions on Interactive Intelligent Systems, 2019, 9, 1-30.	3.7	6
24	Evaluating Ubiquitous Systems with Users (Workshop Summary). Communications in Computer and Information Science, 2008, , 63-74.	0.5	5
25	Efficient navigation in virtual environments: A comparative study of two interaction techniques: The Magic Wand vs. the Human Joystick. , 2012, , .		4
26	Crowdsourcing User and Design Research. , 2016, , 121-148.		3
27	Multi-User Motion Matching Interaction for Interactive Television using Smartwatches. , 2017, , .		3
28	Profiling ethics orientation through play. Behaviour and Information Technology, 2018, 37, 926-935.	4.0	3
29	Formal representation of ambulatory assessment protocols in HTML5 for human readability and computer execution. Behavior Research Methods, 2019, 51, 2761-2776.	4.0	3
30	CoZ: A crowd-powered system for social robotics. SoftwareX, 2020, 11, 100421.	2.6	3
31	Sampling and Reconstructing User Experience. International Journal of Handheld Computing Research, 2011, 2, 53-72.	0.4	3
32	Locating Identities in Time: An Examination of the Formation and Impact of Temporality on Presentations of the Self through Location-Based Social Networks. ACM Transactions on Social Computing, 2021, 4, 1-23.	2.5	3
33	Expected Information Needs of Parents for Pervasive Awareness Systems. Lecture Notes in Computer Science, 2007, , 332-339.	1.3	3
34	Designing Motion Matching for Real-World Applications. , 2019, , .		2
35	Pervasive awareness. , 2008, , .		1
36	An experience sampling study into awareness needs of busy families. , 2009, , .		1

#	Article	IF	Citations
37	On the use of pervasive computing to support patients with obsessive compulsive disorder. , 2011, , .		1
38	Exploring the Potential of Children in Crowdsourcing. , 2016, , .		1
39	Effects of advertisements and questionnaire interruptions on the player experience. , 2019, , .		1
40	Executable HTML. SoftwareX, 2021, 14, 100691.	2.6	1
41	Reconsidering End-User Development Definitions. Lecture Notes in Computer Science, 2021, , 19-35.	1.3	1
42	CircuitsMaster: An Online End-User Development Environment for IoT Electronics. Lecture Notes in Computer Science, 2019, , 139-152.	1.3	1
43	Interactive Narratives for Profiling Ethics Orientation. , 2018, , .		0
44	How Creative is the Crowd in Describing Smart Home Scenarios?. , 2018, , .		0
45	Intra-Family Mediated Awareness. International Journal of Mobile Human Computer Interaction, 2012, 4, 25-44.	0.4	0
46	On the Use of Mixed Reality Environments to Evaluate Interaction with Light. Communications in Computer and Information Science, 2012, , 45-48.	0.5	0
47	Sampling and Reconstructing User Experience. , 2013, , 225-245.		0
48	An Investigation into Perception-Altering Lighting Concepts for Supporting Game Designers in Setting Certain Atmospheres Within a Videogame Environment. Lecture Notes in Computer Science, 2014, , 125-139.	1.3	0