Deborah Richards

List of Publications by Year
in descending order

90 papers	1,318 citations	394421 19 h-index	434195 31 g-index
93 all docs	93 docs citations	93 times ranked	1235 citing authors

#	Article	IF	Citations
1	Impact of social media on the health of children and young people. Journal of Paediatrics and Child Health, 2015, 51, 1152-1157.	0.8	149
2	A Comparison of learning gains when using a 2D simulation tool versus a 3D virtual world: An experiment to find the right representation involving the Marginal Value Theorem. Computers and Education, 2015, 86, 157-171.	8.3	106
3	Changing stigmatizing attitudes to mental health via education and contact with embodied conversational agents. Computers in Human Behavior, 2017, 73, 479-488.	8.5	68
4	Two decades of Ripple Down Rules research. Knowledge Engineering Review, 2009, 24, 159-184.	2.6	65
5	VirSchool: The effect of background music and immersive display systems on memory for facts learned in an educational virtual environment. Computers and Education, 2012, 58, 490-500.	8.3	59
6	How trustworthy are apps for maternal and child health?. Health and Technology, 2015, 4, 329-336.	3.6	44
7	An empirical investigation of the influence of persona with personality traits on conceptual design. Journal of Systems and Software, 2017, 134, 324-339.	4.5	36
8	ForgetMeNot: What and how users expect intelligent virtual agents to recall and forget personal conversational content. International Journal of Human Computer Studies, 2014, 72, 460-476.	5.6	33
9	A prioritization-based analysis of local open government data portals: A case study of Chinese province-level governments. Government Information Quarterly, 2018, 35, 644-656.	6.8	33
10	A principlist framework for cybersecurity ethics. Computers and Security, 2021, 109, 102382.	6.0	33
11	Automatic Recognition of Student Engagement Using Deep Learning and Facial Expression. Lecture Notes in Computer Science, 2020, , 273-289.	1.3	33
12	AI Decision Making with Dignity? Contrasting Workers' Justice Perceptions of Human and AI Decision Making in a Human Resource Management Context. Information Systems Frontiers, 2022, 24, 857-875.	6.4	32
13	Generational differences in soft knowledge situations: status, need for recognition, workplace commitment and idealism. Knowledge and Process Management, 2008, 15, 45-58.	4.4	30
14	Computational scientific inquiry with virtual worlds and agent-based models: new ways of doing science to learn science. Interactive Learning Environments, 2016, 24, 2080-2108.	6.4	29
15	Supporting and challenging learners through pedagogical agents: Addressing ethical issues through designing for values. British Journal of Educational Technology, 2019, 50, 2885-2901.	6.3	29
16	Improving Health Outcomes Sooner Rather Than Later via an Interactive Website and Virtual Specialist. IEEE Journal of Biomedical and Health Informatics, 2018, 22, 1699-1706.	6.3	28
17	Assuring graduate competency: a technology acceptance model for course guide tools. Journal of Computing in Higher Education, 2015, 27, 94-113.	6.1	25
18	A Review and Comparative Analysis of Security Risks and Safety Measures of Mobile Health Apps. Australasian Journal of Information Systems, 0, 19, .	0.3	24

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19	Design ontology in context â€" a situated cognition approach to conceptual modelling. Advanced Engineering Informatics, 2001, 15, 121-136.	0.5	23
20	Agent-based systems for human learners. Knowledge Engineering Review, 2010, 25, 111-135.	2.6	23
21	Leadership for Learning in Higher Education. Educational Management Administration and Leadership, 2012, 40, 84-108.	3.8	20
22	Effectiveness of Persona with Personality Traits on Conceptual Design. , 2015, , .		19
23	Exploring the influence of a human-like dancing virtual character on the evocation of human emotion. Behaviour and Information Technology, 2018, 37, 1-15.	4.0	18
24	The Impact of Multimodal Communication on a Shared Mental Model, Trust, and Commitment in Humanâ€"Intelligent Virtual Agent Teams. Multimodal Technologies and Interaction, 2018, 2, 48.	2.5	18
25	First Impressions Count! The Role of the Human's Emotional State on Rapport Established with an Empathic versus Neutral Virtual Therapist. IEEE Transactions on Affective Computing, 2021, 12, 788-800.	8.3	18
26	Making it Real: A Study of Augmented Virtuality on Presence and Enhanced Benefits of Study Stress Reduction Sessions. International Journal of Human Computer Studies, 2021, 147, 102579.	5.6	18
27	Medical AI and human dignity: Contrasting perceptions of human and artificially intelligent (AI) decision making in diagnostic and medical resource allocation contexts. Computers in Human Behavior, 2022, 133, 107296.	8.5	18
28	A theory of change for student-led academic integrity. Quality in Higher Education, 2016, 22, 242-259.	1.1	15
29	Knowingâ€"doing gaps in ICT: gender and culture. VINE: the Journal of Information and Knowledge Management Systems, 2013, 43, 264-295.	1.0	13
30	Teaching User Centered Conceptual Design Using Cross-Cultural Personas and Peer Reviews for a Large Cohort of Students. , 2019, , .		12
31	Enhancing learning in a virtual world using highly elaborative reminiscing as a reflective tool. Learning and Instruction, 2015, 36, 66-75.	3.2	11
32	Agent-based museum and tour guides. , 2012, , .		10
33	Crossâ€"cultural study into ICT student attitudes and behaviours concerning teams and project work. Multicultural Education and Technology Journal, 2012, 6, 18-35.	2.0	10
34	Intelligent and Empathic Agent to Support Student Learning in Virtual Worlds. , 2014, , .		10
35	Perceived benefits and barriers of a prototype early alert system to detect engagement and support â€˜at-riskâ€™ students: The teacher perspective. Computers and Education, 2020, 156, 103954.	8.3	10
36	Advancing open government data portals: a comparative usability evaluation study. Library Hi Tech, 2023, 41, 1189-1213.	5.1	10

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37	An alternative verification and validation technique for an alternative knowledge representation and acquisition technique. Knowledge-Based Systems, 1999, 12, 55-73.	7.1	9
38	Assessment criteria for parents to determine the trustworthiness of maternal and child health apps: a pilot study. Health and Technology, 2018, 8, 63-70.	3.6	9
39	Modelling Therapeutic Alliance using a User-aware Explainable Embodied Conversational Agent to Promote Treatment Adherence. , 2019, , .		9
40	Verbal empathy and explanation to encourage behaviour change intention. Journal on Multimodal User Interfaces, 2021, 15, 189-199.	2.9	9
41	Gamification to Improve Adherence to Clinical Treatment Advice. Advances in Medical Technologies and Clinical Practice Book Series, 2016, , 47-77.	0.3	8
42	Effectiveness of embodied conversational agents for managing academic stress at an Indian University (ARU) during COVIDâ€19. British Journal of Educational Technology, 2022, 53, 491-511.	6.3	8
43	A Method to Identify Talented Aspiring Designers in Use of Personas with Personality. Communications in Computer and Information Science, 2016, , 40-61.	0.5	7
44	Adapting a Virtual Advisorâ€™s Verbal Conversation Based on Predicted User Preferences: A Study of Neutral, Empathic and Tailored Dialogue. Multimodal Technologies and Interaction, 2020, 4, 55.	2.5	6
45	Exploring the influence of a user-specific explainable virtual advisor on health behaviour change intentions. Autonomous Agents and Multi-Agent Systems, 2022, 36, 25.	2.1	6
46	Is Natural Necessary? Human Voice versus Synthetic Voice for Intelligent Virtual Agents. Multimodal Technologies and Interaction, 2022, 6, 51.	2.5	6
47	An investigation of player to player character identification via personal pronouns. , 2012, , .		5
48	An investigation of Vladimir Propp's 31 functions and 8 broad character types and how they apply to the analysis of video games. , 2012, , .		5
49	A design template for multisensory and multimodal games to train and test children for sound localisation acuity. , 2013, , .		5
50	Speech Act Theory as an Evaluation Tool for Humanâ€"Agent Communication. Algorithms, 2019, 12, 79.	2.1	5
51	The Influence of Usersâ€™ Personality on the Perception of Intelligent Virtual Agentsâ€™ Personality and the Trust Within a Collaborative Context. Communications in Computer and Information Science, 2015, , 31-47.	0.5	5
52	The Influence of Gender, Personality, Cognitive and Affective Student Engagement on Academic Engagement in Educational Virtual Worlds. Lecture Notes in Computer Science, 2018, , 297-310.	1.3	5
53	Gamification to Improve Adherence to Clinical Treatment Advice. , 0, , 80-111.		5
54	Using Personality Traits and a Spatial Ability Test to Identify Talented Aspiring Designers in User-Centred Design Methodologies. , 2015, , .		5

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55	Challenging reality using techniques from interactive drama to support social simulations in virtual worlds. , 2012, , .		4
56	Managing cyber-bullying in online educational virtual worlds. , 2013, , .		4
57	Student Designed Virtual Teacher Feedback. , 2017, , .		4
58	Connecting Users, Data and Utilization: A Demand-Side Analysis of Open Government Data. Lecture Notes in Computer Science, 2019, , 488-500.	1.3	4
59	Relational Agents to Promote eHealth Advice Adherence. Lecture Notes in Computer Science, 2014, , 1010-1015.	1.3	4
60	Automatic Acquisition of User Models of Interaction to Evaluate the Usability of Virtual Environments. Lecture Notes in Computer Science, 2012, , 43-57.	1.3	4
61	Usability attributes in virtual learning environments. , 2012, , .		3
62	Knowledge Acquisition for Learning Analytics: Comparing Teacher-Derived, Algorithm-Derived, and Hybrid Models in the Moodle Engagement Analytics Plugin. Lecture Notes in Computer Science, 2016, , 183-197.	1.3	3
63	Introducing a Multiple Model for Evaluating User Engagement in Educational Virtual Worlds. , 2017, , .		3
64	Intimately intelligent virtual agents: knowing the human beyond sensory input. , 2017, , .		3
65	In Search of Embodied Conversational and Explainable Agents for Health Behaviour Change and Adherence. Multimodal Technologies and Interaction, 2021, 5, 56.	2.5	3
66	Identifying Characteristics of Seaports for Environmental Benchmarks Based on Meta-learning. Lecture Notes in Computer Science, 2012, , 350-363.	1.3	3
67	Learning with the heart or with the mind: using virtual reality to bring historical experiences to life and arouse empathy. Behaviour and Information Technology, 0, , 1-24.	4.0	3
68	Changing users' health behaviour intentions through an embodied conversational agent delivering explanations based on users' beliefs and goals. Behaviour and Information Technology, 2023, 42, 1338-1356.	4.0	3
69	A novel agent based control scheme for RTS games. , 2012, , .		2
70	Towards Quantifying Player's Involvement in 3D Games Based-on Player Types. , 2014, , .		2
71	Putting a New Intelligent Virtual Face on a Medical Treatment Advice System to Improve Adherence. , 2014, , .		2
72	Towards a Method for Creating Personas with Knowledge and Cognitive Process for User Centered Design of a Learning Application. , 2019, , .		2

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73	Evaluating the Impact of the Human-Agent Teamwork Communication Model (HAT-CoM) on the Development of a Shared Mental Model. Lecture Notes in Computer Science, 2013, , 453-460.	1.3	2
74	Blending two virtual realities: Using Google Glass to explore a virtual reality model of the Villa of Good Fortune at Olynthus. , 2016, , .		1
75	Aiding learning efficiency in virtual worlds. , 2017, , .		1
76	Artificial Intelligence (AI)-enabled remote learning and teaching using Pedagogical Conversational Agents and Learning Analytics. , 2021, , 3-29.		1
77	Taming the Interaction Jungle. , 2021, , .		1
78	Towards a 'Smart' Collaborative Virtual Environment and Multi-agent Approach to Designing an Intelligent Virtual Agent. Lecture Notes in Computer Science, 2015, , 170-187.	1.3	1
79	A baseline time series data mining model for forecasts in port logistics and economics. , 2013, , .		0
80	A review of the use of information communication technology to aid decision-making for live kidney donors and recipients. Health and Technology, 2015, 5, 167-178.	3.6	0
81	Holistic Personas and the Five-Dimensional Framework to Assist Practitioners in Designing Context-Aware Accounting Information System e-Learning Applications. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 184-194.	0.3	0
82	How RU? Finding Out When to Help Students. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 565-575.	0.7	0
83	Towards Realtime Adaptation: Uncovering User Models from Experimental Data. Lecture Notes in Computer Science, 2018, , 46-60.	1.3	0
84	Effectiveness of Peer Review in Teaching and Learning User Centered Conceptual Design Among Large Cohorts of Information Technology Students. , 2021, , .		0
85	A Semantics Driven User Interface for Virtual Saarlouis. Lecture Notes in Computer Science, 2012, , 492-503.	1.3	0
86	A Customised Dataset to Assist Legal and Ethical Governance of Seaports. Advances in Data Mining and Database Management Book Series, 2013, , 182-200.	0.5	0
87	A Collaborative Agent Architecture with Human-Agent Communication Model. Lecture Notes in Computer Science, 2013, , 70-88.	1.3	0
88	Computational Intelligence to Support Cooperative Seaport Decision-Making in Environmental and Ecological Sustainability. Lecture Notes in Computer Science, 2015, , 510-525.	1.3	0
89	A Customised Dataset to Assist Legal and Ethical Governance of Seaports. , 2015, , 2049-2067.		0
90	Analysis of Empathic Dialogue in Actual Doctor-Patient Calls and Implications for Design of Embodied Conversational Agents. Ijcol, 2021, 7, 91-112.	0.3	0