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	Advancing open government data portals: a comparative usability evaluation study. Library Hi Tech, 2023, 41, 1189-1213.	5.1	10
2	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
3	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
4	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
5	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
6	Effectiveness of embodied conversational agents for managing academic stress at an Indian University (ARU) during COVID‑19. British Journal of Educational Technology, 2022, 53, 491-511.	6.3	8
7	Is Natural Necessary? Human Voice versus Synthetic Voice for Intelligent Virtual Agents. Multimodal Technologies and Interaction, 2022, 6, 51.	2.5	6
8	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
9	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
10	Artificial Intelligence (AI)-enabled remote learning and teaching using Pedagogical Conversational Agents and Learning Analytics. , 2021, , 3-29.		1
11	Verbal empathy and explanation to encourage behaviour change intention. Journal on Multimodal User Interfaces, 2021, 15, 189-199.	2.9	9
12	Effectiveness of Peer Review in Teaching and Learning User Centered Conceptual Design Among Large Cohorts of Information Technology Students. , 2021, , .		0
13	Taming the Interaction Jungle. , 2021, , .		1
14	In Search of Embodied Conversational and Explainable Agents for Health Behaviour Change and Adherence. Multimodal Technologies and Interaction, 2021, 5, 56.	2.5	3
15	A principlist framework for cybersecurity ethics. Computers and Security, 2021, 109, 102382.	6.0	33
16	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
17	Adapting a Virtual Advisor'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
18	Perceived benefits and barriers of a prototype early alert system to detect engagement and support 'at-risk' students: The teacher perspective. Computers and Education, 2020, 156, 103954.	8.3	10

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19	Automatic Recognition of Student Engagement Using Deep Learning and Facial Expression. Lecture Notes in Computer Science, 2020, , 273-289.	1.3	33
20	Modelling Therapeutic Alliance using a User-aware Explainable Embodied Conversational Agent to Promote Treatment Adherence. , 2019, , .		9
21	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
22	Towards a Method for Creating Personas with Knowledge and Cognitive Process for User Centered Design of a Learning Application. , 2019, , .		2
23	Teaching User Centered Conceptual Design Using Cross-Cultural Personas and Peer Reviews for a Large Cohort of Students. , 2019, , .		12
24	Speech Act Theory as an Evaluation Tool for Human–Agent Communication. Algorithms, 2019, 12, 79.	2.1	5
25	Connecting Users, Data and Utilization: A Demand-Side Analysis of Open Government Data. Lecture Notes in Computer Science, 2019, , 488-500.	1.3	4
26	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
27	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
28	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
29	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
30	How RU? Finding Out When to Help Students. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 565-575.	0.7	0
31	The Impact of Multimodal Communication on a Shared Mental Model, Trust, and Commitment in Human–Intelligent Virtual Agent Teams. Multimodal Technologies and Interaction, 2018, 2, 48.	2.5	18
32	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
33	Towards Realtime Adaptation: Uncovering User Models from Experimental Data. Lecture Notes in Computer Science, 2018, , 46-60.	1.3	0
34	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
35	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
36	Student Designed Virtual Teacher Feedback. , 2017, , .		4

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37	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
38	Introducing a Multiple Model for Evaluating User Engagement in Educational Virtual Worlds. , 2017, , .		3
39	Intimately intelligent virtual agents: knowing the human beyond sensory input. , 2017, , .		3
40	Aiding learning efficiency in virtual worlds. , 2017, , .		1
41	Blending two virtual realities: Using Google Glass to explore a virtual reality model of the Villa of Good Fortune at Olynthus. , 2016, , .		1
42	A theory of change for student-led academic integrity. Quality in Higher Education, 2016, 22, 242-259.	1.1	15
43	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
44	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
45	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
46	Gamification to Improve Adherence to Clinical Treatment Advice. Advances in Medical Technologies and Clinical Practice Book Series, 2016, , 47-77.	0.3	8
47	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
48	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
49	Assuring graduate competency: a technology acceptance model for course guide tools. Journal of Computing in Higher Education, 2015, 27, 94-113.	6.1	25
50	How trustworthy are apps for maternal and child health?. Health and Technology, 2015, 4, 329-336.	3.6	44
51	Effectiveness of Persona with Personality Traits on Conceptual Design. , 2015, , .		19
52	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
53	Enhancing learning in a virtual world using highly elaborative reminiscing as a reflective tool. Learning and Instruction, 2015, 36, 66-75.	3.2	11
54	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

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55	Using Personality Traits and a Spatial Ability Test to Identify Talented Aspiring Designers in User-Centred Design Methodologies. , 2015, , .		5
56	Towards a â€˜Smartâ€™ Collaborative Virtual Environment and Multi-agent Approach to Designing an Intelligent Virtual Agent. Lecture Notes in Computer Science, 2015, , 170-187.	1.3	1
57	Computational Intelligence to Support Cooperative Seaport Decision-Making in Environmental and Ecological Sustainability. Lecture Notes in Computer Science, 2015, , 510-525.	1.3	0
58	A Customised Dataset to Assist Legal and Ethical Governance of Seaports. , 2015, , 2049-2067.		0
59	Towards Quantifying Player's Involvement in 3D Games Based-on Player Types. , 2014, , .		2
60	Intelligent and Empathic Agent to Support Student Learning in Virtual Worlds. , 2014, , .		10
61	Putting a New Intelligent Virtual Face on a Medical Treatment Advice System to Improve Adherence. , 2014, , .		2
62	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
63	Relational Agents to Promote eHealth Advice Adherence. Lecture Notes in Computer Science, 2014, , 1010-1015.	1.3	4
64	A baseline time series data mining model for forecasts in port logistics and economics. , 2013, , .		0
65	Managing cyber-bullying in online educational virtual worlds. , 2013, , .		4
66	A design template for multisensory and multimodal games to train and test children for sound localisation acuity. , 2013, , .		5
67	Knowingâ€“doing gaps in ICT: gender and culture. VINE: the Journal of Information and Knowledge Management Systems, 2013, 43, 264-295.	1.0	13
68	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
69	A Collaborative Agent Architecture with Human-Agent Communication Model. Lecture Notes in Computer Science, 2013, , 70-88.	1.3	0
70	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
71	Challenging reality using techniques from interactive drama to support social simulations in virtual worlds. , 2012, , .		4
72	An investigation of player to player character identification via personal pronouns. , 2012, , .		5

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73	Agent-based museum and tour guides. , 2012, , .		10
74	A novel agent based control scheme for RTS games. , 2012, , .		2
75	Usability attributes in virtual learning environments. , 2012, , .		3
76	Leadership for Learning in Higher Education. Educational Management Administration and Leadership, 2012, 40, 84-108.	3.8	20
77	Cross‑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
78	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
79	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
80	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
81	A Semantics Driven User Interface for Virtual Saarlouis. Lecture Notes in Computer Science, 2012, , 492-503.	1.3	0
82	Identifying Characteristics of Seaports for Environmental Benchmarks Based on Meta-learning. Lecture Notes in Computer Science, 2012, , 350-363.	1.3	3
83	Agent-based systems for human learners. Knowledge Engineering Review, 2010, 25, 111-135.	2.6	23
84	Two decades of Ripple Down Rules research. Knowledge Engineering Review, 2009, 24, 159-184.	2.6	65
85	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
86	Design ontology in context â€" a situated cognition approach to conceptual modelling. Advanced Engineering Informatics, 2001, 15, 121-136.	0.5	23
87	An alternative verification and validation technique for an alternative knowledge representation and acquisition technique. Knowledge-Based Systems, 1999, 12, 55-73.	7.1	9
88	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
89	Gamification to Improve Adherence to Clinical Treatment Advice. , 0, , 80-111.		5
90	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