

# Kirsten A Ellis

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6017997/publications.pdf>

Version: 2024-02-01

26  
papers

213  
citations

1478505

6  
h-index

1588992

8  
g-index

26  
all docs

26  
docs citations

26  
times ranked

176  
citing authors

#	ARTICLE	IF	CITATIONS
1	Computerised attention training for children with intellectual and developmental disabilities: a randomised controlled trial. <i>Journal of Child Psychology and Psychiatry and Allied Disciplines</i> , 2016, 57, 1380-1389.	5.2	41
2	Inclusive data visualization for people with disabilities. <i>Interactions</i> , 2021, 28, 47-51.	1.0	35
3	Impact of Attention Training on Academic Achievement, Executive Functioning, and Behavior: A Randomized Controlled Trial. <i>American Journal on Intellectual and Developmental Disabilities</i> , 2017, 122, 97-117.	1.6	29
4	A survey of dynamic parameter setting methods for nature-inspired swarm intelligence algorithms. <i>Neural Computing and Applications</i> , 2020, 32, 567-588.	5.6	29
5	Exploring Sensor Gloves for Teaching Children Sign Language. <i>Advances in Human-Computer Interaction</i> , 2012, 2012, 1-8.	2.8	13
6	Bespoke Reflections: Creating a One-Handed Braille Keyboard. , 2020, , .		10
7	Errors and Feedback in the Beginner Auslan Classroom. <i>Sign Language Studies</i> , 2015, 15, 322-347.	0.3	8
8	TapeBlocks: A Making Toolkit for People Living with Intellectual Disabilities. , 2021, , .		8
9	The Next Billion Users of Visualization. <i>IEEE Computer Graphics and Applications</i> , 2021, 41, 8-16.	1.2	7
10	Learning a physical skill via a computer. , 2011, , .		5
11	Designing Efficacious Mobile Technologies for Anxiety Self-Regulation. , 2019, , .		5
12	Feedback Strategies for Embodied Agents to Enhance Sign Language Vocabulary Learning. , 2020, , .		5
13	Multimedia for primary school children learning sign language. , 2009, , .		5
14	Auditory attention control for human-computer interaction. , 2008, , .		4
15	A Multimodal Dataset and Evaluation for Feature Estimators of Temporal Phases of Anxiety. , 2021, , .		4
16	MIC, an interactive sign language teaching system. , 2018, , .		3
17	Toddler Techie Touch Generation. , 2018, , .		1
18	Experiences in Ethical Usability Testing with Children. <i>Journal of Information Technology Research</i> , 2008, 1, 1-13.	0.5	1

#	ARTICLE	IF	CITATIONS
19	Tools for Inclusive Play: Developing "Auslan for Kinder". , 0, , .		0
20	Playing the game. , 2011, , .		0
21	Turn It Over. , 2018, , .		0
22	Building Capacity. , 2019, , .		0
23	Ethical Usability Testing with Children. , 2007, , 235-240.		0
24	Ethical Concerns in Usability Research Involving Children. , 2010, , 151-159.		0
25	Therapist-Informed Design Directions for Mobile Assistive Technologies for Anxiety. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 164-182.	0.3	0
26	TronicBoards: An Accessible Electronics Toolkit for People with Intellectual Disabilities. , 2022, , .		0