

Pengcheng An

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6082876/publications.pdf>

Version: 2024-02-01

30
papers

222
citations

1478505

6
h-index

1588992

8
g-index

31
all docs

31
docs citations

31
times ranked

91
citing authors

#	ARTICLE	IF	CITATIONS
1	The TA Framework: Designing Real-time Teaching Augmentation for K-12 Classrooms. , 2020, , .		30
2	Unobtrusively Enhancing Reflection-in-Action of Teachers through Spatially Distributed Ambient Information. , 2019, , .		26
3	ClassBeacons. , 2018, , .		25
4	Understanding teachersâ€™ routines to inform classroom technology design. Education and Information Technologies, 2017, 22, 1347-1376.	5.7	10
5	How Peripheral Data Visualisation Systems Support Secondary School Teachers during VLE-Supported Lessons. , 2019, , .		10
6	What Can Analytics for Teamwork Proxemics Reveal About Positioning Dynamics In Clinical Simulations?. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-24.	3.3	10
7	ViBreathe: Heart Rate Variability Enhanced Respiration Training for Workaday Stress Management via an Eyes-Free Tangible Interface. International Journal of Human-Computer Interaction, 2021, 37, 1551-1570.	4.8	9
8	Assistant Robot Enhances the Perceived Communication Quality of People With Dementia: A Proof of Concept. IEEE Transactions on Human-Machine Systems, 2022, 52, 332-342.	3.5	9
9	Leveraging Generative Conversational AI to Develop a Creative Learning Environment for Computational Thinking. , 2022, , .		9
10	Understanding visually impaired peopleâ€™s experiences of social signal perception in face-to-face communication. Universal Access in the Information Society, 2020, 19, 873-890.	3.0	8
11	A Review of Data Gathering Methods for Evaluating Socially Assistive Systems. Sensors, 2022, 22, 82.	3.8	8
12	Beeless. , 2019, , .		7
13	Investigating socially assistive systems from system design and evaluation: a systematic review. Universal Access in the Information Society, 2023, 22, 609-633.	3.0	7
14	Weaving Healthy Behaviors into New Technology Routines. , 2020, , .		5
15	Randomisation can do Many Things â€œ But it Cannot â€œFailâ€œ. Significance, 2022, 19, 20-23.	0.4	5
16	VibEmoji: Exploring User-authoring Multi-modal Emoticons in Social Communication. , 2022, , .		5
17	Creating Tactile Emotional Expressions Based on Breathing Patterns. , 2018, , .		4
18	An Unobtrusive Stress Recognition System for the Smart Office. , 2019, 2019, 1326-1329.		4

#	ARTICLE	IF	CITATIONS
19	ClassBeacons. , 2019, , .		4
20	A Mobile Tool that Helps Nonexperts Make Sense of Pretrained CNN by Interacting with Their Daily Surroundings. , 2021, , .		4
21	FeetForward: On Blending New Classroom Technologies into Secondary School Teachersâ€™ Routines. Lecture Notes in Computer Science, 2017, , 327-347.	1.3	4
22	Dandelion Diagram: Aggregating Positioning and Orientation Data in the Visualization of Classroom Proxemics. , 2020, , .		4
23	How Peripheral Interactive Systems Can Support Teachers with Differentiated Instruction. , 2020, , .		3
24	Classroom Dandelions: Visualising Participant Position, Trajectory and Body Orientation Augments Teachersâ€™ Sensemaking. , 2022, , .		3
25	Check-In Toolkit for Capturing Guestsâ€™ Momentary Experiences Without Disturbing Their Traveling. Lecture Notes in Computer Science, 2021, , 581-598.	1.3	2
26	Designing Interaction for Multi-agent Cooperative System in an Office Environment. , 2021, , .		2
27	Social sharing of task-related emotions in Design-Based Learning: Challenges and opportunities. International Journal of Child-Computer Interaction, 2022, 31, 100378.	3.5	2
28	Designing Mobile EEG Neurofeedback Games for Children with Autism. , 2021, , .		2
29	NaMemo. , 2020, , .		1
30	Explainability via Interactivity? Supporting Nonexpertsâ€™ Sensemaking of pre-trained CNN by Interacting with Their Daily Surroundings. , 2021, , .		0