

# 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	Investigating socially assistive systems from system design and evaluation: a systematic review. <i>Universal Access in the Information Society</i> , 2023, 22, 609-633.	3.0	7
2	Social sharing of task-related emotions in Design-Based Learning: Challenges and opportunities. <i>International Journal of Child-Computer Interaction</i> , 2022, 31, 100378.	3.5	2
3	Assistant Robot Enhances the Perceived Communication Quality of People With Dementia: A Proof of Concept. <i>IEEE Transactions on Human-Machine Systems</i> , 2022, 52, 332-342.	3.5	9
4	Randomisation can do Many Things “ But it Cannot “Fail” Significance, 2022, 19, 20-23.	0.4	5
5	Leveraging Generative Conversational AI to Develop a Creative Learning Environment for Computational Thinking. , 2022, , .		9
6	A Review of Data Gathering Methods for Evaluating Socially Assistive Systems. <i>Sensors</i> , 2022, 22, 82.	3.8	8
7	Classroom Dandelions: Visualising Participant Position, Trajectory and Body Orientation Augments Teachers’sensemaking. , 2022, , .		3
8	VibEmoji: Exploring User-authoring Multi-modal Emoticons in Social Communication. , 2022, , .		5
9	Check-In Toolkit for Capturing Guests’s Momentary Experiences Without Disturbing Their Traveling. <i>Lecture Notes in Computer Science</i> , 2021, , 581-598.	1.3	2
10	Designing Interaction for Multi-agent Cooperative System in an Office Environment. , 2021, , .		2
11	ViBreathe: Heart Rate Variability Enhanced Respiration Training for Workaday Stress Management via an Eyes-Free Tangible Interface. <i>International Journal of Human-Computer Interaction</i> , 2021, 37, 1551-1570.	4.8	9
12	What Can Analytics for Teamwork Proxemics Reveal About Positioning Dynamics In Clinical Simulations?. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-24.	3.3	10
13	A Mobile Tool that Helps Nonexperts Make Sense of Pretrained CNN by Interacting with Their Daily Surroundings. , 2021, , .		4
14	Designing Mobile EEG Neurofeedback Games for Children with Autism. , 2021, , .		2
15	Explainability via Interactivity? Supporting Nonexperts’sensemaking of pre-trained CNN by Interacting with Their Daily Surroundings. , 2021, , .		0
16	Understanding visually impaired people’s experiences of social signal perception in face-to-face communication. <i>Universal Access in the Information Society</i> , 2020, 19, 873-890.	3.0	8
17	The TA Framework: Designing Real-time Teaching Augmentation for K-12 Classrooms. , 2020, , .		30
18	Dandelion Diagram: Aggregating Positioning and Orientation Data in the Visualization of Classroom Proxemics. , 2020, , .		4

#	ARTICLE	IF	CITATIONS
19	How Peripheral Interactive Systems Can Support Teachers with Differentiated Instruction. , 2020, , .		3
20	NaMemo. , 2020, , .		1
21	Weaving Healthy Behaviors into New Technology Routines. , 2020, , .		5
22	How Peripheral Data Visualisation Systems Support Secondary School Teachers during VLE-Supported Lessons. , 2019, , .		10
23	An Unobtrusive Stress Recognition System for the Smart Office. , 2019, 2019, 1326-1329.		4
24	ClassBeacons. , 2019, , .		4
25	Beeless. , 2019, , .		7
26	Unobtrusively Enhancing Reflection-in-Action of Teachers through Spatially Distributed Ambient Information. , 2019, , .		26
27	ClassBeacons. , 2018, , .		25
28	Creating Tactile Emotional Expressions Based on Breathing Patterns. , 2018, , .		4
29	Understanding teachersâ€™ routines to inform classroom technology design. Education and Information Technologies, 2017, 22, 1347-1376.	5.7	10
30	FeetForward: On Blending New Classroom Technologies into Secondary School Teachersâ€™ Routines. Lecture Notes in Computer Science, 2017, , 327-347.	1.3	4