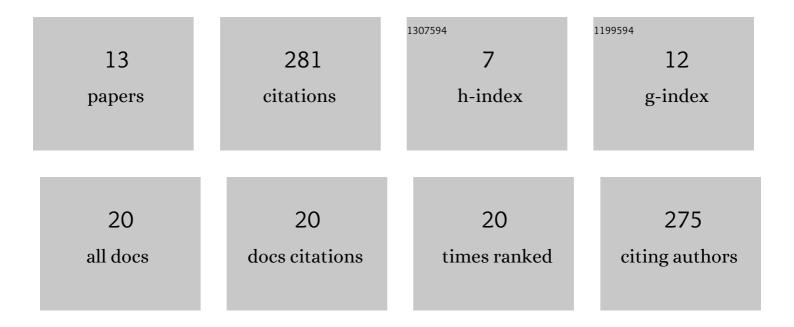
Paul M Garrett

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6319805/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	The acceptability and uptake of smartphone tracking for COVID-19 in Australia. PLoS ONE, 2021, 16, e0244827.	2.5	66
2	Public acceptance of privacy-encroaching policies to address the COVID-19 pandemic in the United Kingdom. PLoS ONE, 2021, 16, e0245740.	2.5	60
3	Privacy versus open science. Behavior Research Methods, 2019, 51, 1839-1848.	4.0	30
4	Young Adults View Smartphone Tracking Technologies for COVID-19 as Acceptable: The Case of Taiwan. International Journal of Environmental Research and Public Health, 2021, 18, 1332.	2.6	29
5	Task Uncertainty Can Account for Mixing and Switch Costs in Task-Switching. PLoS ONE, 2015, 10, e0131556.	2.5	19
6	Psychological factors shaping public responses to COVID-19 digital contact tracing technologies in Germany. Scientific Reports, 2021, 11, 18716.	3.3	19
7	A system for collecting and analyzing experience-sampling data. Behavior Research Methods, 2019, 51, 1824-1838.	4.0	16
8	Papers Please - Predictive Factors of National and International Attitudes Toward Immunity and Vaccination Passports: Online Representative Surveys. JMIR Public Health and Surveillance, 2022, 8, e32969.	2.6	8
9	Comparative estimation systems perform under severely limited workload capacity. Journal of Mathematical Psychology, 2019, 92, 102255.	1.8	7
10	A show about nothing: No-signal processes in systems factorial technology Psychological Review, 2021, 128, 187-201.	3.8	6
11	High Acceptance of COVID-19 Tracing Technologies in Taiwan: A Nationally Representative Survey Analysis. International Journal of Environmental Research and Public Health, 2022, 19, 3323.	2.6	6
12	Systems Factorial Technology analysis of mixtures of processing architectures. Journal of Mathematical Psychology, 2019, 92, 102229.	1.8	3
13	Wheel of Fortune: a Cross-cultural Examination of How Expertise Shapes the Mental Representations of Familiar and Unfamiliar Numerals. Computational Brain & Behavior, 0, , 1.	1.7	0