

Don Norman, Donald A Norman

List of Publications by Year in descending order

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117
papers

17,241
citations

53751

45
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37183

96
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123
all docs

123
docs citations

123
times ranked

8157
citing authors

#	ARTICLE	IF	CITATIONS
1	Vulnerable road users and the coming wave of automated vehicles: Expert perspectives. <i>Transportation Research Interdisciplinary Perspectives</i> , 2021, 9, 100293.	1.6	69
2	Defending Against Medical Error: Personal Reflections on the Legacy of John Senders. <i>Human Factors</i> , 2021, , 001872082110334.	2.1	0
3	Exploring, Defining, & Advancing Community-Driven Design for Social Impact. , 2019, , .		4
4	The challenges of automation in the automobile. <i>Ergonomics</i> , 2019, 62, 512-513.	1.1	13
5	Design, Business Models, and Human-Technology Teamwork. <i>Research Technology Management</i> , 2017, 60, 26-30.	0.6	37
6	Learning from failure. , 2017, , .		5
7	The challenges of partially automated driving. <i>Communications of the ACM</i> , 2016, 59, 70-77.	3.3	182
8	Design for Use. <i>Research Technology Management</i> , 2016, 59, 15-20.	0.6	6
9	Wireless device connection problems and design solutions. <i>Chinese Journal of Mechanical Engineering (English Edition)</i> , 2016, 29, 1145-1155.	1.9	3
10	Affordances: Commentary on the Special Issue of AI EDAM. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2015, 29, 235-238.	0.7	7
11	DesignX: Complex Sociotechnical Systems. <i>She Ji</i> , 2015, 1, 83-106.	0.6	106
12	The Human Side of Automation. <i>Lecture Notes in Mobility</i> , 2015, , 73-79.	0.2	19
13	Correspondence: Incremental Radical Innovation. <i>Design Issues</i> , 2014, 30, 104-107.	0.2	3
14	Incremental and Radical Innovation: Design Research vs. Technology and Meaning Change. <i>Design Issues</i> , 2014, 30, 78-96.	0.2	414
15	39.1:Invited Paper: The Next Touch Evolution Advancing the Consumer Experience in Other Realms: Tasks and Tough Environments. <i>Digest of Technical Papers SID International Symposium</i> , 2013, 44, 541-543.	0.1	2
16	Yet another technology cusp. <i>Communications of the ACM</i> , 2012, 55, 30-32.	3.3	5
17	Gestural interfaces. <i>Interactions</i> , 2010, 17, 46-49.	0.8	154
18	THE WAY I SEE ITLooking back, looking forward. <i>Interactions</i> , 2010, 17, 61-63.	0.8	5

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19	THE WAY I SEE ITThe transmedia design challenge. Interactions, 2010, 17, 12-15.	0.8	12
20	Natural user interfaces are not natural. Interactions, 2010, 17, 6-10.	0.8	349
21	Technology first, needs last. Interactions, 2010, 17, 38-42.	0.8	45
22	Navigating the Barriers to Interdisciplinary Design Education: Lessons Learned From the NSF Design Workshop Series. , 2010, , .		4
23	THE WAY I SEE ITSystems thinking. Interactions, 2009, 16, 52-54.	0.8	27
24	THE WAY I SEE ITMemory is more important than actuality. Interactions, 2009, 16, 24-26.	0.8	53
25	THE WAY I SEE ITWhen security gets in the way. Interactions, 2009, 16, 60-63.	0.8	40
26	THE WAY I SEE ITPeople are from earth, machines are from outer space. Interactions, 2009, 16, 39-41.	0.8	0
27	THE WAY I SEE ITCompliance and tolerance. Interactions, 2009, 16, 61-65.	0.8	3
28	THE WAY I SEE ITFilling much-needed holes. Interactions, 2008, 15, 70-71.	0.8	2
29	THE WAY I SEE ITWorkarounds and hacks. Interactions, 2008, 15, 47-48.	0.8	15
30	THE WAY I SEE ITWaiting. Interactions, 2008, 15, 36-37.	0.8	1
31	THE WAY I SEE ITSimplicity is not the answer. Interactions, 2008, 15, 45-46.	0.8	15
32	THE WAY I SEE ITSignifiers, not affordances. Interactions, 2008, 15, 18-19.	0.8	146
33	THE WAY I SEE ITA fetish for numbers. Interactions, 2008, 15, 14-15.	0.8	1
34	The next UI breakthrough. Interactions, 2007, 14, 44-45.	0.8	20
35	The next UI breakthrough, part 2. Interactions, 2007, 14, 46-47.	0.8	25
36	There's an automobile in HCI's future. Interactions, 2007, 14, 50-51.	0.8	3

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37	Gavriel Salvendy (Ed.): Handbook of human factors and ergonomics (3rd edn.). Universal Access in the Information Society, 2007, 5, 421-421.	2.1	1
38	Affect and Proto-Affect in Effective Functioning. , 2005, , 173-202.		82
39	How to trust robots further than we can throw them. , 2004, , .		10
40	Introduction to This Special Section on Beauty, Goodness, and Usability. Human-Computer Interaction, 2004, 19, 311-318.	3.1	106
41	Nancy Collier Waugh (1930-2002).. American Psychologist, 2004, 59, 45-45.	3.8	1
42	Affect and machine design: Lessons for the development of autonomous machines. IBM Systems Journal, 2003, 42, 38-44.	3.1	116
43	Designing Emotions Pieter Desmet. Design Journal, 2003, 6, 60-62.	0.5	8
44	Beyond the computer industry. Communications of the ACM, 2002, 45, 120.	3.3	2
45	Cyborgs. Communications of the ACM, 2001, 44, 36-37.	3.3	13
46	Now You See It, Now You Don't. American Journal of Psychology, 2000, 113, 123.	0.5	0
47	Backing the right technical horse. IEEE Spectrum, 1999, 36, 57-61.	0.5	6
48	The future of the PC. NetWorker, 1998, 2, 16-17.	0.2	0
49	When Cognitive Psychology Was Young (As Seen from Middle Age): A Retrospective Review on the Occasion of a 25th Anniversary. American Journal of Psychology, 1997, 110, 635.	0.5	1
50	Learner-centered education. Communications of the ACM, 1996, 39, 24-27.	3.3	326
51	Designing for Error. , 1995, , 686-697.		36
52	On Differences Between Research and Practice. Ergonomics in Design, 1995, 3, 35-36.	0.4	3
53	A representational analysis of numeration systems. Cognition, 1995, 57, 271-295.	1.1	194
54	How might people interact with agents. Communications of the ACM, 1994, 37, 68-71.	3.3	200

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55	Memory and Attention: An Introduction to Human Information Processing. American Journal of Psychology, 1994, 107, 597.	0.5	74
56	Representations in Distributed Cognitive Tasks. Cognitive Science, 1994, 18, 87-122.	0.8	755
57	Cognition in the Head and in the World: An Introduction to the Special Issue on Situated Action. Cognitive Science, 1993, 17, 1-6.	0.8	207
58	Inside risks: using names as identifiers. Communications of the ACM, 1993, 36, 154.	3.3	0
59	Design principles for cognitive artifacts. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 1992, 4, 43-50.	1.2	42
60	The Psychology of Slips. , 1992, , 317-339.		19
61	Approaches to the study of intelligence. Artificial Intelligence, 1991, 47, 327-346.	3.9	46
62	Collaborative computing: collaboration first, computing second. Communications of the ACM, 1991, 34, 88-90.	3.3	19
63	Language Evolution and Human-Computer Interaction. DAIMI Report Series, 1991, 20, .	0.1	7
64	System Safety. Science, 1991, 251, 1411-1411.	6.0	0
65	The Psychology of Everyday Things. American Journal of Psychology, 1990, 103, 141.	0.5	686
66	New Technology and Human Error. American Journal of Psychology, 1989, 102, 113.	0.5	84
67	Incorporating operational experience and design changes in availability forecasts. Reliability Engineering and System Safety, 1988, 20, 245-261.	5.1	6
68	Levels of research. Behavioral and Brain Sciences, 1987, 10, 490-492.	0.4	0
69	Attention to Action. , 1986, , 1-18.		1,923
70	Direct Manipulation Interfaces. Human-Computer Interaction, 1985, 1, 311-338.	3.1	621
71	Stages and levels in human-machine interaction. International Journal of Man-Machine Studies, 1984, 21, 365-375.	0.7	103
72	Worsening the Knowledge Gap.. Annals of the New York Academy of Sciences, 1984, 426, 220-233.	1.8	8

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73	Design rules based on analyses of human error. Communications of the ACM, 1983, 26, 254-258.	3.3	307
74	The humanization of computer interfaces. Communications of the ACM, 1983, 26, 252-253.	3.3	12
75	Why Alphabetic Keyboards Are Not Easy to Use: Keyboard Layout Doesn't Much Matter. Human Factors, 1982, 24, 509-519.	2.1	117
76	Simulating a Skilled Typist: A Study of Skilled Cognitive-Motor Performance. Cognitive Science, 1982, 6, 1-36.	0.8	435
77	Simulating a Skilled Typist: A Study of Skilled Cognitive-Motor Performance. , 1982, 6, 1.		24
78	The LNR approach to human information processing. Cognition, 1981, 10, 235-240.	1.1	14
79	Categorization of action slips.. Psychological Review, 1981, 88, 1-15.	2.7	1,521
80	Twelve issues for cognitive science. Cognitive Science, 1981, 4, 1-32.	0.8	73
81	Fodor' solipsisms: dont's look a gift horse in the â€ . Behavioral and Brain Sciences, 1980, 3, 90-90.	0.4	0
82	What goes on in the mind of the learner. New Directions for Teaching and Learning, 1980, 1980, 37-49.	0.2	12
83	Twelve Issues for Cognitive Science. Cognitive Science, 1980, 4, 1-32.	0.8	162
84	Descriptions: An intermediate stage in memory retrieval. Cognitive Psychology, 1979, 11, 107-123.	0.9	361
85	To ask a question, one must know enough to know what is not known. Journal of Verbal Learning and Verbal Behavior, 1979, 18, 357-364.	3.8	253
86	So what should information look like?. Behavioral and Brain Sciences, 1978, 1, 361-362.	0.4	0
87	Stop already, my mind is made up [P&W]. P&W. Behavioral and Brain Sciences, 1978, 1, 589-590.	0.4	0
88	GUS, a frame-driven dialog system. Artificial Intelligence, 1977, 8, 155-173.	3.9	251
89	Psycholexicology. PsycCritiques, 1977, 22, 545-547.	0.0	0
90	On the analysis of performance operating characteristics.. Psychological Review, 1976, 83, 508-510.	2.7	124

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91	On data-limited and resource-limited processes. <i>Cognitive Psychology</i> , 1975, 7, 44-64.	0.9	2,210
92	SOME PRINCIPLES OF MEMORY SCHEMATA. , 1975, , 131-149.		257
93	The computer in your briefcase. <i>Behavior Research Methods & Instrumentation</i> , 1973, 5, 83-87.	0.3	8
94	Project CROVITZ.. <i>PsycCritiques</i> , 1972, 17, 641-643.	0.0	0
95	Invariance of forgetting rate with number of repetitions in verbal short-term recognition memory. <i>Learning and Behavior</i> , 1971, 22, 363-364.	0.6	4
96	Some Observations on Underwater Hearing. <i>Journal of the Acoustical Society of America</i> , 1971, 50, 544-548.	0.5	15
97	Comments on the information structure of memory. <i>Acta Psychologica</i> , 1970, 33, 293-303.	0.7	10
98	Introduction: Models of Human Memory. , 1970, , 1-15.		93
99	A System for Perception and Memory. , 1970, , 19-64.		53
100	Short-term retention during a simultaneous detection task. <i>Perception & Psychophysics</i> , 1969, 5, 201-205.	2.3	61
101	Strength theory of decision rules and latency in retrieval from short-term memory. <i>Journal of Mathematical Psychology</i> , 1969, 6, 192-208.	1.0	163
102	Memory While Shadowing. <i>The Quarterly Journal of Experimental Psychology</i> , 1969, 21, 85-93.	1.2	151
103	Toward a theory of memory and attention.. <i>Psychological Review</i> , 1968, 75, 522-536.	2.7	593
104	The measure of interference in primary memory. <i>Journal of Verbal Learning and Verbal Behavior</i> , 1968, 7, 617-626.	3.8	27
105	Stimulus and response interference in recognition-memory experiments.. <i>Journal of Experimental Psychology</i> , 1968, 78, 551-559.	1.5	33
106	Temporal confusions and limited capacity processors. <i>Acta Psychologica</i> , 1967, 27, 293-297.	0.7	60
107	Acquisition and retention in short-term memory.. <i>Journal of Experimental Psychology</i> , 1966, 72, 369-381.	1.5	107
108	Strength models and serial position in short-term recognition memory. <i>Journal of Mathematical Psychology</i> , 1966, 3, 316-347.	1.0	301

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109	Short-term recognition memory for single digits and pairs of digits.. Journal of Experimental Psychology, 1965, 70, 479-489.	1.5	95
110	Primary memory.. Psychological Review, 1965, 72, 89-104.	2.7	1,093
111	An AC-Amplification System for Recording Eyeblinks and Other Movements. American Journal of Psychology, 1964, 77, 127.	0.5	5
112	Sensory thresholds, response biases, and the neural quantum theory. Journal of Mathematical Psychology, 1964, 1, 88-120.	1.0	58
113	Stochastic Learning and a Quantal Model of Signal Detection. IEEE Transactions on Applications and Industry, 1964, 83, 292-296.	0.3	3
114	A non-parametric analysis of recognition experiments. Learning and Behavior, 1964, 1, 125-126.	0.6	454
115	An efficient non-parametric analysis of recognition memory. Learning and Behavior, 1964, 1, 327-328.	0.6	81
116	A comparison of data obtained with different false-alarm rates.. Psychological Review, 1964, 71, 243-246.	2.7	55
117	Sensory Thresholds and Response Bias. Journal of the Acoustical Society of America, 1963, 35, 1432-1441.	0.5	12