

Ben Shneiderman

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

154
papers

8,940
citations

50
h-index

92
g-index

168
ext. papers

10,552
ext. citations

4.8
avg, IF

6.84
L-index

#	Paper	IF	Citations
154	Human-Centered AI: A New Synthesis. <i>Lecture Notes in Computer Science</i> , 2021 , 3-8	0.9	0
153	Artificial Intelligence for Humankind: A Panel on How to Create Truly Interactive and Human-Centered AI for the Benefit of Individuals and Society. <i>Lecture Notes in Computer Science</i> , 2021 , 335-339	0.9	0
152	Governing AI safety through independent audits. <i>Nature Machine Intelligence</i> , 2021 , 3, 566-571	22.5	10
151	Responsible AI. <i>Communications of the ACM</i> , 2021 , 64, 32-35	2.5	3
150	. <i>IEEE Transactions on Technology and Society</i> , 2020 , 1, 73-82	5.2	22
149	Human-Centered Artificial Intelligence: Reliable, Safe & Trustworthy. <i>International Journal of Human-Computer Interaction</i> , 2020 , 36, 495-504	3.6	132
148	Bridging the Gap Between Ethics and Practice. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2020 , 10, 1-31	1.8	61
147	Social network analysis: Measuring, mapping, and modeling collections of connections 2020 , 31-51		20
146	Installation, orientation, and layout 2020 , 55-66		
145	Creativity and collaboration: Revisiting cybernetic serendipity. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2019 , 116, 1837-1843	11.5	3
144	Increasing Recognition of Wrong-Patient Errors through Improved Interface Design of a Computerized Provider Order Entry System. <i>International Journal of Human-Computer Interaction</i> , 2018 , 34, 383-398	3.6	7
143	Twin-Win Model: A human-centered approach to research success. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2018 , 115, 12590-12594	11.5	12
142	Apply or Die: On the Role and Assessment of Application Papers in Visualization. <i>IEEE Computer Graphics and Applications</i> , 2017 , 37, 96-104	1.7	9
141	The New ABCs of Research 2016 ,		52
140	Novel user interface design for medication reconciliation: an evaluation of Twinlist. <i>Journal of the American Medical Informatics Association: JAMIA</i> , 2015 , 22, 340-9	8.6	31
139	Discovering temporal changes in hierarchical transportation data: Visual analytics & text reporting tools. <i>Transportation Research Part C: Emerging Technologies</i> , 2015 , 51, 167-179	8.4	9
138	The big picture for big data: visualization. <i>Science</i> , 2014 , 343, 730	33.3	26

137	A task taxonomy for network evolution analysis. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2014 , 20, 365-76	4	40
136	Reducing wrong patient selection errors: exploring the design space of user interface techniques 2014 , 2014, 1056-65	0.7	9
135	Improving Healthcare with Interactive Visualization. <i>Computer</i> , 2013 , 46, 58-66	1.6	103
134	Visualizing change over time using dynamic hierarchies: TreeVersity2 and the StemView. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013 , 19, 2566-75	4	30
133	Interactive Network Exploration to Derive Insights: Filtering, Clustering, Grouping, and Simplification. <i>Lecture Notes in Computer Science</i> , 2013 , 2-18	0.9	9
132	Exploring Data Distributions: Visual Design and Evaluation. <i>International Journal of Human-Computer Interaction</i> , 2013 , 29, 77-95	3.6	5
131	Motif simplification 2013 ,		83
130	Temporal event sequence simplification. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013 , 19, 2227-36	4	154
129	TreeVersity: Interactive Visualizations for Comparing Hierarchical Data Sets. <i>Transportation Research Record</i> , 2013 , 2392, 48-58	1.7	9
128	Rapid understanding of scientific paper collections: Integrating statistics, text analytics, and visualization. <i>Journal of the Association for Information Science and Technology</i> , 2012 , 63, 2351-2369		50
127	Monitoring Academic Conferences: Real-Time Visualization and Retrospective Analysis of Backchannel Conversations 2012 ,		14
126	Visually Exploring Social Participation in Encyclopedia of Life 2012 ,		2
125	A Temporal Pattern Search Algorithm for Personal History Event Visualization. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2012 , 24, 799-812	4.2	8
124	Do You Know the Way to SNA?: A Process Model for Analyzing and Visualizing Social Media Network Data 2012 ,		16
123	TreeCovery: Coordinated dual treemap visualization for exploring the Recovery Act. <i>Government Information Quarterly</i> , 2012 , 29, 212-222	7.6	7
122	Innovation trajectories for information visualizations: Comparing treemaps, cone trees, and hyperbolic trees. <i>Information Visualization</i> , 2012 , 11, 87-105	2.4	12
121	Graph analytics-lessons learned and challenges ahead. <i>IEEE Computer Graphics and Applications</i> , 2011 , 31, 18-29	1.7	7
120	Evaluating visual and statistical exploration of scientific literature networks 2011 ,		4

119	TreeVersity: Comparing tree structures by topology and node's attributes differences 2011 ,		3
118	EventGraphs: Charting Collections of Conference Connections 2011 ,		13
117	NetVisia: Heat Map & Matrix Visualization of Dynamic Social Network Statistics & Content 2011 ,		14
116	Visual exploration across biomedical databases. <i>IEEE/ACM Transactions on Computational Biology and Bioinformatics</i> , 2011 , 8, 536-50	3	6
115	Group-in-a-Box Layout for Multi-faceted Analysis of Communities 2011 ,		21
114	Technology-Mediated Social Participation: The Next 25 Years of HCI Challenges. <i>Lecture Notes in Computer Science</i> , 2011 , 3-14	0.9	7
113	Multidimensional Analysis and Visualization on Large Biomedical Data 2010 , 157-184		
112	A national initiative for social participation. <i>Science</i> , 2009 , 323, 1426-7	33.3	7
111	Visual overviews for discovering key papers and influences across research fronts. <i>Journal of the Association for Information Science and Technology</i> , 2009 , 60, 2219-2228		13
110	Temporal summaries: supporting temporal categorical searching, aggregation and comparison. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2009 , 15, 1049-56	4	84
109	The Reader-to-Leader Framework: Motivating Technology-Mediated Social Participation. <i>AIS Transactions on Human-Computer Interaction</i> , 2009 , 1, 13-32	1.2	405
108	Users can change their web search tactics: Design guidelines for categorized overviews. <i>Information Processing and Management</i> , 2008 , 44, 463-484	6.3	58
107	Enabling teachers to explore grade patterns to identify individual needs and promote fairer student assessment. <i>Computers and Education</i> , 2008 , 51, 1467-1485	9.5	7
106	Computer science. Science 2.0. <i>Science</i> , 2008 , 319, 1349-50	33.3	124
105	Data Sonification for Users with Visual Impairment. <i>ACM Transactions on Computer-Human Interaction</i> , 2008 , 15, 1-28	4.7	44
104	Designing community-based emergency communication system: A preliminary study. <i>Proceedings of the American Society for Information Science and Technology</i> , 2008 , 45, 1-3		
103	Visualizing Functional Data with an Application to eBay's Online Auctions 2008 , 873-898		0
102	Human Responsibility for Autonomous Agents. <i>IEEE Intelligent Systems</i> , 2007 , 22, 60-61	4.2	5

101	Toward an enriched (and revitalized) sense of help: Summary of an ASIS&T 2005 panel session. <i>Bulletin of the American Society for Information Science</i> , 2007 , 32, 23-26		3
100	Community response grids: E-government, social networks, and effective emergency management. <i>Telecommunications Policy</i> , 2007 , 31, 592-604	4	148
99	Web science. <i>Communications of the ACM</i> , 2007 , 50, 25-27	2.5	26
98	Designing Semantic Substrates for Visual Network Exploration. <i>Information Visualization</i> , 2007 , 6, 281-304	3.1	34
97	Community response grids: using information technology to help communities respond to bioterror emergencies. <i>Biosecurity and Bioterrorism</i> , 2007 , 5, 335-45		8
96	Public health. 911.gov. <i>Science</i> , 2007 , 315, 944	33.3	24
95	eHealth research from the user's perspective. <i>American Journal of Preventive Medicine</i> , 2007 , 32, S97-103	3.1	102
94	Creativity support tools: accelerating discovery and innovation. <i>Communications of the ACM</i> , 2007 , 50, 20-32	2.5	328
93	A model for computer frustration: the role of instrumental and dispositional factors on incident, session, and post-session frustration and mood. <i>Computers in Human Behavior</i> , 2006 , 22, 941-961	7.7	52
92	Exploring auction databases through interactive visualization. <i>Decision Support Systems</i> , 2006 , 42, 1521-1538	3.8	31
91	Exploring personal media: A spatial interface supporting user-defined semantic regions. <i>Journal of Visual Languages and Computing</i> , 2006 , 17, 254-283		6
90	Using rhythms of relationships to understand e-mail archives. <i>Journal of the Association for Information Science and Technology</i> , 2006 , 57, 1936-1948		13
89	Strategies for evaluating information visualization tools 2006 ,		203
88	Creativity Support Tools: Report From a U.S. National Science Foundation Sponsored Workshop. <i>International Journal of Human-Computer Interaction</i> , 2006 , 20, 61-77	3.6	119
87	Workplace user frustration with computers: an exploratory investigation of the causes and severity. <i>Behaviour and Information Technology</i> , 2006 , 25, 239-251	2.4	78
86	A Visual Interface for Multivariate Temporal Data: Finding Patterns of Events across Multiple Histories 2006 ,		64
85	Balancing systematic and flexible exploration of social networks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2006 , 12, 693-700	4	127
84	Network visualization by semantic substrates. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2006 , 12, 733-40	4	168

83	Knowledge discovery in high-dimensional data: case studies and a user survey for the rank-by-feature framework. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2006 , 12, 311-22	4	56
82	Severity and impact of computer user frustration: A comparison of student and workplace users. <i>Interacting With Computers</i> , 2006 , 18, 187-207	1.6	56
81	A Rank-by-Feature Framework for Interactive Exploration of Multidimensional Data. <i>Information Visualization</i> , 2005 , 4, 96-113	2.4	129
80	Colour-coded pixel-based highly interactive Web mapping for georeferenced data exploration. <i>International Journal of Geographical Information Science</i> , 2005 , 19, 413-428	4.1	9
79	Representing Unevenly-Spaced Time Series Data for Visualization and Interactive Exploration. <i>Lecture Notes in Computer Science</i> , 2005 , 835-846	0.9	20
78	Dynamic Query Tools for Time Series Data Sets: Timebox Widgets for Interactive Exploration. <i>Information Visualization</i> , 2004 , 3, 1-18	2.4	208
77	Finding governmental statistical data on the Web: A study of categorically organized links for the FedStats topics page. <i>Journal of the Association for Information Science and Technology</i> , 2004 , 55, 1008-1015		6
76	Determining Causes and Severity of End-User Frustration. <i>International Journal of Human-Computer Interaction</i> , 2004 , 17, 333-356	3.6	178
75	Supporting statistical electronic table usage by citizens. <i>Communications of the ACM</i> , 2003 , 46, 52-54	2.5	3
74	MediaFinder 2003 ,		4
73	Visual Information Seeking: Tight Coupling of Dynamic Query Filters with Starfield Displays 2003 , 7-13		8
72	Broadening Access to Large Online Databases by Generalizing Query Previews 2003 , 31-37		1
71	The Eyes Have It: A Task by Data Type Taxonomy for Information Visualizations 2003 , 364-371		107
70	Snap-Together Visualization: A User Interface for Coordinating Visualizations via Relational Schemata 2003 , 341-348		4
69	Visualizing Digital Library Search Results with Categorical and Hierarchical Axes 2003 , 169-177		1
68	Inventing discovery tools: combining information visualization with data mining 2003 , 378-385		0
67	Direct Annotation: A Drag-and-Drop Strategy for Labeling Photos 2003 , 58-65		
66	Creativity support tools. <i>Communications of the ACM</i> , 2002 , 45, 116-120	2.5	95

65	Inventing Discovery Tools: Combining Information Visualization with Data Mining. <i>Information Visualization</i> , 2002 , 1, 5-12	2.4	105
64	A photo history of SIGCHI. <i>Interactions</i> , 2002 , 9, 17-23	1	7
63	Understanding human reactivites and relationships. <i>Interactions</i> , 2002 , 9, 40-53	1	1
62	Inventing discovery tools: combining information visualization with data mining. <i>Information Visualization</i> , 2002 , 1, 5-12	2.4	17
61	Using interactive visualizations of WWW log data to characterize access patterns and inform site design. <i>Journal of the Association for Information Science and Technology</i> , 2001 , 52, 331-343		18
60	Inventing Discovery Tools: Combining Information Visualization with Data Mining. <i>Lecture Notes in Computer Science</i> , 2001 , 17-28	0.9	18
59	Component-based, user-constructed, multiple-view visualization 2001 ,		3
58	Universal usability as a stimulus to advanced interface design. <i>Behaviour and Information Technology</i> , 2001 , 20, 367-376	2.4	33
57	Dynamic Aggregation to Support Pattern Discovery: A Case Study with Web Logs. <i>Lecture Notes in Computer Science</i> , 2001 , 464-469	0.9	0
56	Using interactive visualizations of WWW log data to characterize access patterns and inform site design 2001 , 52, 331		2
55	Previews and overviews in digital libraries: Designing surrogates to support visual information seeking. <i>Journal of the Association for Information Science and Technology</i> , 2000 , 51, 380-393		53
54	Snap-together visualization: can users construct and operate coordinated visualizations?. <i>International Journal of Human Computer Studies</i> , 2000 , 53, 715-739	4.6	94
53	Facilitating data exploration with query previews: A study of user performance and preference. <i>Behaviour and Information Technology</i> , 2000 , 19, 393-403	2.4	9
52	Universal usability. <i>Communications of the ACM</i> , 2000 , 43, 84-91	2.5	291
51	Designing trust into online experiences. <i>Communications of the ACM</i> , 2000 , 43, 57-59	2.5	406
50	A trip report on creativity & cognition 1999. <i>ACM SIGCHI Bulletin</i> , 2000 , 32, 43-46		
49	Interface and data architecture for query preview in networked information systems. <i>ACM Transactions on Information Systems</i> , 1999 , 17, 320-341	4.8	49
48	Perspective-based Usability Inspection: An Empirical Validation of Efficacy. <i>Empirical Software Engineering</i> , 1999 , 4, 43-69	3.3	39

47	The end of zero-hit queries: query previews for NASA's Global Change Master Directory. <i>International Journal on Digital Libraries</i> , 1999 , 2, 79-90	1.4	14
46	Elastic windows: design, implementation, and evaluation of multi-window operations. <i>Software - Practice and Experience</i> , 1998 , 28, 225-248	2.5	1
45	Emergent patterns of teaching/learning in electronic classrooms. <i>Educational Technology Research and Development</i> , 1998 , 46, 23-42	3.6	15
44	Relate>CreateDonate: a teaching/learning philosophy for the cyber-generation. <i>Computers and Education</i> , 1998 , 31, 25-39	9.5	44
43	Sorting out searching. <i>Communications of the ACM</i> , 1998 , 41, 95-98	2.5	99
42	Distance learning 1998 ,		3
41	Information visualization advanced interface and Web design 1998 ,		1
40	Visualizing medical records with LifeLines 1998 ,		6
39	Clarifying Search. <i>D-Lib Magazine</i> , 1997 , 3,		56
38	LifeLines: visualizing personal histories 1996 ,		259
37	Advanced graphic user interfaces. <i>ACM Computing Surveys</i> , 1996 , 28, 144	13.4	1
36	Windows of opportunity in electronic classrooms. <i>Communications of the ACM</i> , 1995 , 38, 19-24	2.5	42
35	Looking for the bright side of user interface agents. <i>Interactions</i> , 1995 , 2, 13-15	1	18
34	Using Treemaps to Visualize the Analytic Hierarchy Process. <i>Information Systems Research</i> , 1995 , 6, 357-375	3.5	44
33	Split menus. <i>ACM Transactions on Computer-Human Interaction</i> , 1994 , 1, 27-51	4.7	140
32	Navigating in hyperspace. <i>Communications of the ACM</i> , 1994 , 37, 87-96	2.5	55
31	An exploratory evaluation of three interfaces for browsing large hierarchical tables of contents. <i>ACM Transactions on Information Systems</i> , 1994 , 12, 383-406	4.8	49
30	Visual information seeking 1994 ,		192

29	Investigating touchscreen typing: the effect of keyboard size on typing speed. <i>Behaviour and Information Technology</i> , 1993 , 12, 17-22	2.4	80
28	A graphical filter/flow representation of Boolean queries: A prototype implementation and evaluation. <i>Journal of the Association for Information Science and Technology</i> , 1993 , 44, 327-339		58
27	Engagement and construction: Educational strategies for the post-TV era. <i>Journal of Computing in Higher Education</i> , 1993 , 4, 106-116	3.5	5
26	A graphical filter/flow representation of Boolean queries: A prototype implementation and evaluation 1993 , 44, 327		18
25	Dynamic queries for information exploration 1992 ,		205
24	Tree visualization with tree-maps. <i>ACM Transactions on Graphics</i> , 1992 , 11, 92-99	7.6	794
23	The dynamic HomeFinder 1992 ,		105
22	High precision touchscreens: design strategies and comparisons with a mouse. <i>International Journal of Man-Machine Studies</i> , 1991 , 34, 593-613		183
21	Designing to Facilitate Browsing: A Look Back at the Hyperties Workstation Browser. <i>New Review of Hypermedia and Multimedia</i> , 1991 , 3, 101-117		7
20	Incorporating String Search in a Hypertext System: User Interface and Signature File Design Issues. <i>New Review of Hypermedia and Multimedia</i> , 1990 , 2, 183-200		18
19	Future directions for human-computer interaction. <i>International Journal of Human-Computer Interaction</i> , 1990 , 2, 73-90	3.6	9
18	Human values and the future of technology: a declaration of empowerment. <i>ACM SIGCAS Computers and Society</i> , 1990 , 20, 1-6	0	15
17	An experimental evaluation of three touch screen strategies within a hypertext database. <i>International Journal of Human-Computer Interaction</i> , 1989 , 1, 41-52	3.6	9
16	Evaluating three museum installations of a hypertext system. <i>Journal of the Association for Information Science and Technology</i> , 1989 , 40, 172-182		30
15	A Spectrum of Automatic Hypertext Constructions. <i>New Review of Hypermedia and Multimedia</i> , 1989 , 1, 179-195		29
14	Evaluating three museum installations of a hypertext system 1989 , 40, 172		2
13	We can design better user interfaces: A review of human-computer interaction styles. <i>Ergonomics</i> , 1988 , 31, 699-710	2.9	23
12	Time Stress Effects on Two Menu Selection Systems. <i>Proceedings of the Human Factors Society Annual Meeting</i> , 1987 , 31, 727-731		13

11	An evaluation of jump-ahead techniques in menu selection. <i>Behaviour and Information Technology</i> , 1987 , 6, 97-108	2.4	8
10	Designing menu selection systems. <i>Journal of the Association for Information Science and Technology</i> , 1986 , 37, 57-70		25
9	Embedded menus: selecting items in context. <i>Communications of the ACM</i> , 1986 , 29, 312-318	2.5	58
8	Learning a menu selection tree: training methods compared. <i>Behaviour and Information Technology</i> , 1985 , 4, 81-91	2.4	19
7	Program indentation and comprehensibility. <i>Communications of the ACM</i> , 1983 , 26, 861-867	2.5	85
6	The future of interactive systems and the emergence of direct manipulation□□This paper was originally presented as the Keynote Address at the N.Y.U. Symposium on User Interfaces, 26-28 May 1982, New York, U.S.A. It will be published in <i>Human Factors and Interactive Computer Systems, 1983</i> , edited by M. Massillon, Ablex Publishing Co., Norwood, New Jersey, U.S.A.	2.4	212
5	Multiparty Grammars and Related Features for Defining Interactive Systems. <i>IEEE Transactions on Systems, Man, and Cybernetics</i> , 1982 , 12, 148-154		45
4	Syntactic/semantic interactions in programmer behavior: A model and experimental results. <i>International Journal of Computer & Information Sciences</i> , 1979 , 8, 219-238		171
3	Experimental investigations of the utility of detailed flowcharts in programming. <i>Communications of the ACM</i> , 1977 , 20, 373-381	2.5	157
2	Exploratory experiments in programmer behavior. <i>International Journal of Computer & Information Sciences</i> , 1976 , 5, 123-143		137
1	Commentary: extraordinary excitement empowering enhancing everyone. <i>Human-Computer Interaction</i> , 1-3	2.9	2