

# Miriam Sturdee

## List of Publications by Citations

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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.

26

papers

188

citations

7

h-index

12

g-index

40

ext. papers

436

ext. citations

2.9

avg, IF

3.66

L-index

#	Paper	IF	Citations
26	Implications for Adoption <b>2017</b> ,		31
25	A Public Ideation of Shape-Changing Applications <b>2015</b> ,		21
24	Analysis and Classification of Shape-Changing Interfaces for Design and Application-based Research. <i>ACM Computing Surveys</i> , <b>2018</b> , 51, 1-32	13.4	20
23	Design Fiction <b>2016</b> ,		16
22	Looking back to look forward: Lessons learnt from cyber-attacks on Industrial Control Systems. <i>International Journal of Critical Infrastructure Protection</i> , <b>2021</b> , 35, 100464	4.1	11
21	SketchingDIS <b>2017</b> ,		9
20	ActuEating <b>2018</b> ,		8
19	Using Design Fiction to Inform Shape-Changing Interface Design and Use. <i>Design Journal</i> , <b>2017</b> , 20, S4146-S4157		
18	Sketching & Drawing as Future Inquiry in HCI <b>2019</b> ,		7
17	Applied Sketching in HCI <b>2018</b> ,		6
16	Sketch & The Lizard King <b>2018</b> ,		6
15	SketCHI <b>2018</b> ,		6
14	Feeling SketCHI?. <i>Interactions</i> , <b>2018</b> , 25, 64-69	1	5
13	SketchBlog #1. <i>Interactions</i> , <b>2018</b> , 25, 6-8	1	5
12	Foldwatch <b>2018</b> ,		5
11	Sketching Sustainability in Computing <b>2019</b> ,		4
10	Drawing on Experiences of Self <b>2020</b> ,		4

9	Cycling@CHI: Towards a Research Agenda for HCI in the Bike Lane <b>2021</b> ,		4
8	MapRecorder: analysing real-world usage of mobile map applications. <i>Behaviour and Information Technology</i> , <b>2021</b> , 40, 646-662	2.4	3
7	SketCHI 2.0 <b>2019</b> ,		2
6	Drawing Design Futures for Shape-Changing Interfaces <b>2017</b> ,		2
5	Fiction and Physicality: a designerly approach towards complexities of emerging technologies. <i>Design Journal</i> , <b>2017</b> , 20, S3849-S3862	0.6	2
4	Sketching in HCI <b>2019</b> ,		1
3	Research Journeys <b>2020</b> ,		1
2	Visual Methods for the Design of Shape-Changing Interfaces. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 337-358	0.9	1
1	Punch-Sketching E-textiles <b>2021</b> ,		1