

Ryan M Kelly

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6593970/publications.pdf>

Version: 2024-02-01

42
papers

698
citations

1039406

9
h-index

1058022

14
g-index

47
all docs

47
docs citations

47
times ranked

502
citing authors

#	ARTICLE	IF	CITATIONS
1	Understanding How Virtual Reality Can Support Mindfulness Practice: Mixed Methods Study. Journal of Medical Internet Research, 2020, 22, e16106.	2.1	97
2	Interrogating Social Virtual Reality as a Communication Medium for Older Adults. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-24.	2.5	56
3	Assessing the Privacy of mHealth Apps for Self-Tracking: Heuristic Evaluation Approach. JMIR MHealth and UHealth, 2018, 6, e185.	1.8	56
4	Exploring Data in Virtual Reality. , 2018, , .		54
5	Amplifying Quiet Voices. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-34.	4.6	45
6	Demanding by Design. , 2017, , .		44
7	Crowdsourcing Perceptions of Fair Predictors for Machine Learning. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-21.	2.5	40
8	Avatar-Mediated Communication in Social VR: An In-depth Exploration of Older Adult Interaction in an Emerging Communication Platform. , 2021, , .		28
9	School's Back. Proceedings of the ACM on Human-Computer Interaction, 2021, 4, 1-25.	2.5	24
10	Dealing With Information Overload in Multifaceted Personal Informatics Systems. Human-Computer Interaction, 2018, 33, 1-48.	3.1	21
11	The benefits and challenges of using crowdfunding to facilitate community-led projects in the context of digital civics. International Journal of Human Computer Studies, 2020, 134, 33-43.	3.7	19
12	Feel My Pain. , 2018, , .		18
13	The Role of Staff in Facilitating Immersive Virtual Reality for Enrichment in Aged Care: An Ethic of Care Perspective. , 2022, , .		16
14	Biometric Mirror. , 2019, , .		15
15	Collaborative web search in context. , 2014, , .		14
16	Determinants of Longitudinal Adherence in Smartphone-Based Self-Tracking for Chronic Health Conditions. , 2021, 5, 1-24.		13
17	Reflexive VR Storytelling Design Beyond Immersion: Facilitating Self-Reflection on Death and Loneliness. , 2020, , .		12
18	'It's More Like a Letter'. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-23.	2.5	11

#	ARTICLE	IF	CITATIONS
19	Season's Greetings. , 2016, , .		9
20	Patient Perspectives on Self-Management Technologies for Chronic Fatigue Syndrome. , 2019, , .		9
21	Beyond Happyâ€œNot: Using Emoji to Capture Visitorsâ€™ Emotional Experience. Curator, 2020, 63, 167-191. o.2		9
22	â€œAbout Missing Much More Than the Peopleâ€œ How Students use Digital Technologies to Alleviate Homesickness. , 2021, , .		9
23	Understanding participation and opportunities for design from an online postcard sending community. , 2012, , .		8
24	Design Considerations for Supporting Mindfulness in Virtual Reality. Frontiers in Virtual Reality, 2022, 2, .	2.5	8
25	Impact of Task on Attentional Tunneling in Handheld Augmented Reality. , 2021, , .		7
26	Technology-Mediated Enrichment in Aged Care: Survey and Interview Study. JMIR Aging, 2022, 5, e31162.	1.4	7
27	Can Visualization of Contributions Support Fairness in Collaboration?. , 2016, , .		6
28	Measuring Daily Compliance With Physical Activity Tracking in Ambulatory Surgery Patients: Comparative Analysis of Five Compliance Criteria. JMIR MHealth and UHealth, 2021, 9, e22846.	1.8	5
29	GAVIN. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-32.	4.6	5
30	Is 'Additional' Effort Always Negative?. , 2015, , .		4
31	Finding "Interesting" Correlations in Multi-Faceted Personal Informatics Systems. , 2016, , .		4
32	Can Mobile Augmented Reality Stimulate a Honeypot Effect?. , 2019, , .		4
33	A Tale of Two Perspectives. , 2019, , .		4
34	Enhancing Visitor Experience or Hindering Docent Roles: Attentional Issues in Augmented Reality Supported Installations. , 2020, , .		4
35	To type or to speak? The effect of input modality on text understanding during note-taking. , 2022, , .		3
36	Designing for reflection on sender effort in close personal communication. , 2018, , .		2

#	ARTICLE	IF	CITATIONS
37	Reacting to Political Videos. , 2018, , .		2
38	Supporting Credibility Assessment of News in Social Media using Star Ratings and Alternate Sources. , 2018, , .		1
39	Virtual and Augmented Reality for Positive Social Impact. , 2019, , .		1
40	CoasterMe: Supporting Informal Workplace Awareness Through the Everyday Behaviour of Drinking. , 2020, , .		1
41	Fairness in the division and completion of collaborative work. , 2013, , .		0
42	Supporting distant familial relationships with the internet of things. , 2016, , .		0