

Paul Tennent

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/665489/publications.pdf>

Version: 2024-02-01

30
papers

766
citations

1684188

5
h-index

1588992

8
g-index

31
all docs

31
docs citations

31
times ranked

500
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Interweaving mobile games with everyday life. , 2006, , . | | 193 |
| 2 | Picking Pockets on the Lawn: The Development of Tactics and Strategies in a Mobile Game. Lecture Notes in Computer Science, 2005, , 358-374. | 1.3 | 78 |
| 3 | Supporting ethnographic studies of ubiquitous computing in the wild. , 2006, , . | | 62 |
| 4 | Gaming on the edge. , 2005, , . | | 51 |
| 5 | Mobile interaction does not exist. , 2013, , . | | 38 |
| 6 | Breathalising games. , 2011, , . | | 34 |
| 7 | Exploring skin conductance synchronisation in everyday interactions. , 2014, , . | | 30 |
| 8 | Soma Design and Sensory Misalignment. , 2020, , . | | 26 |
| 9 | How Stress and Mental Workload are Connected. , 2019, , . | | 25 |
| 10 | Unpacking Non-Dualistic Design: The Soma Design Case. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-36. | 5.7 | 25 |
| 11 | Sensory Alignment in Immersive Entertainment. , 2019, , . | | 24 |
| 12 | Thresholds. Journal on Computing and Cultural Heritage, 2020, 13, 1-35. | 2.1 | 24 |
| 13 | Articulating Soma Experiences using Trajectories. , 2021, , . | | 20 |
| 14 | Touchomatic. , 2017, , . | | 19 |
| 15 | On Becoming a Counsellor. , 2015, , . | | 16 |
| 16 | The Challenges of Visual-Kinaesthetic Experience. , 2017, , . | | 16 |
| 17 | The machine in the ghost. , 2012, , . | | 15 |
| 18 | The gas mask. , 2011, , . | | 9 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Contesting control: journeys through surrender, self-awareness and looseness of control in embodied interaction. <i>Human-Computer Interaction</i> , 2020, , 1-29. | 4.4 | 9 |
| 20 | The network from above and below. , 2011, , . | | 8 |
| 21 | The Challenges of Using Biodata in Promotional Filmmaking. <i>ACM Transactions on Computer-Human Interaction</i> , 2015, 22, 1-26. | 5.7 | 8 |
| 22 | Three applications for mobile epidemic algorithms. , 2005, , . | | 6 |
| 23 | The Limitations of Reality. , 2019, , . | | 5 |
| 24 | Using Location, Bearing and Motion Data to Filter Video and System Logs. , 2007, , 109-126. | | 5 |
| 25 | Discomfortâ€™The Dark Side of Fun. <i>Human-computer Interaction Series</i> , 2018, , 209-224. | 0.6 | 5 |
| 26 | Appropriate Control Methods for Mobile Virtual Exhibitions. <i>Communications in Computer and Information Science</i> , 2019, , 165-183. | 0.5 | 4 |
| 27 | Twenty Years of The Mixed Reality Laboratory. , 2019, , . | | 3 |
| 28 | Data-inspired co-design for museum and gallery visitor experiences. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2022, 36, . | 1.1 | 1 |
| 29 | Vicarious: A Flexible Framework for the Creative Use of Sensed Biodata. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 227-241. | 0.6 | 0 |
| 30 | Playful Campaigning. , 0, , . | | 0 |