Paul Tennent

List of Publications by Year
in descending order

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	Data-inspired co-design for museum and gallery visitor experiences. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2022, 36, .	1.1	1
2	Articulating Soma Experiences using Trajectories. , 2021, , .		20
3	Unpacking Non-Dualistic Design: The Soma Design Case. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-36.	5.7	25
4	Contesting control: journeys through surrender, self-awareness and looseness of control in embodied interaction. Human-Computer Interaction, 2020, , 1-29.	4.4	9
5	Soma Design and Sensory Misalignment. , 2020, , .		26
6	Thresholds. Journal on Computing and Cultural Heritage, 2020, 13, 1-35.	2.1	24
7	Sensory Alignment in Immersive Entertainment. , 2019, , .		24
8	Twenty Years of The Mixed Reality Laboratory. , 2019, , .		3
9	How Stress and Mental Workload are Connected. , 2019, , .		25
10	The Limitations of Reality. , 2019, , .		5
11	Appropriate Control Methods for Mobile Virtual Exhibitions. Communications in Computer and Information Science, 2019, , 165-183.	0.5	4
12	Discomfortâ€"The Dark Side of Fun. Human-computer Interaction Series, 2018, , 209-224.	0.6	5
13	Touchomatic. , 2017, , .		19
14	The Challenges of Visual-Kinaesthetic Experience. , 2017, , .		16
15	Vicarious: A Flexible Framework for the Creative Use of Sensed Biodata. Advances in Intelligent Systems and Computing, 2016, , 227-241.	0.6	0
16	The Challenges of Using Biodata in Promotional Filmmaking. ACM Transactions on Computer-Human Interaction, 2015, 22, 1-26.	5.7	8
17	On Becoming a Counsellor. , 2015, , .		16
18	Exploring skin conductance synchronisation in everyday interactions. , 2014, , .		30

#	Article	IF	Citations
19	Mobile interaction does not exist. , 2013, , .		38
20	The machine in the ghost. , 2012, , .		15
21	The network from above and below. , 2011, , .		8
22	Breathalising games. , 2011, , .		34
23	The gas mask. , 2011, , .		9
24	Using Location, Bearing and Motion Data to Filter Video and System Logs. , 2007, , 109-126.		5
25	Interweaving mobile games with everyday life. , 2006, , .		193
26	Supporting ethnographic studies of ubiquitous computing in the wild. , 2006, , .		62
27	Gaming on the edge. , 2005, , .		51
28	Three applications for mobile epidemic algorithms. , 2005, , .		6
29	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
30	Playful Campaigning. , 0, , .		0