

Simo Hosio

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6993249/publications.pdf>

Version: 2024-02-01

19
papers

587
citations

1039880

9
h-index

1281743

11
g-index

21
all docs

21
docs citations

21
times ranked

402
citing authors

#	ARTICLE	IF	CITATIONS
1	Human-centred artificial intelligence: a contextual morality perspective. Behaviour and Information Technology, 2022, 41, 502-518.	2.5	21
2	REGROW: Reimagining Global Crowdsourcing for Better Human-AI Collaboration. , 2022, , .		1
3	Effect of Conformity on Perceived Trustworthiness of News in Social Media. IEEE Internet Computing, 2021, 25, 12-19.	3.2	13
4	Effect of Information Presentation on Fairness Perceptions of Machine Learning Predictors. , 2021, , .		31
5	Investigating and Mitigating Biases in Crowdsourced Data. , 2021, , .		2
6	Overcoming compliance bias in self-report studies: A cross-study analysis. International Journal of Human Computer Studies, 2020, 134, 1-12.	3.7	36
7	Crowdsourcing Personalized Weight Loss Diets. Computer, 2020, 53, 63-71.	1.2	12
8	Smartphone-Based Monitoring of Parkinson Disease: Quasi-Experimental Study to Quantify Hand Tremor Severity and Medication Effectiveness. JMIR MHealth and UHealth, 2020, 8, e21543.	1.8	22
9	Effect of Cognitive Abilities on Crowdsourcing Task Performance. Lecture Notes in Computer Science, 2019, , 442-464.	1.0	9
10	Fueling AI with public displays?. , 2019, , .		6
11	Capturing contextual morality. , 2019, , .		2
12	CrowdPickUp. , 2017, 1, 1-22.		16
13	Worker Performance in a Situated Crowdsourcing Market. Interacting With Computers, 2016, 28, 612-624.	1.0	2
14	A Systematic Assessment of Smartphone Usage Gaps. , 2016, , .		50
15	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. Computer Networks, 2015, 90, 34-48.	3.2	51
16	Situated crowdsourcing using a market model. , 2014, , .		47
17	This is not classified: everyday information seeking and encountering in smart urban spaces. Personal and Ubiquitous Computing, 2013, 17, 15-27.	1.9	30
18	Crowdsourcing on the spot. , 2013, , .		70

#	ARTICLE	IF	CITATIONS
19	Multipurpose Interactive Public Displays in the Wild: Three Years Later. <i>Computer</i> , 2012, 45, 42-49.	1.2	157