

Gavin Doherty

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6997421/publications.pdf>

Version: 2024-02-01

91
papers

3,316
citations

257450

24
h-index

243625

44
g-index

102
all docs

102
docs citations

102
times ranked

3181
citing authors

#	ARTICLE	IF	CITATIONS
1	Automatic detection of social rhythms in bipolar disorder. Journal of the American Medical Informatics Association: JAMIA, 2016, 23, 538-543.	4.4	183
2	Machine Learning in Mental Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-53.	5.7	175
3	The promise of machine learning in predicting treatment outcomes in psychiatry. World Psychiatry, 2021, 20, 154-170.	10.4	174
4	Engagement with online mental health interventions. , 2012, , .		151
5	Design and evaluation guidelines for mental health technologies. Interacting With Computers, 2010, 22, 243-252.	1.5	147
6	Technology Acceptance in Mobile Health: Scoping Review of Definitions, Models, and Measurement. Journal of Medical Internet Research, 2020, 22, e17256.	4.3	143
7	HCI and Affective Health. , 2019, , .		130
8	Engagement in HCI. ACM Computing Surveys, 2019, 51, 1-39.	23.0	121
9	Computers in talk-based mental health interventions. Interacting With Computers, 2007, 19, 545-562.	1.5	114
10	In the mood. , 2011, , .		99
11	A randomized controlled trial of an internet-delivered treatment: Its potential as a low-intensity community intervention for adults with symptoms of depression. Behaviour Research and Therapy, 2015, 75, 20-31.	3.1	98
12	Exploratory evaluations of a computer game supporting cognitive behavioural therapy for adolescents. , 2011, , .		87
13	Personal Investigator: A therapeutic 3D game for adolescent psychotherapy. Interactive Technology and Smart Education, 2005, 2, 73-88.	5.6	85
14	A Machine Learning Approach to Understanding Patterns of Engagement With Internet-Delivered Mental Health Interventions. JAMA Network Open, 2020, 3, e2010791.	5.9	81
15	Designing Mobile Applications to Support Mental Health Interventions. , 2008, , 635-656.		78
16	Ecological momentary interventions for mental health: A scoping review. PLoS ONE, 2021, 16, e0248152.	2.5	77
17	Mobile phone mood charting for adolescents. British Journal of Guidance and Counselling, 2008, 36, 113-129.	1.2	76
18	Security and Privacy of mHealth Applications: A Scoping Review. IEEE Access, 2020, 8, 104247-104268.	4.2	71

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19	An Evaluation of a Solution Focused Computer Game in Adolescent Interventions. <i>Clinical Child Psychology and Psychiatry</i> , 2009, 14, 345-360.	1.6	62
20	Acceptability, satisfaction and perceived efficacy of "Space from Depression" an internet-delivered treatment for depression. <i>Internet Interventions</i> , 2016, 5, 12-22.	2.7	56
21	Analyzing Engagement in a Web-Based Intervention Platform Through Visualizing Log-Data. <i>Journal of Medical Internet Research</i> , 2014, 16, e252.	4.3	56
22	The Design of Ecological Momentary Assessment Technologies. <i>Interacting With Computers</i> , 2020, 32, 257-278.	1.5	54
23	Clinical evaluations and collaborative design. , 2009, , .		53
24	Functionality of Top-Rated Mobile Apps for Depression: Systematic Search and Evaluation. <i>JMIR Mental Health</i> , 2020, 7, e15321.	3.3	53
25	In Situ Design for Mental Illness. , 2015, , .		47
26	mHealth for Maternal Mental Health. , 2017, , .		41
27	A Service-Based Evaluation of a Therapist-Supported Online Cognitive Behavioral Therapy Program for Depression. <i>Journal of Medical Internet Research</i> , 2013, 15, e121.	4.3	40
28	A Mobile App for the Self-Report of Psychological Well-Being During Pregnancy (BrightSelf): Qualitative Design Study. <i>JMIR Mental Health</i> , 2018, 5, e10007.	3.3	39
29	Understanding Client Support Strategies to Improve Clinical Outcomes in an Online Mental Health Intervention. , 2020, , .		35
30	Engagement with Mental Health Screening on Mobile Devices. , 2019, , .		34
31	Effectiveness of an internet-delivered intervention for generalized anxiety disorder in routine care: A randomised controlled trial in a student population. <i>Internet Interventions</i> , 2016, 6, 80-88.	2.7	33
32	The double-edged sword: A mixed methods study of the interplay between bipolar disorder and technology use. <i>Computers in Human Behavior</i> , 2017, 75, 288-300.	8.5	32
33	Touchless computer interfaces in hospitals: A review. <i>Health Informatics Journal</i> , 2019, 25, 1325-1342.	2.1	32
34	Internet-delivered treatment: its potential as a low-intensity community intervention for adults with symptoms of depression: protocol for a randomized controlled trial. <i>BMC Psychiatry</i> , 2014, 14, 147.	2.6	31
35	Taking part. , 2014, , .		28
36	The construal of experience in HCI: Understanding self-reports. <i>International Journal of Human Computer Studies</i> , 2018, 110, 63-74.	5.6	28

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37	Exploring and Designing for Memory Impairments in Depression. , 2019, , .		24
38	Extending Ecological Interface Design principles: A manufacturing case study. International Journal of Human Computer Studies, 2008, 66, 271-286.	5.6	23
39	Translation practice in the workplace: contextual analysis and implications for machine translation. Machine Translation, 2011, 25, 35-52.	1.3	22
40	Personal information and public health: Design tensions in sharing and monitoring wellbeing in pregnancy. International Journal of Human Computer Studies, 2020, 135, 102373.	5.6	22
41	What we talk about when we talk about interactivity: Empowerment in public discourse. New Media and Society, 2017, 19, 1052-1071.	5.0	19
42	A bespoke mobile application for the longitudinal assessment of depression and mood during pregnancy: protocol of a feasibility study. BMJ Open, 2017, 7, e014469.	1.9	19
43	Wizard of Oz Experimentation for Language Technology Applications: Challenges and Tools. Interacting With Computers, 2015, 27, 592-615.	1.5	16
44	Fieldwork for requirements: Frameworks for mobile healthcare applications. International Journal of Human Computer Studies, 2010, 68, 760-776.	5.6	15
45	Representational Reasoning and Verification. Formal Aspects of Computing, 2000, 12, 260-277.	1.8	14
46	WHAAM: A mobile application for ubiquitous monitoring of ADHD behaviors. , 2014, , .		14
47	Low-intensity internet-delivered treatment for generalized anxiety symptoms in routine care: protocol for a randomized controlled trial. Trials, 2014, 15, 145.	1.6	14
48	The Experience of Guided Online Therapy: A Longitudinal, Qualitative Analysis of Client Feedback in a Naturalistic RCT. , 2020, , .		14
49	Technology in mental health. , 2008, , .		13
50	WebWOZ. , 2010, , .		13
51	Analysing interactive devices based on information resource constraints. International Journal of Human Computer Studies, 2014, 72, 284-297.	5.6	13
52	Predictors of depression severity in a treatment-seeking sample. International Journal of Clinical and Health Psychology, 2016, 16, 221-229.	5.1	13
53	Parallel Performance Problems on Shared-Memory Multicore Systems: Taxonomy and Observation. IEEE Transactions on Software Engineering, 2016, 42, 764-785.	5.6	13
54	PlayWrite. , 2010, , .		12

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55	The TAC Toolkit: Supporting Design for User Acceptance of Health Technologies from a Macro-Temporal Perspective. , 2022, , .		11
56	Integration of a smartwatch within an internet-delivered intervention for depression: Protocol for a feasibility randomized controlled trial on acceptance. Contemporary Clinical Trials, 2021, 103, 106323.	1.8	10
57	The Functionality of Mobile Apps for Anxiety: Systematic Search and Analysis of Engagement and Tailoring Features. JMIR MHealth and UHealth, 2021, 9, e26712.	3.7	10
58	Using Hybrid Automata to Support Human Factors Analysis in a Critical System. Formal Methods in System Design, 2001, 19, 143-164.	0.8	9
59	Collaboration in Translation: The Impact of Increased Reach on Cross-organisational Work. Computer Supported Cooperative Work, 2012, 21, 525-554.	2.9	8
60	Visual Representation of Complex Information Structures in High Volume Manufacturing. , 2006, , 27-45.		7
61	Resources for Situated Actions. Lecture Notes in Computer Science, 2008, , 194-207.	1.3	7
62	Designing decision support in an evolving sociotechnical enterprise. Cognition, Technology and Work, 2010, 12, 13-30.	3.0	6
63	My mobile story. , 2011, , .		6
64	How We Talk About Interactivity: Modes and Meanings in HCI Research. Interacting With Computers, 2017, 29, 697-714.	1.5	6
65	A Qualitative Analysis of the Needs and Experiences of Hospital-based Clinicians when Accessing Medical Imaging. Journal of Digital Imaging, 2021, 34, 385-396.	2.9	6
66	Machine learning applications. Interactions, 2020, 27, 6-7.	1.0	6
67	Mental Wellbeing. , 2020, , .		6
68	Distributed Cognition and Mobile Healthcare Work. , 0, , .		6
69	Public Views on Digital COVID-19 Certificates: a Mixed Methods User Study. , 2022, , .		6
70	Caprice: a tool for engineering adaptive privacy. , 2012, , .		5
71	A Representational Approach to the Specification of Presentations. Eurographics, 1997, , 273-290.	0.4	5
72	Data-as-a-Service Platform for Delivering Healthy Lifestyle and Preventive Medicine: Concept and Structure of the DAPHNE Project. JMIR Research Protocols, 2016, 5, e222.	1.0	5

#	ARTICLE	IF	CITATIONS
73	Integrating the visualisation reference model with ecological interface design. , 2007, , .		4
74	Supporting the Wizard: Interface Improvements in Wizard of Oz Studies. , 2011, , .		4
75	Towards Ontologies for Technology in Mental Health Interventions. , 2008, , .		3
76	Communicating "What's Not Said": International Journal of Sociotechnology and Knowledge Development, 2016, 8, 46-55.	1.0	3
77	Usability and Computer Games: Working Group Report. , 2006, , 265-268.		3
78	Investigating Clutching Interactions for Touchless Medical Imaging Systems. , 2022, , .		3
79	Formal Verification in the Design of Gestural Interaction. Electronic Notes in Theoretical Computer Science, 2001, 43, 75-96.	0.9	2
80	FEATUREThe invisible user. Interactions, 2009, 16, 13-19.	1.0	2
81	Do HCI and NLP interact?. , 2009, , .		2
82	Cognitive engineering for technology in mental health care and rehabilitation. , 2010, , .		2
83	Differentiating between novice and expert surgeons based on errors derived from task analysis. , 2008, , .		2
84	Connecting Rigorous System Analysis to Experience-Centered Design. Human-computer Interaction Series, 2008, , 56-74.	0.6	2
85	Design considerations for parallel performance tools. , 2014, , .		1
86	The new Gold Standard in Online Delivered Behavioral Health Programs. Iproceedings, 2015, 1, e6.	0.1	1
87	A Randomized Controlled Trial of an Internet-Delivered Treatment: Its Potential as a Low-Intensity Community Intervention for Adults With Symptoms of Depression. Iproceedings, 2015, 1, e5.	0.1	1
88	Mental State, Mood, and Emotion. IEEE Pervasive Computing, 2022, 21, 8-9.	1.3	1
89	Integrating Joint Behaviour and Dialogue Description. Eurographics, 1998, , 293-308.	0.4	0
90	Communicating "What's Not Said", 2020, , 355-368.		0

#	ARTICLE	IF	CITATIONS
91	Concepts for Analysis and Design of Mobile Healthcare Applications. Lecture Notes in Computer Science, 2008, , 229-236.	1.3	0