Gavin Doherty

List of Publications by Year
in descending order

91 papers	**3,316** citations

257450

24 h-index	**44** g-index

243625

102 all docs	**102** docs citations

102 times ranked	**3181** citing authors

#	ARTICLE	IF	CITATIONS
1	The TAC Toolkit: Supporting Design for User Acceptance of Health Technologies from a Macro-Temporal Perspective. , 2022, , .		11
2	Public Views on Digital COVID-19 Certificates: a Mixed Methods User Study. , 2022, , .		6
3	Investigating Clutching Interactions for Touchless Medical Imaging Systems. , 2022, , .		3
4	Mental State, Mood, and Emotion. IEEE Pervasive Computing, 2022, 21, 8-9.	1.3	1
5	Ecological momentary interventions for mental health: A scoping review. PLoS ONE, 2021, 16, e0248152.	2.5	77
6	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
7	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
8	The promise of machine learning in predicting treatment outcomes in psychiatry. World Psychiatry, 2021, 20, 154-170.	10.4	174
9	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
10	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
11	The Design of Ecological Momentary Assessment Technologies. Interacting With Computers, 2020, 32, 257-278.	1.5	54
12	A Machine Learning Approach to Understanding Patterns of Engagement With Internet-Delivered Mental Health Interventions. JAMA Network Open, 2020, 3, e2010791.	5.9	81
13	Security and Privacy of mHealth Applications: A Scoping Review. IEEE Access, 2020, 8, 104247-104268.	4.2	71
14	The Experience of Guided Online Therapy: A Longitudinal, Qualitative Analysis of Client Feedback in a Naturalistic RCT. , 2020, , .		14
15	Understanding Client Support Strategies to Improve Clinical Outcomes in an Online Mental Health Intervention. , 2020, , .		35
16	Machine learning applications. Interactions, 2020, 27, 6-7.	1.0	6
17	Mental Wellbeing. , 2020, , .		6
18	Machine Learning in Mental Health. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-53.	5.7	175

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19	Functionality of Top-Rated Mobile Apps for Depression: Systematic Search and Evaluation. JMIR Mental Health, 2020, 7, e15321.	3.3	53
20	Technology Acceptance in Mobile Health: Scoping Review of Definitions, Models, and Measurement. Journal of Medical Internet Research, 2020, 22, e17256.	4.3	143
21	Communicating â€œWhat's Not Saidâ€•. , 2020, , 355-368.		0
22	Engagement with Mental Health Screening on Mobile Devices. , 2019, , .		34
23	Exploring and Designing for Memory Impairments in Depression. , 2019, , .		24
24	HCI and Affective Health. , 2019, , .		130
25	Engagement in HCI. ACM Computing Surveys, 2019, 51, 1-39.	23.0	121
26	Touchless computer interfaces in hospitals: A review. Health Informatics Journal, 2019, 25, 1325-1342.	2.1	32
27	The construal of experience in HCI: Understanding self-reports. International Journal of Human Computer Studies, 2018, 110, 63-74.	5.6	28
28	A Mobile App for the Self-Report of Psychological Well-Being During Pregnancy (BrightSelf): Qualitative Design Study. JMIR Mental Health, 2018, 5, e10007.	3.3	39
29	What we talk about when we talk about interactivity: Empowerment in public discourse. New Media and Society, 2017, 19, 1052-1071.	5.0	19
30	How We Talk About Interactivity: Modes and Meanings in HCI Research. Interacting With Computers, 2017, 29, 697-714.	1.5	6
31	The double-edged sword: A mixed methods study of the interplay between bipolar disorder and technology use. Computers in Human Behavior, 2017, 75, 288-300.	8.5	32
32	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
33	mHealth for Maternal Mental Health. , 2017, , .		41
34	Acceptability, satisfaction and perceived efficacy of â€œ Space from Depression â€•an internet-delivered treatment for depression. Internet Interventions, 2016, 5, 12-22.	2.7	56
35	Predictors of depression severity in a treatment-seeking sample. International Journal of Clinical and Health Psychology, 2016, 16, 221-229.	5.1	13
36	Effectiveness of an internet-delivered intervention for generalized anxiety disorder in routine care: A randomised controlled trial in a student population. Internet Interventions, 2016, 6, 80-88.	2.7	33

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37	Automatic detection of social rhythms in bipolar disorder. Journal of the American Medical Informatics Association: JAMIA, 2016, 23, 538-543.	4.4	183
38	Parallel Performance Problems on Shared-Memory Multicore Systems: Taxonomy and Observation. IEEE Transactions on Software Engineering, 2016, 42, 764-785.	5.6	13
39	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
40	Communicating â€œWhat's Not Saidâ€• International Journal of Sociotechnology and Knowledge Development, 2016, 8, 46-55.	1.0	3
41	In Situ Design for Mental Illness. , 2015, , .		47
42	Wizard of Oz Experimentation for Language Technology Applications: Challenges and Tools. Interacting With Computers, 2015, 27, 592-615.	1.5	16
43	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
44	The new Gold Standard in Online Delivered Behavioral Health Programs. Iproceedings, 2015, 1, e6.	0.1	1
45	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
46	WHAAM: A mobile application for ubiquitous monitoring of ADHD behaviors. , 2014, , .		14
47	Taking part. , 2014, , .		28
48	Design considerations for parallel performance tools. , 2014, , .		1
49	Internet-delivered treatment: its potential as a low-intensity community intervention for adults with symptoms of depression: protocol for a randomized controlled trial. BMC Psychiatry, 2014, 14, 147.	2.6	31
50	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
51	Analysing interactive devices based on information resource constraints. International Journal of Human Computer Studies, 2014, 72, 284-297.	5.6	13
52	Analyzing Engagement in a Web-Based Intervention Platform Through Visualizing Log-Data. Journal of Medical Internet Research, 2014, 16, e252.	4.3	56
53	A Service-Based Evaluation of a Therapist-Supported Online Cognitive Behavioral Therapy Program for Depression. Journal of Medical Internet Research, 2013, 15, e121.	4.3	40
54	Engagement with online mental health interventions. , 2012, , .		151

#	Article	IF	Citations
55	Caprice: a tool for engineering adaptive privacy. , 2012, , .		5
56	Collaboration in Translation: The Impact of Increased Reach on Cross-organisational Work. Computer Supported Cooperative Work, 2012, 21, 525-554.	2.9	8
57	Translation practice in the workplace: contextual analysis and implications for machine translation. Machine Translation, 2011, 25, 35-52.	1.3	22
58	In the mood. , 2011, , .		99
59	My mobile story. , 2011, , .		6
60	Exploratory evaluations of a computer game supporting cognitive behavioural therapy for adolescents. , 2011, , .		87
61	Supporting the Wizard: Interface Improvements in Wizard of Oz Studies. , 2011, , .		4
62	Designing decision support in an evolving sociotechnical enterprise. Cognition, Technology and Work, 2010, 12, 13-30.	3.0	6
63	Fieldwork for requirements: Frameworks for mobile healthcare applications. International Journal of Human Computer Studies, 2010, 68, 760-776.	5.6	15
64	Design and evaluation guidelines for mental health technologies. Interacting With Computers, 2010, 22, 243-252.	1.5	147
65	WebWOZ. , 2010, , .		13
66	Cognitive engineering for technology in mental health care and rehabilitation. , 2010, , .		2
67	PlayWrite. , 2010, , .		12
68	An Evaluation of a Solution Focused Computer Game in Adolescent Interventions. Clinical Child Psychology and Psychiatry, 2009, 14, 345-360.	1.6	62
69	Clinical evaluations and collaborative design. , 2009, , .		53
70	FEATUREThe invisible user. Interactions, 2009, 16, 13-19.	1.0	2
71	Do HCI and NLP interact?. , 2009, , .		2
72	Extending Ecological Interface Design principles: A manufacturing case study. International Journal of Human Computer Studies, 2008, 66, 271-286.	5.6	23

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73	Towards Ontologies for Technology in Mental Health Interventions. , 2008, , .		3
74	Technology in mental health. , 2008, , .		13
75	Mobile phone mood charting for adolescents. British Journal of Guidance and Counselling, 2008, 36, 113-129.	1.2	76
76	Resources for Situated Actions. Lecture Notes in Computer Science, 2008, , 194-207.	1.3	7
77	Designing Mobile Applications to Support Mental Health Interventions. , 2008, , 635-656.		78
78	Differentiating between novice and expert surgeons based on errors derived from task analysis. , 2008, , .		2
79	Connecting Rigorous System Analysis to Experience-Centered Design. Human-computer Interaction Series, 2008, , 56-74.	0.6	2
80	Concepts for Analysis and Design of Mobile Healthcare Applications. Lecture Notes in Computer Science, 2008, , 229-236.	1.3	0
81	Integrating the visualisation reference model with ecological interface design. , 2007, , .		4
82	Computers in talk-based mental health interventions. Interacting With Computers, 2007, 19, 545-562.	1.5	114
83	Visual Representation of Complex Information Structures in High Volume Manufacturing. , 2006, , 27-45.		7
84	Usability and Computer Games: Working Group Report. , 2006, , 265-268.		3
85	Personal Investigator: A therapeutic 3D game for adolecscent psychotherapy. Interactive Technology and Smart Education, 2005, 2, 73-88.	5.6	85
86	Formal Verification in the Design of Gestural Interaction. Electronic Notes in Theoretical Computer Science, 2001, 43, 75-96.	0.9	2
87	Using Hybrid Automata to Support Human Factors Analysis in a Critical System. Formal Methods in System Design, 2001, 19, 143-164.	0.8	9
88	Representational Reasoning and Verification. Formal Aspects of Computing, 2000, 12, 260-277.	1.8	14
89	Integrating Joint Behaviour and Dialogue Description. Eurographics, 1998, , 293-308.	0.4	0
90	A Representational Approach to the Specification of Presentations. Eurographics, 1997, , 273-290.	0.4	5

#	ARTICLE	IF	CITATIONS
91	Distributed Cognition and Mobile Healthcare Work. , 0, , .		6