

Gavin Sim

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7043775/publications.pdf>

Version: 2024-02-01

38
papers

548
citations

1478280

6
h-index

1058333

14
g-index

40
all docs

40
docs citations

40
times ranked

360
citing authors

#	ARTICLE	IF	CITATIONS
1	All work and no play: Measuring fun, usability, and learning in software for children. Computers and Education, 2006, 46, 235-248.	5.1	107
2	Assessing usability and fun in educational software. , 2005, , .		51
3	CHECk. , 2013, , .		44
4	Implementation of computer assisted assessment: lessons from the literature. Research in Learning Technology, 2011, 12, .	2.3	38
5	Experience it, draw it, rate it. , 2009, , .		31
6	Distributing participation in design: Addressing challenges of a global pandemic. International Journal of Child-Computer Interaction, 2021, 28, 100255.	2.5	31
7	Investigating children's opinions of games. , 2012, , .		25
8	School friendly participatory research activities with children. , 2012, , .		20
9	Understanding the fidelity effect when evaluating games with children. , 2013, , .		20
10	How Ideas make it through to Designs. , 2016, , .		19
11	From England to Uganda: Children Designing and Evaluating Serious Games. Human-Computer Interaction, 2015, 30, 263-293.	3.1	16
12	Applying the CHECk tool to participatory design sessions with children. , 2014, , .		15
13	Using the MemoLine to capture changes in user experience over time with children. International Journal of Child-Computer Interaction, 2016, 8, 1-14.	2.5	12
14	Evidence Based Design of Heuristics for Computer-Assisted Assessment. Lecture Notes in Computer Science, 2009, , 204-216.	1.0	12
15	Can children perform a heuristic evaluation?. , 2013, , .		9
16	Participatory design of wearable augmented reality display elements for children at play. , 2015, , .		8
17	Eye tracking in Child Computer Interaction: Challenges and opportunities. International Journal of Child-Computer Interaction, 2021, 30, 100345.	2.5	8
18	Using computer-Assisted assessment heuristics for usability evaluations. British Journal of Educational Technology, 2016, 47, 694-709.	3.9	7

#	ARTICLE	IF	CITATIONS
19	Child-Generated Personas to Aid Design Across Cultures. Lecture Notes in Computer Science, 2019, , 112-131.	1.0	7
20	Planning the world's most inclusive PD project. , 2020, , .		7
21	Crowdsourcing Ideas for Augmented Reality Museum Experiences with Children. Springer Series on Cultural Computing, 2018, , 75-93.	0.4	6
22	Children and "Smart"™ Technologies: Can Children's™ Experiences be Interpreted and Coded?. , 2009, , .		6
23	Making Your Mind Up? The Reliability of Children's™ Survey Responses. , 2011, , .		6
24	Sensitizing: Helping Children Design Serious Games for a Surrogate Population. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 58-65.	0.2	5
25	Evaluating Game Preference using the Fun Toolkit across Cultures. , 2012, , .		5
26	Evaluating Long Term User Experience with Children. , 2019, , .		4
27	Practical and Ethical Concerns in Usability Testing with Children. , 2016, , 1-32.		4
28	Children designing privacy warnings: Informing a set of design guidelines. International Journal of Child-Computer Interaction, 2022, 31, 100446.	2.5	3
29	A Distributed Participatory Design Research Protocol for Co-designing with Children. , 2022, , .		3
30	Designing the anti-heuristic game. , 2012, , .		2
31	Simplifying Heuristic Evaluation for Older Children. , 2014, , .		2
32	iPad vs Paper Prototypes. , 2016, , .		2
33	On "Artificial Intelligence-User Interface"™ Approach. , 2019, , .		2
34	Tick Box Design: A bounded and packageable co-design method for large workshops. International Journal of Child-Computer Interaction, 2022, 33, 100505.	2.5	2
35	Child-Centered Security. , 0, , .		1
36	Reporting Back in HCI Work with Children. , 2022, , .		1

#	ARTICLE	IF	CITATIONS
37	Fun in Learning. , 2022, , .		0
38	Ethical Considerations of Distributed Participatory Design with Children. , 2022, , .		0