Harshada Patel

List of Publications by Year
in descending order

16 papers	422 citations	1163117 8 h-index	1199594 12 g-index
16 all docs	16 docs citations	16 times ranked	440 citing authors

#	Article	IF	Citations
1	Factors of collaborative working: A framework for a collaboration model. Applied Ergonomics, 2012, 43, 1-26.	3.1	239
2	Manufacturing in the cloud: A human factors perspective. International Journal of Industrial Ergonomics, 2016, 55, 12-21.	2.6	34
3	Participatory design approach with children with autism. International Journal on Disability and Human Development, 2011, 10, .	0.2	27
4	Passenger-centric factors influencing the experience of aircraft comfort. Transport Reviews, 2018, 38, 252-269.	8.8	26
5	Human centred design of 3-D interaction devices to control virtual environments. International Journal of Human Computer Studies, 2006, 64, 207-220.	5.6	22
6	Distracting people from sources of discomfort in a simulated aircraft environment. Work, 2016, 54, 963-979.	1.1	19
7	Evaluation of virtual reality products and applications from individual, organizational and societal perspectivesâ€"The â€œVIEWâ€•case study. International Journal of Human Computer Studies, 2006, 64, 251-266.	5.6	18
8	What makes a space invader? Passenger perceptions of personal space invasion in aircraft travel. Ergonomics, 2017, 60, 1461-1470.	2.1	14
9	Collaborative Virtual Environment to Facilitate Game Design Evaluation with Children with ASC. International Journal of Human-Computer Interaction, 2019, 35, 692-705.	4.8	9
10	Children's incidental recall of colour information. British Journal of Developmental Psychology, 1999, 17, 537-549.	1.7	4
11	Childrenâ€™s incidental learning of the colors of objects and clothing. Cognitive Development, 2001, 16, 965-985.	1.3	4
12	Novel 3D games for people with and without hearing loss. , 2017, , .		3
13	Fostering a Community of Practice for Industrial Processes. , 2017, , 151-168.		2
14	Design Guidance for Collaborative Working Environments. Design Principles and Practices, 2009, 3, 117-132.	0.7	1
15	Persona-Scenarios in Game Development. International Journal of Game-Based Learning, 2021, 11, 1-16.	1.4	0
16	What Else Is New? Open Data Users Need to Know What's Changed. IEEE Software, 2021, , 2-8.	1.8	0