

# Harshada Patel

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7264489/publications.pdf>

Version: 2024-02-01

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  | Persona-Scenarios in Game Development. International Journal of Game-Based Learning, 2021, 11, 1-16.  | 1.4 | 0         |
| 2  | What Else Is New? Open Data Users Need to Know What's Changed. IEEE Software, 2021, , 2-8.  | 1.8 | 0         |
| 3  | 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         |
| 4  | Passenger-centric factors influencing the experience of aircraft comfort. Transport Reviews, 2018, 38, 252-269.   | 8.8 | 26        |
| 5  | What makes a space invader? Passenger perceptions of personal space invasion in aircraft travel. Ergonomics, 2017, 60, 1461-1470.   | 2.1 | 14        |
| 6  | Novel 3D games for people with and without hearing loss. , 2017, , .  |     | 3         |
| 7  | Fostering a Community of Practice for Industrial Processes. , 2017, , 151-168.  |     | 2         |
| 8  | Distracting people from sources of discomfort in a simulated aircraft environment. Work, 2016, 54, 963-979.   | 1.1 | 19        |
| 9  | Manufacturing in the cloud: A human factors perspective. International Journal of Industrial Ergonomics, 2016, 55, 12-21.   | 2.6 | 34        |
| 10 | Factors of collaborative working: A framework for a collaboration model. Applied Ergonomics, 2012, 43, 1-26.  | 3.1 | 239       |
| 11 | Participatory design approach with children with autism. International Journal on Disability and Human Development, 2011, 10, .   | 0.2 | 27        |
| 12 | Design Guidance for Collaborative Working Environments. Design Principles and Practices, 2009, 3, 117-132.  | 0.7 | 1         |
| 13 | 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        |
| 14 | 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        |
| 15 | Childrenâ€™s incidental learning of the colors of objects and clothing. Cognitive Development, 2001, 16, 965-985.   | 1.3 | 4         |
| 16 | Children's incidental recall of colour information. British Journal of Developmental Psychology, 1999, 17, 537-549.   | 1.7 | 4         |