

Christopher Frauenberger

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7278690/publications.pdf>

Version: 2024-02-01

67
papers

2,089
citations

623574

14
h-index

713332

21
g-index

69
all docs

69
docs citations

69
times ranked

1185
citing authors

#	ARTICLE	IF	CITATIONS
1	Designing technology for children with special needs: bridging perspectives through participatory design. CoDesign, 2011, 7, 1-28.	1.4	165
2	Entanglement HCI The Next Wave?. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-27.	4.6	161
3	In pursuit of rigour and accountability in participatory design. International Journal of Human Computer Studies, 2015, 74, 93-106.	3.7	158
4	Agency of Autistic Children in Technology Research – A Critical Literature Review. ACM Transactions on Computer-Human Interaction, 2019, 26, 1-40.	4.6	125
5	Developing technology for autism: an interdisciplinary approach. Personal and Ubiquitous Computing, 2012, 16, 117-127.	1.9	103
6	Reflective Practicum. , 2017, , .		68
7	Designing Smart Objects with Autistic Children. , 2016, , .		66
8	Disability and Technology. , 2015, , .		62
9	Blending Methods. , 2017, , .		58
10	Conversing through and about technologies: Design critique as an opportunity to engage children with autism and broaden research(er) perspectives. International Journal of Child-Computer Interaction, 2013, 1, 38-49.	2.5	57
11	Creating creative spaces for co-designing with autistic children. , 2016, , .		53
12	Supporting the design contributions of children with autism spectrum conditions. , 2012, , .		51
13	Challenges, opportunities and future perspectives in including children with disabilities in the design of interactive technology. , 2012, , .		51
14	Social Communication between Virtual Characters and Children with Autism. Lecture Notes in Computer Science, 2011, , 7-14.	1.0	50
15	Micro-ethics for participatory design with marginalised children. , 2018, , .		45
16	Participatory Evaluation with Autistic Children. , 2017, , .		45
17	CVS integration with notification and chat. , 2006, , .		44
18	Interpreting input from children. , 2012, , .		41

#	ARTICLE	IF	CITATIONS
19	Blending Human and Artificial Intelligence to Support Autistic Children's Social Communication Skills. <i>ACM Transactions on Computer-Human Interaction</i> , 2018, 25, 1-35.	4.6	40
20	When Empathy Is Not Enough. , 2017, , .		38
21	Thinking OutsideTheBox - Designing Smart Things with Autistic Children. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 666-678.	3.3	37
22	On scale, dialectics, and affect. , 2018, , .		35
23	Research Ethics in HCI. , 2017, , .		32
24	Experiences of autistic children with technologies. <i>International Journal of Child-Computer Interaction</i> , 2017, 11, 50-61.	2.5	31
25	Auditory display design"An investigation of a design pattern approach. <i>International Journal of Human Computer Studies</i> , 2009, 67, 907-922.	3.7	30
26	Phenomenology, a framework for participatory design. , 2010, , .		30
27	In-Action Ethics: Table 1.. <i>Interacting With Computers</i> , 0, , .	1.0	27
28	Scaffolding the scaffolding. , 2016, , .		26
29	Embodied Companion Technologies for Autistic Children. , 2016, , .		24
30	Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children. , 2019, , .		23
31	In the details: the micro-ethics of negotiations and in-situ judgements in participatory design with marginalised children. <i>CoDesign</i> , 2020, 16, 45-65.	1.4	22
32	Rethinking autism and technology. <i>Interactions</i> , 2015, 22, 57-59.	0.8	19
33	Diversity computing. <i>Interactions</i> , 2018, 25, 28-33.	0.8	19
34	Ethics in interaction design and children. , 2018, , .		18
35	Sensorstation. , 2019, , .		16
36	Autism and Technology. , 2016, , .		15

#	ARTICLE	IF	CITATIONS
37	Values in Computing. , 2017, , .		14
38	Ways of thinking in informatics. Communications of the ACM, 2019, 62, 58-64.	3.3	14
39	Child-Computer Interaction in times of a pandemic. International Journal of Child-Computer Interaction, 2020, 26, 100201.	2.5	14
40	Supporting children's social communication skills through interactive narratives with virtual characters. , 2010, , .		13
41	Empowering people with impairments. , 2016, , .		13
42	More-than-human Concepts, Methodologies, and Practices in HCI. , 2022, , .		13
43	Broadening the Discussion of Ethics in the Interaction Design and Children Community. , 2019, , .		12
44	Designing Social Play Things. , 2020, , .		11
45	The Things We Play with Roles of Technology in Social Play. , 2018, , .		10
46	Leaving the Field: Designing a Socio-Material Toolkit for Teachers to Continue to Design Technology with Children. , 2021, , .		9
47	Critical Realist HCI. , 2016, , .		8
48	A Survey on Common Practice in Designing Audio in the User Interface. , 0, , .		8
49	Mode Independent Interaction Pattern Design. , 0, , .		7
50	Making the child-computer interaction field grow up. Interactions, 2019, 26, 7-8.	0.8	7
51	State-of-the-art in TEL to support social communication skill development in children with autism: a multi-disciplinary review. International Journal of Technology Enhanced Learning, 2012, 4, 359.	0.4	6
52	Auditory Interfaces. , 2008, , 147-195.		6
53	Children as Designers - Recognising divergent creative modes in Participatory Design. , 2020, , .		6
54	Evaluating Active and Assisted Living technologies: Critical methodological reflections based on a longitudinal randomized controlled trial. Computers in Human Behavior, 2022, 133, 107249.	5.1	6

#	ARTICLE	IF	CITATIONS
55	SIGCHI Research Ethics Town Hall. , 2019, , .		5
56	Emergent, situated and prospective ethics for child-computer interaction research. , 2020, , .		4
57	Designing Mobile Technologies for Neurodiversity. , 2019, , .		3
58	Design Patterns for Auditory Displays. , 2006, , 473-488.		3
59	Research Ethics in HCI: A SIGCHI Community Discussion. , 2022, , .		3
60	Pattern design in the context space. , 2007, , .		2
61	Effects of Participatory Evaluation - A Critical Actor-Network Analysis. , 2019, , .		2
62			1
63	Interaction Design and Autistic Children. , 2017, , .		1
64	Entanglements. Interactions, 2020, 27, 74-75.	0.8	1
65	The Shape of Social Media: Towards Addressing (Aesthetic) Design Power. , 2022, , .		1
66	Smart Everythings Agency, Power, Responsibility and Participation. , 2019, , .		0
67	Funktionale Klänge & Design Patterns. , 2009, , 195-216.		0