

# 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

623188

14  
h-index

713013

21  
g-index

69  
all docs

69  
docs citations

69  
times ranked

1185  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating Active and Assisted Living technologies: Critical methodological reflections based on a longitudinal randomized controlled trial. <i>Computers in Human Behavior</i> , 2022, 133, 107249.	5.1	6
2	Research Ethics in HCI: A SIGCHI Community Discussion. , 2022, , .		3
3	More-than-human Concepts, Methodologies, and Practices in HCI. , 2022, , .		13
4	The Shape of Social Media: Towards Addressing (Aesthetic) Design Power. , 2022, , .		1
5	Leaving the Field: Designing a Socio-Material Toolkit for Teachers to Continue to Design Technology with Children. , 2021, , .		9
6	Entanglement HCI The Next Wave?. <i>ACM Transactions on Computer-Human Interaction</i> , 2020, 27, 1-27.	4.6	161
7	Childâ€“Computer Interaction in times of a pandemic. <i>International Journal of Child-Computer Interaction</i> , 2020, 26, 100201.	2.5	14
8	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
9	Emergent, situated and prospective ethics for child-computer interaction research. , 2020, , .		4
10	Entanglements. <i>Interactions</i> , 2020, 27, 74-75.	0.8	1
11	Designing Social Play Things. , 2020, , .		11
12	Children as Designers - Recognising divergent creative modes in Participatory Design. , 2020, , .		6
13	Sensorstation. , 2019, , .		16
14	SIGCHI Research Ethics Town Hall. , 2019, , .		5
15	Agency of Autistic Children in Technology Researchâ€“A Critical Literature Review. <i>ACM Transactions on Computer-Human Interaction</i> , 2019, 26, 1-40.	4.6	125
16	Designing Mobile Technologies for Neurodiversity. , 2019, , .		3
17	Smart Everything's Agency, Power, Responsibility and Participation. , 2019, , .		0
18	Broadening the Discussion of Ethics in the Interaction Design and Children Community. , 2019, , .		12

#	ARTICLE	IF	CITATIONS
19	Ways of thinking in informatics. Communications of the ACM, 2019, 62, 58-64.	3.3	14
20	Nurturing Constructive Disagreement - Agonistic Design with Neurodiverse Children. , 2019, , .		23
21	Effects of Participatory Evaluation - A Critical Actor-Network Analysis. , 2019, , .		2
22	Thinking OutsideTheBox - Designing Smart Things with Autistic Children. International Journal of Human-Computer Interaction, 2019, 35, 666-678.	3.3	37
23	Making the child-computer interaction field grow up. Interactions, 2019, 26, 7-8.	0.8	7
24	Blending Human and Artificial Intelligence to Support Autistic Childrenâ€™s Social Communication Skills. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-35.	4.6	40
25	The Things We Play with Roles of Technology in Social Play. , 2018, , .		10
26	On scale, dialectics, and affect. , 2018, , .		35
27	Micro-ethics for participatory design with marginalised children. , 2018, , .		45
28	Ethics in interaction design and children. , 2018, , .		18
29	Diversity computing. Interactions, 2018, 25, 28-33.	0.8	19
30	Research Ethics in HCI. , 2017, , .		32
31	When Empathy Is Not Enough. , 2017, , .		38
32	Interaction Design and Autistic Children. , 2017, , .		1
33	Blending Methods. , 2017, , .		58
34	Experiences of autistic children with technologies. International Journal of Child-Computer Interaction, 2017, 11, 50-61.	2.5	31
35	Values in Computing. , 2017, , .		14
36	Reflective Practicum. , 2017, , .		68

#	ARTICLE	IF	CITATIONS
37	Participatory Evaluation with Autistic Children. , 2017, , .		45
38	Designing Smart Objects with Autistic Children. , 2016, , .		66
39	Critical Realist HCI. , 2016, , .		8
40	Autism and Technology. , 2016, , .		15
41	Creating creative spaces for co-designing with autistic children. , 2016, , .		53
42	Empowering people with impairments. , 2016, , .		13
43	Embodied Companion Technologies for Autistic Children. , 2016, , .		24
44	Scaffolding the scaffolding. , 2016, , .		26
45	In pursuit of rigour and accountability in participatory design. International Journal of Human Computer Studies, 2015, 74, 93-106.	3.7	158
46	Rethinking autism and technology. Interactions, 2015, 22, 57-59.	0.8	19
47	Disability and Technology. , 2015, , .		62
48	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
49	Supporting the design contributions of children with autism spectrum conditions. , 2012, , .		51
50	Interpreting input from children. , 2012, , .		41
51	Challenges, opportunities and future perspectives in including children with disabilities in the design of interactive technology. , 2012, , .		51
52	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
53	Developing technology for autism: an interdisciplinary approach. Personal and Ubiquitous Computing, 2012, 16, 117-127.	1.9	103
54	Designing technology for children with special needs: bridging perspectives through participatory design. CoDesign, 2011, 7, 1-28.	1.4	165

#	ARTICLE	IF	CITATIONS
55	Social Communication between Virtual Characters and Children with Autism. Lecture Notes in Computer Science, 2011, , 7-14.	1.0	50
56	Supporting children's social communication skills through interactive narratives with virtual characters. , 2010, , .		13
57	Phenomenology, a framework for participatory design. , 2010, , .		30
58	Auditory display design"An investigation of a design pattern approach. International Journal of Human Computer Studies, 2009, 67, 907-922.	3.7	30
59	Funktionale Klange & Design Patterns. , 2009, , 195-216.		0
60	Auditory Interfaces. , 2008, , 147-195.		6
61	Pattern design in the context space. , 2007, , .		2
62			1
63	CVS integration with notification and chat. , 2006, , .		44
64	Design Patterns for Auditory Displays. , 2006, , 473-488.		3
65	Mode Independent Interaction Pattern Design. , 0, , .		7
66	In-Action Ethics: Table 1.. Interacting With Computers, 0, , .	1.0	27
67	A Survey on Common Practice in Designing Audio in the User Interface. , 0, , .		8