

Anicia Peters

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7329216/publications.pdf>

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45
papers

664
citations

1306789

7
h-index

1372195

10
g-index

48
all docs

48
docs citations

48
times ranked

448
citing authors

#	ARTICLE	IF	CITATIONS
1	GenderMag: A Method for Evaluating Software's Gender Inclusiveness. <i>Interacting With Computers</i> , 2016, 28, 760-787.	1.0	137
2	Virtual Training: Learning Transfer of Assembly Tasks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2015, 21, 770-782.	2.9	77
3	Finding Gender-Inclusiveness Software Issues with GenderMag. , 2016, , .		65
4	Cultural influences on Facebook practices: A comparative study of college students in Namibia and the United States. <i>Computers in Human Behavior</i> , 2015, 49, 259-271.	5.1	47
5	On Novices' Interaction with Compiler Error Messages. , 2017, , .		46
6	Challenges and Paradoxes in Decolonising HCI: A Critical Discussion. <i>Computer Supported Cooperative Work</i> , 2022, 31, 159-196.	1.9	36
7	A principled evaluation for a principled idea garden. , 2015, , .		22
8	Do cultural norms affect social network behavior inappropriateness? A global study. <i>Journal of Business Research</i> , 2018, 85, 10-22.	5.8	22
9	Intersectionality as a Lens to Promote Equity and Inclusivity within SIGCHI. , 2018, , .		17
10	Development Consortium. , 2016, , .		16
11	A Living HCI Curriculum. , 2016, , .		14
12	HCI Across Borders. , 2018, , .		11
13	Collaborating with communities in Africa. , 2014, , .		10
14	The role of dynamic digital menu boards in consumer decision making. , 2011, , .		9
15	From avatars to mavatars: The role of marketing avatars and embodied representations in consumer profiling. <i>Business Horizons</i> , 2013, 56, 387-397.	3.4	9
16	Socio-technical practices and work-home boundaries. , 2014, , .		9
17	General principles for a Generalized Idea Garden. <i>Journal of Visual Languages and Computing</i> , 2017, 39, 51-65.	1.8	9
18	SIG: Work life balance in HCI. , 2012, , .		8

#	ARTICLE	IF	CITATIONS
19	Leveraging the progress of women in the HCI field to address the diversity chasm. , 2013, , .		8
20	Exploring the representation of women perspectives in technologies. , 2013, , .		8
21	Perspectives on gender and product design. , 2014, , .		8
22	Teaching HCI. , 2016, , .		8
23	Social Media Usage in Africa and its Ethical Implications. , 2016, , .		7
24	Facebook in the developing world. , 2014, , .		6
25	Bridging the digital divide through facebook friendships. , 2013, , .		5
26	Citizen-Centric E-Government Services in Namibia. , 2016, , .		5
27	Considerations for co-designing e-government services in under-served rural communities. , 2018, , .		5
28	Marketing avatars revisited: A commentary on facial recognition and embodied representations in consumer profiling. Business Horizons, 2014, 57, 21-26.	3.4	4
29	Innovation and Design in Africa. , 2016, , .		4
30	CyberBullet - Share Your Story. , 2018, , .		4
31	Designing an interactive career guidance learning system using gamification. , 2018, , .		4
32	My heart is in Havana. Interactions, 2019, 26, 86-88.	0.8	4
33	Relevance of Cloud Computing in Namibia. , 2016, , .		3
34	Gender-based Violence Campaign in Namibia. , 2017, , .		3
35	Online social networks risks to organisations. , 2018, , .		3
36	Coping with Messiness in Ethnography: Authority, Bias and Immersion in ethnographic Fieldwork in the non-Western World. , 2021, , .		3

#	ARTICLE	IF	CITATIONS
37	Community centered collaborative HCI design / research in developing countries. , 2014, , .		2
38	e-government social exclusion and satisfaction among Namibian citizens. , 2017, , .		2
39	Featured community SIG. , 2013, , .		1
40	The Hard Struggle. , 2018, , .		1
41	Universal design (UD) and visual impairment: Can UD principles be applied for mobile sharing platform?. , 2017, , .		0
42	Can Digital Signage Help Consumers Eat Healthier?. Communications in Computer and Information Science, 2011, , 443-447.	0.4	0
43	A Model for Designing, Implementing and Evaluating Citizen-Centric e-Government in Namibia. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 3-15.	0.2	0
44	A Cultured Interactive Installation to Probe Gender-Based Violence in Namibia: The Tales of Nali Technology Hut. , 2018, , 247-268.		0
45	Designing an Interactive Game for Preventing Online Abuse in Namibia. , 2021, , .		0