

# Anders Sundnes LÃvlie

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7412625/publications.pdf>

Version: 2024-02-01

17  
papers

150  
citations

1307366

7  
h-index

1372474

10  
g-index

17  
all docs

17  
docs citations

17  
times ranked

86  
citing authors

#	ARTICLE	IF	CITATIONS
1	Seeing with New Eyes. , 2019, , .		29
2	Textopia: designing a locative literary reader. Journal of Location Based Services, 2009, 3, 249-276.	1.4	14
3	â€œYou can dance your prototype if you likeâ€™: independent filmmakers adapting the hackathon. Digital Creativity, 2017, 28, 224-239.	0.8	13
4	Annotative Locative Media and G-P-S: Granularity, Participation, and Serendipity. Computers and Composition, 2011, 28, 246-254.	0.7	11
5	User Experiences with Editorial Control in Online Newspaper Comment Fields. Journalism Practice, 2018, 12, 362-381.	1.5	11
6	Interpersonalizing Intimate Museum Experiences. International Journal of Human-Computer Interaction, 2021, 37, 1151-1172.	3.3	11
7	Poetic augmented reality. , 2009, , .		10
8	Locative literature: experiences with the textopia system. International Journal of Arts and Technology, 2011, 4, 234.	0.1	9
9	Mer Åypenhet, mer kontroll? &#8211; HÃ¥ndteringen av nettdebatten etterÃ22. juli. Norsk Medietidsskrift, 2013, 20, 223-240.	0.1	8
10	Designing Communication Design. Journal of Media Innovations, 2016, 3, 72-87.	0.5	7
11	Constructive Comments?. Journalism Practice, 2018, 12, 781-798.	1.5	6
12	Co-designing a co-design tool to strengthen ideation in digital experience design at museums. CoDesign, 2022, 18, 227-242.	1.4	5
13	â€œFriends call me racistâ€™: Experiences of repercussions from writing comments on newspaper websites. Journalism, 2021, 22, 748-766.	1.8	4
14	Playing Games with Tito. Journal on Computing and Cultural Heritage, 2021, 14, 1-26.	1.2	4
15	<i>You are the one thinking this</i>: locative poetry as deictic writing. New Review of Hypermedia and Multimedia, 2012, 18, 109-127.	0.9	3
16	The Diary of Niels: Affective Engagement Through Tangible Interaction with Museum Artifacts. Lecture Notes in Computer Science, 2021, , 289-299.	1.0	3
17	From playground to salon. , 2017, , .		2