

Lex S Van Velsen

List of Publications by Year in descending order

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Version: 2024-02-01

59
papers

1,670
citations

361296
20
h-index

345118
36
g-index

73
all docs

73
docs citations

73
times ranked

2440
citing authors

#	ARTICLE	IF	CITATIONS
1	Designing eHealth that Matters via a Multidisciplinary Requirements Development Approach. JMIR Research Protocols, 2013, 2, e21.	0.5	200
2	Why mobile health app overload drives us crazy, and how to restore the sanity. BMC Medical Informatics and Decision Making, 2013, 13, 23.	1.5	117
3	User-centered evaluation of adaptive and adaptable systems: a literature review. Knowledge Engineering Review, 2008, 23, 261-281.	2.1	112
4	Requirements engineering for e-Government services: A citizen-centric approach and case study. Government Information Quarterly, 2009, 26, 477-486.	4.0	97
5	Assessing usability of eHealth technology: A comparison of usability benchmarking instruments. International Journal of Medical Informatics, 2019, 128, 24-31.	1.6	74
6	Developing Embodied Conversational Agents for Coaching People in a Healthy Lifestyle: Scoping Review. Journal of Medical Internet Research, 2020, 22, e14058.	2.1	73
7	Lessons Learned From a Living Lab on the Broad Adoption of eHealth in Primary Health Care. Journal of Medical Internet Research, 2018, 20, e83.	2.1	59
8	Patient acceptance of a telemedicine service for rehabilitation care: A focus group study. International Journal of Medical Informatics, 2019, 125, 22-29.	1.6	56
9	Optimal Sensor Placement for Measuring Physical Activity with a 3D Accelerometer. Sensors, 2014, 14, 3188-3206.	2.1	54
10	Participatory eHealth development to support nurses in antimicrobial stewardship. BMC Medical Informatics and Decision Making, 2014, 14, 45.	1.5	47
11	Evaluation of three machine learning models for self-referral decision support on low back pain in primary care. International Journal of Medical Informatics, 2018, 110, 31-41.	1.6	46
12	A Community-Based, Technology-Supported Health Service for Detecting and Preventing Frailty among Older Adults: A Participatory Design Development Process. Journal of Aging Research, 2015, 2015, 1-9.	0.4	45
13	Measuring patient trust in telemedicine services: Development of a survey instrument and its validation for an anticoagulation web-service. International Journal of Medical Informatics, 2017, 97, 52-58.	1.6	41
14	Should Health Organizations Use Web 2.0 Media in Times of an Infectious Disease Crisis? An In-depth Qualitative Study of Citizens' Information Behavior During an EHEC Outbreak. Journal of Medical Internet Research, 2012, 14, e181.	2.1	40
15	Tailoring Persuasive Electronic Health Strategies for Older Adults on the Basis of Personal Motivation: Web-Based Survey Study. Journal of Medical Internet Research, 2019, 21, e11759.	2.1	39
16	Trust in telemedicine portals for rehabilitation care: an exploratory focus group study with patients and healthcare professionals. BMC Medical Informatics and Decision Making, 2015, 16, 11.	1.5	33
17	Predictors to Use Mobile Apps for Monitoring COVID-19 Symptoms and Contact Tracing: Survey Among Dutch Citizens. JMIR Formative Research, 2021, 5, e28416.	0.7	29
18	Pattern measures of sedentary behaviour in adults: A literature review. Digital Health, 2020, 6, 205520762090541.	0.9	28

#	ARTICLE	IF	CITATIONS
19	Public knowledge and preventive behavior during a large-scale Salmonella outbreak: results from an online survey in the Netherlands. BMC Public Health, 2014, 14, 100.	1.2	27
20	Using socially assistive robots for monitoring and preventing frailty among older adults: a study on usability and user experience challenges. Health and Technology, 2019, 9, 595-605.	2.1	27
21	Personalization has a Price, Controllability is the Currency: Predictors for the Intention to use Personalized eGovernment Websites. Journal of Organizational Computing and Electronic Commerce, 2015, 25, 76-97.	1.0	26
22	Understanding the Acceptance of an eHealth Technology in the Early Stages of Development: An End-User Walkthrough Approach and Two Case Studies. JMIR Formative Research, 2018, 2, e10474.	0.7	25
23	Requirements for and Barriers towards Interoperable eHealth Technology in Primary Care. IEEE Internet Computing, 2015, 19, 10-19.	3.2	21
24	Developing requirements for a mobile app to support citizens in dealing with ticks and tick bites via end-user profiling. Health Informatics Journal, 2015, 21, 24-35.	1.1	20
25	Incorporating user motivations to design for video tagging. Interacting With Computers, 2009, 21, 221-232.	1.0	17
26	Embodied Conversational Agent Appearance for Health Assessment of Older Adults: Explorative Study. JMIR Human Factors, 2020, 7, e19987.	1.0	17
27	Eliciting User Input for Requirements on Personalization. International Journal of Enterprise Information Systems, 2008, 4, 34-46.	0.6	17
28	Identification of community-dwelling older adults at risk of frailty using the PERSSILAA screening pathway: a methodological guide and results of a large-scale deployment in the Netherlands. BMC Public Health, 2019, 19, 504.	1.2	16
29	Best Practices and Lessons Learned for Action Research in eHealth Design and Implementation: Literature Review. Journal of Medical Internet Research, 2022, 24, e31795.	2.1	16
30	Evaluation of User Support: Factors That Affect User Satisfaction With Helpdesks and Helplines. IEEE Transactions on Professional Communication, 2007, 50, 219-231.	0.6	15
31	Conceptualizing Usability for the eHealth Context: Content Analysis of Usability Problems of eHealth Applications. JMIR Formative Research, 2021, 5, e18198.	0.7	15
32	Tailoring coaching strategies to users' motivation in a multi-agent health coaching application. Computers in Human Behavior, 2021, 121, 106787.	5.1	13
33	LEAVES (optimizing the mental health and resilience of older Adults that have lost their spouse via) Tj ETQq1 1 0.784314 rgBT /Overbo Protocols, 2020, 9, e19344.	0.5	13
34	Value-based design for the elderly: An application in the field of mobility aids. Assistive Technology, 2017, 29, 76-84.	1.2	12
35	Using Risk Group Profiles as a Lightweight Qualitative Approach for Intervention Development: An Example of Prevention of Tick Bites and Lyme Disease. JMIR Research Protocols, 2013, 2, e45.	0.5	12
36	Sedentary Behaviour Profiling of Office Workers: A Sensitivity Analysis of Sedentary Cut-Points. Sensors, 2016, 16, 22.	2.1	11

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37	Supporting eating behaviour of community-dwelling older adults: co-design of an embodied conversational agent. <i>Design for Health</i> , 2021, 5, 120-139.	0.4	11
38	Acceptance and Potential Impact of the eWALL Platform for Health Monitoring and Promotion in Persons with a Chronic Disease or Age-Related Impairment. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 7893.	1.2	10
39	Exploring Determinants of Patient Adherence to a Portal-Supported Oncology Rehabilitation Program: Interview and Data Log Analyses. <i>JMIR Rehabilitation and Assistive Technologies</i> , 2017, 4, e12.	1.1	10
40	Identifying Usability Issues for Personalization During Formative Evaluations: A Comparison of Three Methods. <i>International Journal of Human-Computer Interaction</i> , 2011, 27, 670-698.	3.3	9
41	Use and Effect of Web-Based Embodied Conversational Agents for Improving Eating Behavior and Decreasing Loneliness Among Community-Dwelling Older Adults: Protocol for a Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2021, 10, e22186.	0.5	9
42	The formation of patient trust and its transference to online health services: the case of a Dutch online patient portal for rehabilitation care. <i>BMC Medical Informatics and Decision Making</i> , 2021, 21, 188.	1.5	9
43	Time to act matureâ€”Gearing eHealth evaluations towards technology readiness levels. <i>Digital Health</i> , 2022, 8, 205520762211133.	0.9	9
44	â€œThere Is Something We Need to Tell Youâ€”â€” Communicating Health-Screening Results to Older Adults via the Internet. <i>Telemedicine Journal and E-Health</i> , 2017, 23, 741-746.	1.6	8
45	The use of technology in the context of frailty screening and management interventions: a study of stakeholdersâ€™ perspectives. <i>BMC Medical Informatics and Decision Making</i> , 2019, 19, 110.	1.5	8
46	Introduction to the Special Section: Designing a Better User Experience for Self-Service Systems. <i>IEEE Transactions on Professional Communication</i> , 2013, 56, 92-96.	0.6	7
47	Identifying the Value of an eHealth Intervention Aimed at Cognitive Impairments: Observational Study in Different Contexts and Service Models. <i>Journal of Medical Internet Research</i> , 2020, 22, e17720.	2.1	7
48	Designing a stakeholder-inclusive service model for an eHealth service to support older adults in an active and social life. <i>BMC Health Services Research</i> , 2021, 21, 654.	0.9	6
49	What to Discuss?â€”A Blueprint Topic Model for Health Coaching Dialogues With Conversational Agents. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 164-182.	3.3	6
50	An intervention study to assess potential effect and user experience of an mHealth intervention to reduce sedentary behaviour among older office workers. <i>BMJ Health and Care Informatics</i> , 2019, 26, e100014.	1.4	5
51	Improving usability benchmarking for the eHealth domain: The development of the eHealth UsaBility Benchmarking instrument (HUBBI). <i>PLoS ONE</i> , 2022, 17, e0262036.	1.1	5
52	The Reliability of Using Tablet Technology for Screening the Health of Older Adults. <i>Studies in Health Technology and Informatics</i> , 2018, 247, 651-655.	0.2	4
53	Consulting the Oracle: A Delphi study for determining parameters for a mental health user profile and personalization strategy for an online service to aid grieving older adults. <i>Internet Interventions</i> , 2022, 28, 100534.	1.4	4
54	Contextual Health Information Behavior in the Daily Lives of People with Type 2 Diabetes: A Diary Study in Scotland. <i>Health Communication</i> , 2022, 37, 272-284.	1.8	3

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55	Use and Effect of Embodied Conversational Agents for Improving Eating Behavior and Decreasing Loneliness Among Community-Dwelling Older Adults: Randomized Controlled Trial. JMIR Formative Research, 2022, 6, e33974.	0.7	3
56	Game not over: Explaining older adults's use and intention to continue using a gamified eHealth service. Health Informatics Journal, 2022, 28, 146045822211060.	1.1	3
57	Testing the usability of a personalized system: comparing the use of interviews, questionnaires and thinking-aloud. , 2007, , .		2
58	The Results of an Iterative Evaluation Process of an Mhealth Application for Rewarding Healthy Behaviour Among Older Adults. Communications in Computer and Information Science, 2020, , 62-78.	0.4	0
59	International eHealth ecosystems and the quest for the winning value proposition: findings from a survey study. Open Research Europe, 0, 2, 56.	2.0	0