

# Nathan Crilly

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7556403/publications.pdf>

Version: 2024-02-01

42  
papers

2,040  
citations

430874

18  
h-index

289244

40  
g-index

46  
all docs

46  
docs citations

46  
times ranked

1440  
citing authors

#	ARTICLE	IF	CITATIONS
1	Seeing things: consumer response to the visual domain in product design. <i>Design Studies</i> , 2004, 25, 547-577.	3.1	619
2	Graphic elicitation: using research diagrams as interview stimuli. <i>Qualitative Research</i> , 2006, 6, 341-366.	3.5	191
3	Fixation and creativity in concept development: The attitudes and practices of expert designers. <i>Design Studies</i> , 2015, 38, 54-91.	3.1	177
4	Inspiration and fixation: Questions, methods, findings, and challenges. <i>Design Studies</i> , 2016, 42, 1-32.	3.1	122
5	Shaping things: intended consumer response and the other determinants of product form. <i>Design Studies</i> , 2009, 30, 224-254.	3.1	96
6	Where next for research on fixation, inspiration and creativity in design?. <i>Design Studies</i> , 2017, 50, 1-38.	3.1	96
7	Design as communication: exploring the validity and utility of relating intention to interpretation. <i>Design Studies</i> , 2008, 29, 425-457.	3.1	86
8	The roles that artefacts play: technical, social and aesthetic functions. <i>Design Studies</i> , 2010, 31, 311-344.	3.1	80
9	“Fixation” and “the pivot”: balancing persistence with flexibility in design and entrepreneurship. <i>International Journal of Design Creativity and Innovation</i> , 2018, 6, 52-65.	1.2	44
10	Patterns of Functional Loss Among Older People: A Prospective Analysis. <i>Human Factors</i> , 2009, 51, 669-680.	3.5	39
11	Creativity and fixation in the real world: A literature review of case study research. <i>Design Studies</i> , 2019, 64, 154-168.	3.1	38
12	“There were more wires than him”: the potential for wireless patient monitoring in neonatal intensive care. <i>BMJ Innovations</i> , 2017, 3, 12-18.	1.7	35
13	Inspiration and Fixation: The Influences of Example Designs and System Properties in Idea Generation. <i>Journal of Mechanical Design, Transactions of the ASME</i> , 2017, 139, .	2.9	33
14	Creativity and fixation in the real world: Three case studies of invention, design and innovation. <i>Design Studies</i> , 2019, 64, 169-212.	3.1	33
15	The Structure of Design Revolutions: Kuhnian Paradigm Shifts in Creative Problem Solving. <i>Design Issues</i> , 2010, 26, 54-66.	0.4	26
16	Methodological diversity and theoretical integration: Research in design fixation as an example of fixation in research design?. <i>Design Studies</i> , 2019, 65, 78-106.	3.1	25
17	Function propagation through nested systems. <i>Design Studies</i> , 2013, 34, 216-242.	3.1	22
18	The Design Stance in User-System Interaction. <i>Design Issues</i> , 2011, 27, 16-29.	0.4	20

#	ARTICLE	IF	CITATIONS
19	Modularity, redundancy and degeneracy: Cross-domain perspectives on key design principles. , 2014, , .		20
20	Computer-Based "Mental Set" Tasks: An Alternative Approach to Studying Design Fixation. Journal of Mechanical Design, Transactions of the ASME, 2017, 139, .	2.9	20
21	Immersive 3D sketching tools: Implications for visual thinking and communication. Computers and Graphics, 2021, 94, 111-123.	2.5	19
22	Describing complex design practices with a cross-domain framework: learning from Synthetic Biology and Swarm Robotics. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 2016, 27, 291-305.	2.1	18
23	User requirements for analogical design support tools: Learning from practitioners of bio-inspired design. Design Studies, 2018, 58, 1-35.	3.1	18
24	Resilience in Sociotechnical Systems: The Perspectives of Multiple Stakeholders. She Ji, 2017, 3, 165-182.	1.0	17
25	Virtual Reality design-build-test games with physics simulation: opportunities for researching design cognition. International Journal of Design Creativity and Innovation, 2021, 9, 139-173.	1.2	15
26	Strategy Roadmaps: New Forms, New Practices. Lecture Notes in Computer Science, 2008, , 127-140.	1.3	15
27	Information and interaction requirements for software tools supporting analogical design. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2015, 29, 203-214.	1.1	13
28	Perspectives on design creativity and innovation research: 10 years later. International Journal of Design Creativity and Innovation, 2022, 10, 1-30.	1.2	12
29	Design for independent living: activity demands and capabilities of older people. Ageing and Society, 2010, 30, 1239-1255.	1.7	10
30	Whose ideas are most fixating, your own or other people's? The effect of idea agency on subsequent design behaviour. Design Studies, 2019, 60, 180-212.	3.1	10
31	The Evolution of "Co-evolution" (Part I): Problem Solving, Problem Finding, and Their Interaction in Design and Other Creative Practices. She Ji, 2021, 7, 309-332.	1.0	10
32	The effect of explicit instructions in idea generation studies. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2018, 32, 308-320.	1.1	9
33	The proliferation of functions: Multiple systems playing multiple roles in multiple supersystems. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2015, 29, 83-92.	1.1	8
34	Idea representation and elaboration in design inspiration and fixation experiments. International Journal of Design Creativity and Innovation, 2018, 6, 93-113.	1.2	7
35	How to Guard Against Fixation? Demonstrating Individual Vulnerability is More Effective Than Warning of General Risk. Journal of Creative Behavior, 2021, 55, 447-463.	2.9	6
36	The Evolution of "Co-evolution" (Part II): The Biological Analogy, Different Kinds of Co-evolution, and Proposals for Conceptual Expansion. She Ji, 2021, 7, 333-355.	1.0	6

#	ARTICLE	IF	CITATIONS
37	Maximum Effect for Minimum Means: The Aesthetics of Efficiency. <i>Design Issues</i> , 2016, 32, 41-51.	0.4	5
38	Abstracting and formalising the design co-evolution model. <i>Design Science</i> , 2022, 8, .	2.1	5
39	Beauty in Efficiency. <i>Empirical Studies of the Arts</i> , 2017, 35, 93-120.	1.7	3
40	The Influence of Ageing on User Experience. , 2011, , 348-364.		1
41	A Framework for Complex Design: Lessons from Synthetic Biology. <i>Translational Systems Sciences</i> , 2018, , 53-67.	0.2	1
42	On the Resilience of Sociotechnical Systems. <i>Translational Systems Sciences</i> , 2018, , 145-171.	0.2	0