

Andrew Dillon

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

56 papers	1,396 citations	17 h-index	37 g-index
69 ext. papers	1,592 ext. citations	2.1 avg, IF	4.63 L-index

#	Paper	IF	Citations
56	Collecting as Routine Human Behavior: Personal Identity and Control in the Material and Digital World. <i>Information and Culture</i> , 2019 , 54, 255-280	1	3
55	Using the eye-tracking method to study consumer online health information search behaviour. <i>Aslib Journal of Information Management</i> , 2019 , 71, 739-754	1.5	1
54	Meet the editors & successfully publishing in information science journals. <i>Proceedings of the Association for Information Science and Technology</i> , 2018 , 55, 708-711	0.4	
53	Publish or perish: Meet the editors a special panel. <i>Proceedings of the Association for Information Science and Technology</i> , 2016 , 53, 1-4	0.4	1
52	The evolution of the finding aid in the United States: from physical to digital document genre. <i>Archival Science</i> , 2012 , 12, 501-519	1.7	11
51	Inventing HCI: The grandfather of the field. <i>Interacting With Computers</i> , 2009 , 21, 367-369	1.6	0
50	Panel 2: The Implications of Digital Scholarship for Research Libraries: Challenges of Access and Preservation. <i>Journal of Library Administration</i> , 2009 , 49, 261-279	0.8	
49	Towards the use of genre to improve search in digital libraries: Where do we go from here?. <i>Proceedings of the American Society for Information Science and Technology</i> , 2008 , 44, 1-5		
48	Bringing genre into focus: Why information has shape. <i>Bulletin of the American Society for Information Science</i> , 2008 , 34, 17-19		4
47	Passing the taxi-driver test. <i>Bulletin of the American Society for Information Science</i> , 2007 , 32, 22-23		3
46	The i-School movement. <i>Proceedings of the American Society for Information Science and Technology</i> , 2007 , 43, 1-4		1
45	Being user-oriented: Convergences, divergences, and the potentials for systematic dialogue between disciplines and between researchers, designers, and providers. <i>Proceedings of the American Society for Information Science and Technology</i> , 2007 , 43, 1-9		
44	Query by templates: using the shape of information to search next-generation databases. <i>IEEE Transactions on Professional Communication</i> , 2006 , 49, 128-144	1	3
43	Visual search and reading tasks using ClearType and regular displays 2006 ,		9
42	Why structure and genre matter for users of digital information: A longitudinal experiment with readers of a web-based newspaper. <i>International Journal of Human Computer Studies</i> , 2006 , 64, 502-526	4.6	38
41	Multimedia Learning with Hypermedia 2005 , 569-588		34
40	Scary messages and content creep: It's all in a daily digest. <i>Bulletin of the American Society for Information Science</i> , 2005 , 31, 28-28		

39	Pace, timing and rhythm in information architecture. <i>Bulletin of the American Society for Information Science</i> , 2005 , 31, 27-29	
38	Thin slicing in information space. <i>Bulletin of the American Society for Information Science</i> , 2005 , 31, 27-27	
37	I Think Therefore IA?. <i>Bulletin of the American Society for Information Science</i> , 2005 , 27, 27-28	
36	On Optimism, Credentials and Ethics. <i>Bulletin of the American Society for Information Science</i> , 2005 , 28, 28-29	
35	Three Down and Yet More to Come: A Report from the IA Summit 2002. <i>Bulletin of the American Society for Information Science</i> , 2005 , 28, 5-6	
34	The IA Corner. <i>Bulletin of the American Society for Information Science</i> , 2005 , 28, 28-29	
33	It's Everywhere and Nowhere, Baby!. <i>Bulletin of the American Society for Information Science</i> , 2005 , 29, 27-27	
32	On Trust and Users. <i>Bulletin of the American Society for Information Science</i> , 2005 , 29, 29-29	1
31	Guarding the Borders or Blocking the Way? IAs to Be Banned. <i>Bulletin of the American Society for Information Science</i> , 2005 , 29, 26-26	2
30	Education for IA: Talking Heads and That D-Word Again!. <i>Bulletin of the American Society for Information Science</i> , 2005 , 30, 28-28	
29	Out with the New! The IA Summit at Five Years. <i>Bulletin of the American Society for Information Science</i> , 2005 , 30, 29-29	
28	User-centered design: Science or window dressing?. Sponsored by SIG HCI. <i>Proceedings of the American Society for Information Science and Technology</i> , 2005 , 40, 441-441	1
27	Reading and searching digital documents: An experimental analysis of the effects of image quality on user performance and perceived effort. <i>Proceedings of the American Society for Information Science and Technology</i> , 2005 , 41, 267-273	4
26	Designing Usable Electronic Text 2004 ,	36
25	Genres and the WEB: Is the personal home page the first uniquely digital genre?. <i>Journal of the Association for Information Science and Technology</i> , 2000 , 51, 202-205	67
24	Spatial-semantics: How users derive shape from information space. <i>Journal of the Association for Information Science and Technology</i> , 2000 , 51, 521-528	54
23	Designing a Better Learning Environment with the Web: Problems and Prospects. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000 , 3, 97-101	10
22	Spatial-semantics: How users derive shape from information space 2000 , 51, 521	6

21	TIME is a multi-levelled framework for evaluating and designing digital libraries. <i>International Journal on Digital Libraries</i> , 1999 , 2, 170-177	1.4	15
20	Power, Perception and Performance: From Usability Engineering to Technology Acceptance with the P3 Model of User Response. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 1999 , 43, 1017-1021	0.4	10
19	Hypermedia as an Educational Technology: A Review of the Quantitative Research Literature on Learner Comprehension, Control, and Style. <i>Review of Educational Research</i> , 1998 , 68, 322-349	10.3	298
18	Cultural analysis and what designers need to know---a case of sometimes too much, sometimes too little, and always too late. <i>ACM SIGDOC Asterisk Journal of Computer Documentation</i> , 1998 , 22, 13-17		4
17	It's the journey and the destination---shape and the emergent property of genre in evaluating digital documents. <i>New Review of Hypermedia and Multimedia</i> , 1997 , 3, 91-106	0.8	41
16	Extending SGML to accommodate database functions: A methodological overview. <i>Journal of the Association for Information Science and Technology</i> , 1997 , 48, 629-637		1
15	Who's zooming whom? Attunement to animation in the interface. <i>Journal of the Association for Information Science and Technology</i> , 1997 , 48, 1067-1072		
14	Who's zooming whom? Attunement to animation in the interface 1997 , 48, 1067		1
13	Expertise and the perception of shape in information. <i>Journal of the Association for Information Science and Technology</i> , 1996 , 47, 786-788		21
12	User analysis in HCI ---the historical lessons from individual differences research. <i>International Journal of Human Computer Studies</i> , 1996 , 45, 619-637	4.6	113
11	Don't forget to put the cat out---or why collaborative authoring software and everyday writing pass one another by!. <i>New Review of Hypermedia and Multimedia</i> , 1995 , 1, 135-153	0.8	5
10	Never Mind The Theory, Feel The Data: Observations On The Methodological Problems Of User Interface Design 1995 , 117-125		1
9	Reading from paper versus screens: a critical review of the empirical literature. <i>Ergonomics</i> , 1992 , 35, 1297-1326	2.9	306
8	Readers' models of text structures: the case of academic articles. <i>International Journal of Man-Machine Studies</i> , 1991 , 35, 913-925		52
7	Requirements for hypertext applications: the why, what and how approach. <i>Applied Ergonomics</i> , 1991 , 22, 258-62	4.2	2
6	Towards a classification of text types: a repertory grid approach. <i>International Journal of Man-Machine Studies</i> , 1990 , 33, 623-636		28
5	The effects of display size and text splitting on reading lengthy text from screen. <i>Behaviour and Information Technology</i> , 1990 , 9, 215-227	2.4	80
4	Human factors of journal usage and design of electronic texts. <i>Interacting With Computers</i> , 1989 , 1, 183-189		23

3	Problems in Hyperland? A Human Factors Perspective. <i>New Review of Hypermedia and Multimedia</i> , 1989 , 1, 167-178	20
2	Reading From Paper versus Reading From Screen. <i>Computer Journal</i> , 1988 , 31, 457-464	1,3 44
1	Hypermedia as an Educational Technology: A Review of the Quantitative Research Literature on Learner Comprehension, Control, and Style	17