

Vivian Genaro Motti

List of Publications by Citations

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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.

37
papers

339
citations

10
h-index

17
g-index

42
ext. papers

442
ext. citations

1.3
avg, IF

4.32
L-index

#	Paper	IF	Citations
37	Human Factors Considerations in the Design of Wearable Devices. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2014 , 58, 1820-1824	0.4	70
36	Users' Privacy Concerns About Wearables. <i>Lecture Notes in Computer Science</i> , 2015 , 231-244	0.9	65
35	A computational framework for context-aware adaptation of user interfaces 2013 ,		19
34	Showing user interface adaptivity by animated transitions 2011 ,		17
33	Smart Wearables or Dumb Wearables? 2016 ,		14
32	Wearable Privacy: Skeletons in The Data Closet 2017 ,		14
31	A social approach to authoring media annotations 2010 ,		14
30	Assisting Students with Intellectual and Developmental Disabilities in Inclusive Education with Smartwatches 2018 ,		14
29	Micro interactions and Multi dimensional Graphical User Interfaces in the Design of Wrist Worn Wearables. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015 , 59, 1712-1716	0.4	11
28	Designing a Wearable Technology Intervention to Support Young Adults With Intellectual and Developmental Disabilities in Inclusive Postsecondary Academic Environments. <i>Journal of Special Education Technology</i> , 2019 , 34, 92-105	0.9	10
27	Eliciting Privacy Concerns for Smart Home Devices from a User Centered Perspective. <i>Lecture Notes in Computer Science</i> , 2019 , 91-101	0.9	9
26	An overview of wearable applications for healthcare 2015 ,		9
25	Simplifying the development of cross-platform web user interfaces by collaborative model-based design 2013 ,		7
24	WeLi 2017 ,		6
23	Embodied Conversational Interfaces for the Elderly User 2016 ,		5
22	Animated transitions between user interface views 2012 ,		5
21	Assessing lag perception in electronic sketching 2012 ,		5

20	Designing emerging technologies for and with neurodiverse users 2019 ,		5
19	Wearable Life: A Wrist-Worn Application to Assist Students in Special Education. <i>Lecture Notes in Computer Science</i> , 2017 , 259-276	0.9	5
18	Estimating exposure to traffic-related PM for women commuters using vehicle and personal monitoring. <i>Environmental Research</i> , 2020 , 187, 109644	7.9	4
17	Wearable Technologies in Education: A Design Space. <i>Lecture Notes in Computer Science</i> , 2019 , 55-67	0.9	4
16	Wearable Health 2019 ,		4
15	Assistive wearables 2019 ,		4
14	Designing Technologies for Neurodiverse Users: Considerations from Research Practice. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 268-274	0.4	4
13	Towards a Visual Vocabulary for Privacy Concepts. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 1078-1082	0.4	4
12	Wearable computing 2014 ,		2
11	GEST-DC: Unifying Transportation and Air Quality Information in an mHealth Application. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 385-398	0.4	2
10	Characterizing the Online Discourse in Twitter: Users' Reaction to Misinformation around COVID-19 in Twitter 2021 ,		2
9	Smartwatch Applications for Mental Health: A Qualitative Analysis of the Users' Perspectives		1
8	Multi-dimensional Context-Aware Adaptation for Web Applications. <i>Lecture Notes in Computer Science</i> , 2012 , 352-354	0.9	1
7	Understanding how social media imagery empowers caregivers: an analysis of microcephaly in Latin America. <i>Personal and Ubiquitous Computing</i> , 2021 , 25, 321-336	2.1	1
6	Evaluating an mHealth Application: Findings on Visualizing Transportation and Air Quality. <i>Lecture Notes in Computer Science</i> , 2021 , 301-312	0.9	1
5	Evaluating WELI: A Wrist-Worn Application to Assist Young Adults with Neurodevelopmental Disorders in Inclusive Classes. <i>Lecture Notes in Computer Science</i> , 2019 , 114-134	0.9	0
4	Context-Aware Adaptation of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2011 , 700-701	0.9	
3	Evaluating an accessibility intervention based on persona cards with diverse needs to teach accessibility to undergraduate students. <i>Universal Access in the Information Society</i> , 1	2.5	

- 2 Coping with Diversity - A System for End-users to Customize Web User Interfaces. *Proceedings of the ACM on Human-Computer Interaction*, **2021**, 5, 1-27 3.4
- 1 Designing for and with Neurodiverse Users: Wearable Applications for Self-regulation. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2022**, 553-560 0.2