

Vivian Genaro Motti

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.

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	Designing for and with Neurodiverse Users: Wearable Applications for Self-regulation. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2022 , 553-560	0.2	
36	Coping with Diversity - A System for End-users to Customize Web User Interfaces. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-27	3.4	
35	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
34	Evaluating an mHealth Application: Findings on Visualizing Transportation and Air Quality. <i>Lecture Notes in Computer Science</i> , 2021 , 301-312	0.9	1
33	Characterizing the Online Discourse in Twitter: Users' Reaction to Misinformation around COVID-19 in Twitter 2021 ,		2
32	Estimating exposure to traffic-related PM for women commuters using vehicle and personal monitoring. <i>Environmental Research</i> , 2020 , 187, 109644	7.9	4
31	Designing Technologies for Neurodiverse Users: Considerations from Research Practice. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 268-274	0.4	4
30	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
29	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
28	Wearable Technologies in Education: A Design Space. <i>Lecture Notes in Computer Science</i> , 2019 , 55-67	0.9	4
27	Wearable Health 2019 ,		4
26	Assistive wearables 2019 ,		4
25	Designing emerging technologies for and with neurodiverse users 2019 ,		5
24	Evaluating WELL: 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
23	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
22	Assisting Students with Intellectual and Developmental Disabilities in Inclusive Education with Smartwatches 2018 ,		14
21	WeLi 2017 ,		6

20	Wearable Privacy: Skeletons in The Data Closet 2017 ,		14
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	Smart Wearables or Dumb Wearables? 2016 ,		14
17	Embodied Conversational Interfaces for the Elderly User 2016 ,		5
16	Towards a Visual Vocabulary for Privacy Concepts. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 1078-1082	0.4	4
15	Users' Privacy Concerns About Wearables. <i>Lecture Notes in Computer Science</i> , 2015 , 231-244	0.9	65
14	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
13	An overview of wearable applications for healthcare 2015 ,		9
12	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
11	Wearable computing 2014 ,		2
10	A computational framework for context-aware adaptation of user interfaces 2013 ,		19
9	Simplifying the development of cross-platform web user interfaces by collaborative model-based design 2013 ,		7
8	Animated transitions between user interface views 2012 ,		5
7	Assessing lag perception in electronic sketching 2012 ,		5
6	Multi-dimensional Context-Aware Adaptation for Web Applications. <i>Lecture Notes in Computer Science</i> , 2012 , 352-354	0.9	1
5	Showing user interface adaptivity by animated transitions 2011 ,		17
4	Context-Aware Adaptation of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2011 , 700-701	0.9	
3	A social approach to authoring media annotations 2010 ,		14

2 Evaluating an accessibility intervention based on persona cards with diverse needs to teach accessibility to undergraduate students. *Universal Access in the Information Society*,1 2.5

1 Smartwatch Applications for Mental Health: A Qualitative Analysis of the Users? Perspectives 1