

Alexis Hiniker

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7950417/publications.pdf>

Version: 2024-02-01

51
papers

1,503
citations

1306789

7
h-index

1372195

10
g-index

52
all docs

52
docs citations

52
times ranked

758
citing authors

#	ARTICLE	IF	CITATIONS
1	Communication Breakdowns Between Families and Alexa. , 2019, , .		163
2	Not at the Dinner Table. , 2016, , .		121
3	Texting while Parenting. , 2015, , .		100
4	What Makes Smartphone Use Meaningful or Meaningless?. , 2018, 2, 1-26.		95
5	It wasn't really about the PokÃ©mon. , 2017, , .		78
6	MyTime. , 2016, , .		76
7	Screen Time Tantrums. , 2016, , .		71
8	Parenting with Alexa: Exploring the Introduction of Smart Speakers on Family Dynamics. , 2020, , .		51
9	Touchscreen prompts for preschoolers. , 2015, , .		42
10	How the Design of YouTube Influences User Sense of Agency. , 2021, , .		41
11	Why doesn't it work?. , 2018, , .		40
12	Modeling the Engagement-Disengagement Cycle of Compulsive Phone Use. , 2019, , .		40
13	Laughing is Scary, but Farting is Cute. , 2019, , .		40
14	Designing for Digital Wellbeing. , 2019, , .		38
15	@BabySteps. , 2014, , .		34
16	Let's Play!. , 2018, , .		33
17	Co-Designing with Preschoolers Using Fictional Inquiry and Comicboarding. , 2017, , .		29
18	Plan & Play. , 2017, , .		27

#	ARTICLE	IF	CITATIONS
19	Why would you do that? predicting the uses and gratifications behind smartphone-usage behaviors. , 2016, , .		26
20	"Everything's the Phone". , 2019, , .		26
21	Understanding Parents' Perspectives on Mealtime Technology. , 2019, 3, 1-19.		26
22	Coco's Videos. , 2018, , .		25
23	Assumptions Checked. , 2020, 4, 1-23.		23
24	Go go games. , 2013, , .		22
25	From Ancient Contemplative Practice to the App Store. , 2020, , .		22
26	Hidden symbols: How informal symbolism in digital interfaces disrupts usability for preschoolers. International Journal of Human Computer Studies, 2016, 90, 53-67.	3.7	17
27	Prevalence and Characteristics of Manipulative Design in Mobile Applications Used by Children. JAMA Network Open, 2022, 5, e2217641.	2.8	16
28	What Can CHI Do About Dark Patterns?. , 2021, , .		14
29	From moral panic to systemic change: Making child-centered design the default. International Journal of Child-Computer Interaction, 2022, 31, 100351.	2.5	14
30	Distinctive Role of Symbolic Number Sense in Mediating the Mathematical Abilities of Children with Autism. Journal of Autism and Developmental Disorders, 2016, 46, 1268-1281.	1.7	11
31	Moving Beyond "The Great Screen Time Debate" in the Design of Technology for Children. , 2019, , .		11
32	Joint Media Engagement between Parents and Preschoolers in the U.S., China, and Taiwan. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-19.	2.5	10
33	Parenting in a Pandemic: Juggling Multiple Roles and Managing Technology Use in Family Life During COVID-19 in the United States. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-39.	2.5	10
34	Lights, Music, Stamps! Evaluating Mealtime Tangibles for Preschoolers. , 2019, , .		9
35	"Otter this world". , 2020, , .		9
36	Monitoring Screen Time or Redesigning It?. , 2022, , .		9

#	ARTICLE	IF	CITATIONS
37	â€œI Donâ€™t Even Remember What I Readâ€: How Design Influences Dissociation on Social Media. , 2022, , .		9
38	Evaluating an iPad Game to Address Overselectivity in Preliterate AAC Users with Minimal Verbal Behavior. , 2017, , .		8
39	Someone Is Wrong on the Internet. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-22.	2.5	8
40	Toward the operationalization of visual metaphor. Journal of the Association for Information Science and Technology, 2017, 68, 2338-2349.	1.5	6
41	The stamp plate and the kicking chair. , 2018, , .		6
42	When Screen Time Isn't Screen Time. , 2021, , .		6
43	Can Conversational Agents Change the Way Children Talk to People?. , 2021, , .		6
44	No Touch Pig!. , 2019, , .		5
45	Anchored Audio Sampling. , 2019, , .		5
46	Would You Rather: A Focus Group Method for Eliciting and Discussing Formative Design Insights with Children. , 2021, , .		3
47	Social Emotional Learning with Conversational Agents. , 2022, 6, 1-23.		3
48	Reclaiming attention. Interactions, 2022, 29, 40-44.	0.8	2
49	UbiComp 2014. IEEE Pervasive Computing, 2015, 14, 84-87.	1.1	1
50	Intentional Technology Use in Early Childhood Education. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-22.	2.5	1
51	SIG on Designing for Constructive Conflict. , 2022, , .		0