

# 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	From moral panic to systemic change: Making child-centered design the default. International Journal of Child-Computer Interaction, 2022, 31, 100351.	2.5	14
2	SIG on Designing for Constructive Conflict. , 2022, , .		0
3	Monitoring Screen Time or Redesigning It?. , 2022, , .		9
4	â€œI Donâ€™t Even Remember What I Readâ€: How Design Influences Dissociation on Social Media. , 2022, , .		9
5	Prevalence and Characteristics of Manipulative Design in Mobile Applications Used by Children. JAMA Network Open, 2022, 5, e2217641.	2.8	16
6	Reclaiming attention. Interactions, 2022, 29, 40-44.	0.8	2
7	Social Emotional Learning with Conversational Agents. , 2022, 6, 1-23.		3
8	Someone Is Wrong on the Internet. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-22.	2.5	8
9	What Can CHI Do About Dark Patterns?. , 2021, , .		14
10	When Screen Time Isn't Screen Time. , 2021, , .		6
11	How the Design of YouTube Influences User Sense of Agency. , 2021, , .		41
12	Can Conversational Agents Change the Way Children Talk to People?. , 2021, , .		6
13	Would You Rather: A Focus Group Method for Eliciting and Discussing Formative Design Insights with Children. , 2021, , .		3
14	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
15	Parenting with Alexa: Exploring the Introduction of Smart Speakers on Family Dynamics. , 2020, , .		51
16	From Ancient Contemplative Practice to the App Store. , 2020, , .		22
17	Assumptions Checked. , 2020, 4, 1-23.		23
18	"Otter this world". , 2020, , .		9

#	ARTICLE	IF	CITATIONS
19	Lights, Music, Stamps! Evaluating Mealtime Tangibles for Preschoolers. , 2019, , .		9
20	No Touch Pig!. , 2019, , .		5
21	Modeling the Engagement-Disengagement Cycle of Compulsive Phone Use. , 2019, , .		40
22	Laughing is Scary, but Farting is Cute. , 2019, , .		40
23	Moving Beyond "The Great Screen Time Debate" in the Design of Technology for Children. , 2019, , .		11
24	"Everything's the Phone". , 2019, , .		26
25	Anchored Audio Sampling. , 2019, , .		5
26	Communication Breakdowns Between Families and Alexa. , 2019, , .		163
27	Designing for Digital Wellbeing. , 2019, , .		38
28	Understanding Parents' Perspectives on Mealtime Technology. , 2019, 3, 1-19.		26
29	Intentional Technology Use in Early Childhood Education. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-22.	2.5	1
30	What Makes Smartphone Use Meaningful or Meaningless?. , 2018, 2, 1-26.		95
31	Coco's Videos. , 2018, , .		25
32	The stamp plate and the kicking chair. , 2018, , .		6
33	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
34	Let's Play!. , 2018, , .		33
35	Why doesn't it work?. , 2018, , .		40
36	It wasn't really about the PokÃ©mon. , 2017, , .		78

#	ARTICLE	IF	CITATIONS
37	Evaluating an iPad Game to Address Overselectivity in Preliterate AAC Users with Minimal Verbal Behavior. , 2017, , .		8
38	Toward the operationalization of visual metaphor. Journal of the Association for Information Science and Technology, 2017, 68, 2338-2349.	1.5	6
39	Plan & Play. , 2017, , .		27
40	Co-Designing with Preschoolers Using Fictional Inquiry and Comicboarding. , 2017, , .		29
41	Why would you do that? predicting the uses and gratifications behind smartphone-usage behaviors. , 2016, , .		26
42	MyTime. , 2016, , .		76
43	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
44	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
45	Not at the Dinner Table. , 2016, , .		121
46	Screen Time Tantrums. , 2016, , .		71
47	UbiComp 2014. IEEE Pervasive Computing, 2015, 14, 84-87.	1.1	1
48	Texting while Parenting. , 2015, , .		100
49	Touchscreen prompts for preschoolers. , 2015, , .		42
50	@BabySteps. , 2014, , .		34
51	Go go games. , 2013, , .		22