

Carole Bouchard

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

363
citations

933447

10
h-index

888059

17
g-index

29
all docs

29
docs citations

29
times ranked

234
citing authors

#	ARTICLE	IF	CITATIONS
1	Emotional activity in early immersive design: Sketches and moodboards in virtual reality. Design Studies, 2017, 48, 43-75.	3.1	59
2	Inspiration, images and design: an investigation of designers' information gathering strategies. Journal of Design Research, 2008, 7, 331.	0.1	55
3	Open-design: A state of the art review. Design Science, 2018, 4, .	2.1	32
4	A European emotional investigation in the field of shoe design. International Journal of Product Development, 2009, 7, 3.	0.2	25
5	In Search of Design Inspiration: A Semantic-Based Approach. Journal of Computing and Information Science in Engineering, 2010, 10, .	2.7	25
6	Role of sketching in conceptual design of car styling. Journal of Design Research, 2006, 5, 116.	0.1	20
7	Immersive moodboards, a comparative study of industrial design inspiration material. Journal of Design Research, 2015, 13, 78.	0.1	20
8	Nature and role of intermediate representations (IR) in the design process: case studies in car design. International Journal of Vehicle Design, 2005, 38, 1.	0.3	19
9	Towards additive manufacturing of intermediate objects (AMIO) for concepts generation. International Journal on Interactive Design and Manufacturing, 2017, 11, 301-315.	2.2	15
10	Limits of Kansei - Kansei Unlimited. International Journal of Affective Engineering, 2013, 12, 145-153.	0.5	12
11	Emotion and interface design. , 2014, , .		11
12	Emotion finds a way to users from designers: assessing product images to convey designer's emotion. Journal of Design Research, 2012, 10, 307.	0.1	10
13	User experience dimensions in product design: a consolidation of what academic researchers know and what design practitioners do. Journal of Design Research, 2015, 13, 107.	0.1	7
14	Design for Additive Manufacturing: Supporting Intrinsic-Motivated Creativity. , 2017, , 99-116.		7
15	Creativity in Design. , 2017, , 403-427.		7
16	Towards supporting creative design. , 2011, , .		6
17	Improvement of the industrial design process by the creation and usage of intermediate representations of technology, "TechCards". , 2011, , .		5
18	Iterative process of design and evaluation of icons for interactive TV menu. Behaviour and Information Technology, 2006, 25, 511-519.	4.0	4

#	ARTICLE	IF	CITATIONS
19	Designing a graphical interface for creativity support tools for designers: a case study. International Journal of Web Engineering and Technology, 2012, 7, 173.	0.2	3
20	Addressing complexity in design: a systemic model of creativity and guidelines for tools and methods. International Journal of Design Creativity and Innovation, 2017, 5, 60-77.	1.2	3
21	Ontology-Based Concept Indexing of Images. Lecture Notes in Computer Science, 2009, , 293-300.	1.3	3
22	Supporting Early Design Through Conjoint Trends Analysis Methods and the TRENDS System. , 2016, , 53-72.		2
23	Design, ergonomics and user interfaces. , 2014, , .		1
24	Memorable projects and aesthetic experiences in an industrial R&D lab. Society and Business Review, 2017, 12, 285-301.	2.6	1
25	A new semantic text-image search engine for car designers. , 2008, , .		0