

Jan Derboven

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8219372/publications.pdf>

Version: 2024-02-01

22
papers

265
citations

1162367

8
h-index

1199166

12
g-index

25
all docs

25
docs citations

25
times ranked

311
citing authors

#	ARTICLE	IF	CITATIONS
1	Designing for collaboration: a study in intergenerational social game design. <i>Universal Access in the Information Society</i> , 2012, 11, 57-65.	2.1	38
2	Semiotic analysis of multi-touch interface design: The MuTable case study. <i>International Journal of Human Computer Studies</i> , 2012, 70, 714-728.	3.7	24
3	The GLID method: Moving from design features to underlying values in co-design. <i>International Journal of Human Computer Studies</i> , 2017, 97, 116-128.	3.7	24
4	Appropriating virtual learning environments: A study of teacher tactics. <i>Journal of Visual Languages and Computing</i> , 2017, 40, 20-35.	1.8	21
5	A Personal Decision Support System for Heart Failure Management (HeartMan): study protocol of the HeartMan randomized controlled trial. <i>BMC Cardiovascular Disorders</i> , 2018, 18, 186.	0.7	19
6	A Personal Health System for Self-Management of Congestive Heart Failure (HeartMan): Development, Technical Evaluation, and Proof-of-Concept Randomized Controlled Trial. <i>JMIR Medical Informatics</i> , 2021, 9, e24501.	1.3	19
7	Designing voice interaction for people with physical and speech impairments. , 2014, , .		17
8	Comparing user interaction with low and high fidelity prototypes of tabletop surfaces. , 2010, , .		16
9	Playing educational math games at home: The Monkey Tales case. <i>Entertainment Computing</i> , 2016, 16, 1-14.	1.8	16
10	Proof-of-concept trial results of the HeartMan mobile personal health system for self-management in congestive heart failure. <i>Scientific Reports</i> , 2021, 11, 5663.	1.6	13
11	Multimodal Analysis in Participatory Design with Children. , 2015, , .		10
12	Design trade-offs in self-management technology: the HeartMan case. <i>Behaviour and Information Technology</i> , 2020, 39, 72-87.	2.5	10
13	Kilowhat? A multidisciplinary approach on the development of a home energy management system. <i>Behaviour and Information Technology</i> , 2013, 32, 1086-1104.	2.5	7
14	Researching user interpretation beyond designer intentions. , 2013, , .		5
15	Human Agency in Self-Management Tools. , 2019, , .		5
16	A Multi-disciplinary Approach towards the Design and Development of Value+ eHomeCare Services. <i>Series in Biomedical Engineering</i> , 2009, , 243-267.	0.5	4
17	ALADIN. , 2014, , .		3
18	NewSchool. , 2016, , .		3

#	ARTICLE	IF	CITATIONS
19	Household Energy Use and Creating Awareness: Opportunities for ICT. , 2012, , .		1
20	mhealth and psycho-physical well-being. , 2018, , .		1
21	The Fun and the Serious in an Educational Game. , 2015, , .		0
22	Mapping Participatory Design Methods to the Cognitive Process of Creativity to Facilitate Requirements Engineering. , 2013, , 221-241.		0