Harold W Thimbleby

List of Publications by Year
in descending order

146 papers	2,023 citations	304743 22 h-index	414414 32 g-index
151 all docs	151 docs citations	151 times ranked	1129 citing authors

#	Article	IF	Citations
1	Improving mobile internet usability. , 2001, , .		169
2	Open-source hardware for medical devices. BMJ Innovations, 2016, 2, 78-83.	1.7	81
3	The directed Chinese Postman Problem. Software - Practice and Experience, 2003, 33, 1081-1096.	3.6	72
4	Reducing number entry errors: solving a widespread, serious problem. Journal of the Royal Society Interface, 2010, 7, 1429-1439.	3.4	67
5	Validating the Unified Theory of Acceptance and Use of Technology (UTAUT) tool cross-culturally. , 2007, , .		61
6	Usability analysis with Markov models. ACM Transactions on Computer-Human Interaction, 2001, 8, 99-132.	5.7	58
7	Improving web search on small screen devices. Interacting With Computers, 2003, 15, 479-495.	1.5	52
8	What makes a good clinical app? Introducing the RCP Health Informatics Unit checklist. Clinical Medicine, 2015, 15, 519-521.	1.9	50
9	A Framework for Modelling Trojans and Computer Virus Infection. Computer Journal, 1998, 41, 444-458.	2.4	42
10	User interface design with matrix algebra. ACM Transactions on Computer-Human Interaction, 2004, 11, 181-236.	5.7	39
11	Why is it so difficult to govern mobile apps in healthcare?. BMJ Health and Care Informatics, 2019, 26, e100006.	3.0	37
12	Displaying 3D images: algorithms for single-image random-dot stereograms. Computer, 1994, 27, 38-48.	1.1	31
13	Formal Verification of Medical Device User Interfaces Using PVS. Lecture Notes in Computer Science, 2014, , 200-214.	1.3	31
14	Experiences of 'Literate Programming' using cweb (a variant of Knuth's WEB). Computer Journal, 1986, 29, 201-211.	2.4	29
15	Inclusion and interaction: Designing interaction for inclusive populations. Interacting With Computers, 2010, 22, 439-448.	1.5	29
16	Delaying commitment (programming strategy). IEEE Software, 1988, 5, 78-86.	1.8	28
17	Number Entry Interfaces and Their Effects on Error Detection. Lecture Notes in Computer Science, 2011, , 178-185.	1.3	28
18	The Digital Reading Desk: A lightweight approach to digital note-taking. Interacting With Computers, 2012, 24, 327-338.	1.5	27

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19	The benefits of formalising design guidelines: a case study on the predictability of drug infusion pumps. Innovations in Systems and Software Engineering, 2015, 11, 73-93.	2.1	27
20	Design Guidelines and User-Centred Digital Libraries. Lecture Notes in Computer Science, 1999, , 167-183.	1.3	27
21	Calculators are needlessly bad. International Journal of Human Computer Studies, 2000, 52, 1031-1069.	5.6	26
22	HCI design principles for ereaders. , 2010, , .		26
23	Permissive user interfaces. International Journal of Human Computer Studies, 2001, 54, 333-350.	5.6	24
24	Sorting Out Searching on Small Screen Devices. Lecture Notes in Computer Science, 2002, , 81-94.	1.3	24
25	Character level ambiguity: consequences for user interface design. International Journal of Man-Machine Studies, 1982, 16, 211-225.	0.7	23
26	User interface model discovery. , 2010, , .		23
27	Equal opportunity interactive systems. International Journal of Man-Machine Studies, 1986, 25, 439-451.	0.7	22
28	Breaking affordance. , 2004, , .		22
29	FEATUREIgnorance of interaction programming is killing people. Interactions, 2008, 15, 52-57.	1.0	22
30	Dialogue determination. International Journal of Man-Machine Studies, 1980, 13, 295-304.	0.7	21
31	Intelligent adaptive assistance and its automatic generation. Interacting With Computers, 1996, 8, 51-68.	1.5	21
32	Model-Based Development of the Generic PCA Infusion Pump User Interface Prototype in PVS. Lecture Notes in Computer Science, 2013, , 228-240.	1.3	21
33	A reflexive perspective of CSCW. ACM SIGCHI Bulletin, 1991, 23, 63-68.	0.1	21
34	Explaining code for publication. Software - Practice and Experience, 2003, 33, 975-1001.	3.6	20
35	PVSio-web 2.0: Joining PVS to HCI. Lecture Notes in Computer Science, 2015, , 470-478.	1.3	20
36	User-Centered Methods Are Insufficient for Safety Critical Systems. , 2007, , 1-20.		20

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37	Purpose and usability of digital libraries. , 2000, , .		19
38	Interaction Walkthrough: Evaluation of Safety Critical Interactive Systems. , 2006, , 52-66.		19
39	Formulating usability. ACM SIGCHI Bulletin, 1994, 26, 59-64.	0.1	19
40	Co-reading. , 2012, , .		18
41	Safer User Interfaces: A Case Study in Improving Number Entry. IEEE Transactions on Software Engineering, 2015, 41, 711-729.	5.6	18
42	Dynamic digital libraries for children. , 2001, , .		17
43	Gentler: a tool for systematic web authoring. International Journal of Human Computer Studies, 1997, 47, 139-168.	5.6	16
44	Making healthcare safer by understanding, designing and buying better IT. Clinical Medicine, 2015, 15, 258-262.	1.9	16
45	Analysis and Simulation of User Interfaces. , 2000, , 221-237.		16
46	Applying Graph Theory to Interaction Design. Lecture Notes in Computer Science, 2008, , 501-519.	1.3	16
47	A New Calculator and Why it is Necessary. Computer Journal, 1995, 38, 418-433.	2.4	15
48	Reflexive CSCW: supporting long-term personal work. Interacting With Computers, 1990, 2, 330-336.	1.5	14
49	Can humans think? The Ergonomics Society Lecture 1991. Ergonomics, 1991, 34, 1269-1287.	2.1	14
50	Explaining cryptographic systems. Computers and Education, 2003, 40, 199-215.	8.3	14
51	Improving Safety in Medical Devices and Systems. , 2013, , .		14
52	Understanding User Centred Design (UCD) for People with Special Needs. Lecture Notes in Computer Science, 2008, , 1-17.	1.3	14
53	A critique of Java. , 1999, 29, 457-478.		13
54	The reading desk. , 2011, , .		13

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55	Reasons to question seven segment displays. , 2013, , .		13
56	A Performance Review of Number Entry Interfaces. Lecture Notes in Computer Science, 2013, , 365-382.	1.3	13
57	The Leidenfrost phenomenon. Physics Education, 1989, 24, 300-303.	0.5	12
58	Concepts of cooperation in artificial life. IEEE Transactions on Systems, Man, and Cybernetics, 1995, 25, 1166-1171.	0.9	12
59	Designing for Digital Reading. Synthesis Lectures on Information Concepts, Retrieval, and Services, 2013, 5, 1-135.	0.7	11
60	User Interface Design as Systems Design. , 2002, , 281-301.		11
61	Safer â€œ5â€"keyâ€ number entry user interfaces using Differential Formal Analysis. , 0, , .		11
62	Computer algebra in interface design research. , 2004, , .		10
63	Contributing to safety and due diligence in safety-critical interactive systems development by generating and analyzing finite state models. , 2009, , .		10
64	Engineering interactive computer systems for medicine and healthcare (EICS4Med). , 2011, , .		10
65	Unreliable numbers: error and harm induced by bad design can be reduced by better design. Journal of the Royal Society Interface, 2015, 12, 20150685.	3.4	10
66	Human Computer Interaction and medical devices. , 0, , .		9
67	Guidelines for â€˜manipulativeâ€™ text editing. Behaviour and Information Technology, 1983, 2, 127-161.	4.0	8
68	Can viruses ever be useful?. Computers and Security, 1991, 10, 111-114.	6.0	8
69	Automatic Critiques of Interface Modes. Lecture Notes in Computer Science, 2006, , 201-212.	1.3	8
70	You're right about the cure: don't do that. Interacting With Computers, 1990, 2, 8-25.	1.5	7
71	Robot ethics? Not yet. Interacting With Computers, 2008, 20, 338-341.	1.5	7
72	Affordance and Symmetry in User Interfaces. Computer Journal, 2008, 51, 650-661.	2.4	7

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73	Social network analysis and interactive device design analysis. , 2009, , .		7
74	Design of interactive medical devices: Feedback and its improvement. , 2011, , .		7
75	Heedless programming: ignoring detectable error is a widespread hazard. Software - Practice and Experience, 2012, 42, 1393-1407.	3.6	7
76	MAUI: An Interface Design Tool Based on Matrix Algebra. , 2005, , 81-94.		7
77	Spatial Hypertext as a Reader Tool in Digital Libraries. Lecture Notes in Computer Science, 2002, , 13-24.	1.3	7
78	Think! Interactive Systems Need Safety Locks. Journal of Computing and Information Technology, 2010, 18, 349.	0.3	7
79	Failure in the technical user-interface design process. Computers and Graphics, 1985, 9, 187-193.	2.5	6
80	Designing a children's digital library with and for children. , 2000, , .		6
81	Successful user interface design from efficient computer algorithms. , 2000, , .		6
82	Using Medical Device Logs for Improving Medical Device Design. , 2013, , .		6
83	Teaching and Learning HCI. Lecture Notes in Computer Science, 2009, , 625-635.	1.3	6
84	Improving Annotations in Digital Documents. Lecture Notes in Computer Science, 2009, , 429-432.	1.3	6
85	User Interface Design: Generative User Engineering Principles. , 1985, , 165-180.		6
86	Design for a fax. Personal and Ubiquitous Computing, 1997, 1, 101-117.	0.6	5
87	Using Nomograms to Reduce Harm from Clinical Calculations. , 2013, , .		5
88	Human factors and missed solutions to Enigma design weaknesses. Cryptologia, 2016, 40, 177-202.	0.5	5
89	Supporting Information Structuring in a Digital Library. Lecture Notes in Computer Science, 2004, , 464-475.	1.3	5
90	Internalist and Externalist HCI. , 0, , .		5

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91	Trust me, I'm a computer?. Future Hospital Journal, 2017, 4, 105-108.	0.2	5
92	The design of a terminal independent package. Software - Practice and Experience, 1987, 17, 351-367.	3.6	4
93	Reducing user effort in collaboration support. , 1993, , .		4
94	Controversy corner. Journal of Systems and Software, 1994, 25, 207-215.	4.5	4
95	From logic to manuals. Software Engineering Journal, 1996, 11, 347.	0.7	4
96	Avoiding Latent Design Conditions Using UI Discovery Tools. International Journal of Human-Computer Interaction, 2010, 26, 120-131.	4.8	4
97	Investigating collaborative annotation on slate pcs. , 2012, , .		4
98	Interactive numerals. Royal Society Open Science, 2017, 4, 160903.	2.4	4
99	Affordance and Symmetry. Lecture Notes in Computer Science, 2001, , 199-217.	1.3	4
100	HyperCard: An Object-Oriented Disappointment. Workshops in Computing, 1992, , 35-55.	0.4	4
101	HyperAT: HCI and Web Authoring. , 1997, , 359-378.		4
102	Reflections on symmetry. , 2002, , .		4
103	Action graphs and user performance analysis. International Journal of Human Computer Studies, 2013, 71, 276-302.	5.6	3
104	Applying theorem discovery to automatically find and check usability heuristics. , 2013, , .		3
105	Exploring the Effect of Pre-operational Priming Intervention on Number Entry Errors. , 2015, , .		3
106	Three laws for paperlessness. Digital Health, 2019, 5, 205520761982772.	1.8	3
107	Heuristics for Cognitive Tools. , 1992, , 161-168.		3
108	An Author's Cross-referencer. , 1992, , 90-108.		3

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109	Computers and human consciousness. Computers and Education, 1979, 3, 241-243.	8.3	2
110	Short paper: A menu selection algorithm. Behaviour and Information Technology, 1987, 6, 89-94.	4.0	2
111	Manuals as Structured Programs. , 0, , 67-80.		2
112	Designing user interfaces for problem solving, with application to hypertext and creative writing. AI and Society, 1994, 8, 29-44.	4.6	2
113	Symmetry for successful interactive systems. , 2002, , .		2
114	Buffer automata. , 2011, , .		2
115	Targeting the Fitts Law. Interactions, 2013, 20, 12-13.	1.0	2
116	A tool for publishing reproducible algorithms & A reproducible, elegant algorithm for sequential experiments. Science of Computer Programming, 2018, 156, 45-67.	1.9	2
117	The Reading Desk: Supporting Lightweight Note-Taking in Digital Documents. Lecture Notes in Computer Science, 2011, , 438-441.	1.3	2
118	Leave and recall: Primitives for procedural programming. Software - Practice and Experience, 1980, 10, 127-134.	3.6	1
119	A text editing interface: Definition and use. Computer Languages, Systems and Structures, 1982, 7, 25-40.	0.3	1
120	Optimising Self-Replicating Programs. Computer Journal, 1987, 30, 475-476.	2.4	1
121	Using sentinels in insert sort. Software - Practice and Experience, 1989, 19, 303-307.	3.6	1
122	Solutioneering in user interface design. Behaviour and Information Technology, 1993, 12, 190-193.	4.0	1
123	Comments on a paper by Voas, Payne and Cohen: â€˜A model for detecting the existence of software corruption in real timeâ€™. Computers and Security, 1994, 13, 527-531.	6.0	1
124	Dynamic metadata for monitoring digital library management. , 1999, , .		1
125	The reduced Enigma. Computers and Security, 2003, 22, 624-642.	6.0	1
126	Interaction programming. , 2009, , .		1

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127	Interactive technologies for health special interest group. , 2011, , .		1
128	Signposting in Documents. Computer Journal, 2011, 54, 1119-1135.	2.4	1
129	SYFSA: A framework for Systematic Yet Flexible Systems Analysis. Journal of Biomedical Informatics, 2013, 46, 665-675.	4.3	1
130	ViM: Vital Signs in Music Creatively Facilitating Effective Long-Term Wellbeing Self-Management. , 2013, , .		1
131	Employing Number-Based Graphical Representations to Enhance the Effects of Visual Check on Entry Error Detection. Interacting With Computers, 2015, , iwv020.	1.5	1
132	Improve IT, Improve Healthcare. Computer, 2017, 50, 86-91.	1.1	1
133	Observations on Practically Perfect CSCW. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 1996, , 69-86.	1.1	1
134	Creating Visualisations for Digital Document Indexing. Lecture Notes in Computer Science, 2009, , 87-93.	1.3	1
135	How good is this conference? Evaluating conference reviewing and selectivity. , 0, , .		1
136	Personal boundaries/global stage. First Monday, 1998, 3, .	0.6	1
137	Design Probes for Handheld and Ubiquitous Computing. Lecture Notes in Computer Science, 1999, , 1-19.	1.3	1
138	Designing word processors. Information Design Journal, 1983, 3, 239-244.	0.5	0
139	View binding and user enhanceable systems. Visual Computer, 1994, 10, 337-349.	3.5	0
140	Specification-led design for interface simulation. Collecting use-data, interactive help, writing manuals, analysis, comparing alternative designs, etc.. Personal and Ubiquitous Computing, 1998, 2, 241-254.	0.6	0
141	Non-contractual trust, design, and human and computer interactions. , 2000, , .		0
142	Simulation to Evaluate Alternative Approaches to Blocking Use Errors. Journal of Medical Devices, Transactions of the ASME, 2012, 6, .	0.7	0
143	Inside Medical Software: When Programming Errors Cost Lives. Itnow, 2018, 60, 50-52.	0.2	0
144	Healthy HCI?. ACM SIGCHI Bulletin, 2002, 2002, 8-8.	0.1	0

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145	A Personal view: Software mechanics. Software Engineering Journal, 1993, 8, 110.	0.7	0
146	Validity and Cross-Validity in HCI Publications. , 2006, , 11-24.		0