

Harold W Thimbleby

List of Publications by Year in descending order

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Version: 2024-02-01

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	Three laws for paperlessness. Digital Health, 2019, 5, 205520761982772.	1.8	3
2	Why is it so difficult to govern mobile apps in healthcare?. BMJ Health and Care Informatics, 2019, 26, e100006.	3.0	37
3	A tool for publishing reproducible algorithms & A reproducible, elegant algorithm for sequential experiments. Science of Computer Programming, 2018, 156, 45-67.	1.9	2
4	Inside Medical Software: When Programming Errors Cost Lives. Itnow, 2018, 60, 50-52.	0.2	0
5	Improve IT, Improve Healthcare. Computer, 2017, 50, 86-91.	1.1	1
6	Interactive numerals. Royal Society Open Science, 2017, 4, 160903.	2.4	4
7	Trust me, I'm a computer?. Future Hospital Journal, 2017, 4, 105-108.	0.2	5
8	Open-source hardware for medical devices. BMJ Innovations, 2016, 2, 78-83.	1.7	81
9	Human factors and missed solutions to Enigma design weaknesses. Cryptologia, 2016, 40, 177-202.	0.5	5
10	Employing Number-Based Graphical Representations to Enhance the Effects of Visual Check on Entry Error Detection. Interacting With Computers, 2015, , iwv020.	1.5	1
11	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
12	What makes a good clinical app? Introducing the RCP Health Informatics Unit checklist. Clinical Medicine, 2015, 15, 519-521.	1.9	50
13	Exploring the Effect of Pre-operational Priming Intervention on Number Entry Errors. , 2015, , .		3
14	PVSio-web 2.0: Joining PVS to HCI. Lecture Notes in Computer Science, 2015, , 470-478.	1.3	20
15	Making healthcare safer by understanding, designing and buying better IT. Clinical Medicine, 2015, 15, 258-262.	1.9	16
16	Safer User Interfaces: A Case Study in Improving Number Entry. IEEE Transactions on Software Engineering, 2015, 41, 711-729.	5.6	18
17	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
18	Formal Verification of Medical Device User Interfaces Using PVS. Lecture Notes in Computer Science, 2014, , 200-214.	1.3	31

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19	SYFSA: A framework for Systematic Yet Flexible Systems Analysis. Journal of Biomedical Informatics, 2013, 46, 665-675.	4.3	1
20	Designing for Digital Reading. Synthesis Lectures on Information Concepts, Retrieval, and Services, 2013, 5, 1-135.	0.7	11
21	Action graphs and user performance analysis. International Journal of Human Computer Studies, 2013, 71, 276-302.	5.6	3
22	Improving Safety in Medical Devices and Systems. , 2013, , .		14
23	Applying theorem discovery to automatically find and check usability heuristics. , 2013, , .		3
24	Reasons to question seven segment displays. , 2013, , .		13
25	Targeting the Fitts Law. Interactions, 2013, 20, 12-13.	1.0	2
26	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
27	ViM: Vital Signs in Music Creatively Facilitating Effective Long-Term Wellbeing Self-Management. , 2013, , .		1
28	Using Medical Device Logs for Improving Medical Device Design. , 2013, , .		6
29	Using Nomograms to Reduce Harm from Clinical Calculations. , 2013, , .		5
30	A Performance Review of Number Entry Interfaces. Lecture Notes in Computer Science, 2013, , 365-382.	1.3	13
31	Investigating collaborative annotation on slate pcs. , 2012, , .		4
32	Co-reading. , 2012, , .		18
33	The Digital Reading Desk: A lightweight approach to digital note-taking. Interacting With Computers, 2012, 24, 327-338.	1.5	27
34	Simulation to Evaluate Alternative Approaches to Blocking Use Errors. Journal of Medical Devices, Transactions of the ASME, 2012, 6, .	0.7	0
35	Heedless programming: ignoring detectable error is a widespread hazard. Software - Practice and Experience, 2012, 42, 1393-1407.	3.6	7
36	Design of interactive medical devices: Feedback and its improvement. , 2011, , .		7

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37	Buffer automata. , 2011, , .		2
38	Interactive technologies for health special interest group. , 2011, , .		1
39	The reading desk. , 2011, , .		13
40	Engineering interactive computer systems for medicine and healthcare (EICS4Med). , 2011, , .		10
41	Signposting in Documents. Computer Journal, 2011, 54, 1119-1135.	2.4	1
42	Number Entry Interfaces and Their Effects on Error Detection. Lecture Notes in Computer Science, 2011, , 178-185.	1.3	28
43	The Reading Desk: Supporting Lightweight Note-Taking in Digital Documents. Lecture Notes in Computer Science, 2011, , 438-441.	1.3	2
44	Inclusion and interaction: Designing interaction for inclusive populations. Interacting With Computers, 2010, 22, 439-448.	1.5	29
45	Reducing number entry errors: solving a widespread, serious problem. Journal of the Royal Society Interface, 2010, 7, 1429-1439.	3.4	67
46	HCI design principles for ereaders. , 2010, , .		26
47	User interface model discovery. , 2010, , .		23
48	Avoiding Latent Design Conditions Using UI Discovery Tools. International Journal of Human-Computer Interaction, 2010, 26, 120-131.	4.8	4
49	Think! Interactive Systems Need Safety Locks. Journal of Computing and Information Technology, 2010, 18, 349.	0.3	7
50	Contributing to safety and due diligence in safety-critical interactive systems development by generating and analyzing finite state models. , 2009, , .		10
51	Interaction programming. , 2009, , .		1
52	Social network analysis and interactive device design analysis. , 2009, , .		7
53	Teaching and Learning HCI. Lecture Notes in Computer Science, 2009, , 625-635.	1.3	6
54	Creating Visualisations for Digital Document Indexing. Lecture Notes in Computer Science, 2009, , 87-93.	1.3	1

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55	Improving Annotations in Digital Documents. Lecture Notes in Computer Science, 2009, , 429-432.	1.3	6
56	Robot ethics? Not yet. Interacting With Computers, 2008, 20, 338-341.	1.5	7
57	FEATUREIgnorance of interaction programming is killing people. Interactions, 2008, 15, 52-57.	1.0	22
58	Affordance and Symmetry in User Interfaces. Computer Journal, 2008, 51, 650-661.	2.4	7
59	Understanding User Centred Design (UCD) for People with Special Needs. Lecture Notes in Computer Science, 2008, , 1-17.	1.3	14
60	Applying Graph Theory to Interaction Design. Lecture Notes in Computer Science, 2008, , 501-519.	1.3	16
61	User-Centered Methods Are Insufficient for Safety Critical Systems. , 2007, , 1-20.		20
62	Validating the Unified Theory of Acceptance and Use of Technology (UTAUT) tool cross-culturally. , 2007, , .		61
63	Automatic Critiques of Interface Modes. Lecture Notes in Computer Science, 2006, , 201-212.	1.3	8
64	Interaction Walkthrough: Evaluation of Safety Critical Interactive Systems. , 2006, , 52-66.		19
65	Validity and Cross-Validity in HCI Publications. , 2006, , 11-24.		0
66	MAUI: An Interface Design Tool Based on Matrix Algebra. , 2005, , 81-94.		7
67	User interface design with matrix algebra. ACM Transactions on Computer-Human Interaction, 2004, 11, 181-236.	5.7	39
68	Computer algebra in interface design research. , 2004, , .		10
69	Breaking affordance. , 2004, , .		22
70	Supporting Information Structuring in a Digital Library. Lecture Notes in Computer Science, 2004, , 464-475.	1.3	5
71	The reduced Enigma. Computers and Security, 2003, 22, 624-642.	6.0	1
72	Improving web search on small screen devices. Interacting With Computers, 2003, 15, 479-495.	1.5	52

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73	Explaining code for publication. Software - Practice and Experience, 2003, 33, 975-1001.	3.6	20
74	The directed Chinese Postman Problem. Software - Practice and Experience, 2003, 33, 1081-1096.	3.6	72
75	Explaining cryptographic systems. Computers and Education, 2003, 40, 199-215.	8.3	14
76	Symmetry for successful interactive systems. , 2002, , .		2
77	Spatial Hypertext as a Reader Tool in Digital Libraries. Lecture Notes in Computer Science, 2002, , 13-24.	1.3	7
78	Sorting Out Searching on Small Screen Devices. Lecture Notes in Computer Science, 2002, , 81-94.	1.3	24
79	User Interface Design as Systems Design. , 2002, , 281-301.		11
80	Reflections on symmetry. , 2002, , .		4
81	Healthy HCI?. ACM SIGCHI Bulletin, 2002, 2002, 8-8.	0.1	0
82	Permissive user interfaces. International Journal of Human Computer Studies, 2001, 54, 333-350.	5.6	24
83	Usability analysis with Markov models. ACM Transactions on Computer-Human Interaction, 2001, 8, 99-132.	5.7	58
84	Dynamic digital libraries for children. , 2001, , .		17
85	Improving mobile internet usability. , 2001, , .		169
86	Affordance and Symmetry. Lecture Notes in Computer Science, 2001, , 199-217.	1.3	4
87	Calculators are needlessly bad. International Journal of Human Computer Studies, 2000, 52, 1031-1069.	5.6	26
88	Purpose and usability of digital libraries. , 2000, , .		19
89	Designing a children's digital library with and for children. , 2000, , .		6
90	Successful user interface design from efficient computer algorithms. , 2000, , .		6

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91	Non-contractual trust, design, and human and computer interactions. , 2000, , .		0
92	Analysis and Simulation of User Interfaces. , 2000, , 221-237.		16
93	Dynamic metadata for monitoring digital library management. , 1999, , .		1
94	A critique of Java. , 1999, 29, 457-478.		13
95	Design Guidelines and User-Centred Digital Libraries. Lecture Notes in Computer Science, 1999, , 167-183.	1.3	27
96	Design Probes for Handheld and Ubiquitous Computing. Lecture Notes in Computer Science, 1999, , 1-19.	1.3	1
97	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
98	A Framework for Modelling Trojans and Computer Virus Infection. Computer Journal, 1998, 41, 444-458.	2.4	42
99	Personal boundaries/global stage. First Monday, 1998, 3, .	0.6	1
100	Design for a fax. Personal and Ubiquitous Computing, 1997, 1, 101-117.	0.6	5
101	Gentler: a tool for systematic web authoring. International Journal of Human Computer Studies, 1997, 47, 139-168.	5.6	16
102	HyperAT: HCI and Web Authoring. , 1997, , 359-378.		4
103	From logic to manuals. Software Engineering Journal, 1996, 11, 347.	0.7	4
104	Intelligent adaptive assistance and its automatic generation. Interacting With Computers, 1996, 8, 51-68.	1.5	21
105	Observations on Practically Perfect CSCW. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 1996, , 69-86.	1.1	1
106	Concepts of cooperation in artificial life. IEEE Transactions on Systems, Man, and Cybernetics, 1995, 25, 1166-1171.	0.9	12
107	A New Calculator and Why it is Necessary. Computer Journal, 1995, 38, 418-433.	2.4	15
108	Comments on a paper by Voas, Payne and Cohen: "A model for detecting the existence of software corruption in real time". Computers and Security, 1994, 13, 527-531.	6.0	1

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109	Designing user interfaces for problem solving, with application to hypertext and creative writing. <i>AI and Society</i> , 1994, 8, 29-44.	4.6	2
110	View binding and user enhanceable systems. <i>Visual Computer</i> , 1994, 10, 337-349.	3.5	0
111	Controversy corner. <i>Journal of Systems and Software</i> , 1994, 25, 207-215.	4.5	4
112	Displaying 3D images: algorithms for single-image random-dot stereograms. <i>Computer</i> , 1994, 27, 38-48.	1.1	31
113	Formulating usability. <i>ACM SIGCHI Bulletin</i> , 1994, 26, 59-64.	0.1	19
114	Reducing user effort in collaboration support. , 1993, , .		4
115	Solutioneering in user interface design. <i>Behaviour and Information Technology</i> , 1993, 12, 190-193.	4.0	1
116	A Personal view: Software mechanics. <i>Software Engineering Journal</i> , 1993, 8, 110.	0.7	0
117	HyperCard: An Object-Oriented Disappointment. <i>Workshops in Computing</i> , 1992, , 35-55.	0.4	4
118	Heuristics for Cognitive Tools. , 1992, , 161-168.		3
119	An Author's Cross-referencer. , 1992, , 90-108.		3
120	Can viruses ever be useful?. <i>Computers and Security</i> , 1991, 10, 111-114.	6.0	8
121	Can humans think? The Ergonomics Society Lecture 1991. <i>Ergonomics</i> , 1991, 34, 1269-1287.	2.1	14
122	A reflexive perspective of CSCW. <i>ACM SIGCHI Bulletin</i> , 1991, 23, 63-68.	0.1	21
123	Reflexive CSCW: supporting long-term personal work. <i>Interacting With Computers</i> , 1990, 2, 330-336.	1.5	14
124	You're right about the cure: don't do that. <i>Interacting With Computers</i> , 1990, 2, 8-25.	1.5	7
125	Using sentinels in insert sort. <i>Software - Practice and Experience</i> , 1989, 19, 303-307.	3.6	1
126	The Leidenfrost phenomenon. <i>Physics Education</i> , 1989, 24, 300-303.	0.5	12

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127	Delaying commitment (programming strategy). IEEE Software, 1988, 5, 78-86.	1.8	28
128	Optimising Self-Replicating Programs. Computer Journal, 1987, 30, 475-476.	2.4	1
129	Short paper: A menu selection algorithm. Behaviour and Information Technology, 1987, 6, 89-94.	4.0	2
130	The design of a terminal independent package. Software - Practice and Experience, 1987, 17, 351-367.	3.6	4
131	Equal opportunity interactive systems. International Journal of Man-Machine Studies, 1986, 25, 439-451.	0.7	22
132	Experiences of 'Literate Programming' using cweb (a variant of Knuth's WEB). Computer Journal, 1986, 29, 201-211.	2.4	29
133	Failure in the technical user-interface design process. Computers and Graphics, 1985, 9, 187-193.	2.5	6
134	User Interface Design: Generative User Engineering Principles. , 1985, , 165-180.		6
135	Guidelines for "manipulative" text editing. Behaviour and Information Technology, 1983, 2, 127-161.	4.0	8
136	Designing word processors. Information Design Journal, 1983, 3, 239-244.	0.5	0
137	A text editing interface: Definition and use. Computer Languages, Systems and Structures, 1982, 7, 25-40.	0.3	1
138	Character level ambiguity: consequences for user interface design. International Journal of Man-Machine Studies, 1982, 16, 211-225.	0.7	23
139	Dialogue determination. International Journal of Man-Machine Studies, 1980, 13, 295-304.	0.7	21
140	Leave and recall: Primitives for procedural programming. Software - Practice and Experience, 1980, 10, 127-134.	3.6	1
141	Computers and human consciousness. Computers and Education, 1979, 3, 241-243.	8.3	2
142	Manuals as Structured Programs. , 0, , 67-80.		2
143	Internalist and Externalist HCI. , 0, , .		5
144	Human Computer Interaction and medical devices. , 0, , .		9

#	ARTICLE	IF	CITATIONS
145	Safer “key”-number entry user interfaces using Differential Formal Analysis. , 0, , .		11
146	How good is this conference? Evaluating conference reviewing and selectivity. , 0, , .		1