

Anna Cox

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8249385/publications.pdf>

Version: 2024-02-01

25
papers

1,838
citations

1306789

7
h-index

1199166

12
g-index

30
all docs

30
docs citations

30
times ranked

1603
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring and defining the experience of immersion in games. International Journal of Human Computer Studies, 2008, 66, 641-661.	3.7	1,268
2	Motivations, learning and creativity in online citizen science. Journal of Science Communication, 2016, 15, A05.	0.4	97
3	Not doing but thinking. , 2012, , .		80
4	Switch on to games: Can digital games aid post-work recovery?. International Journal of Human Computer Studies, 2014, 72, 654-662.	3.7	52
5	Removing the HUD. , 2015, , .		47
6	Digital Games and Mindfulness Apps: Comparison of Effects on Post Work Recovery. JMIR Mental Health, 2019, 6, e12853.	1.7	35
7	Don't Kick the Habit. , 2016, , .		31
8	Number Entry Interfaces and Their Effects on Error Detection. Lecture Notes in Computer Science, 2011, , 178-185.	1.0	28
9	Evaluation of a novel intervention to reduce burnout in doctors-in-training using self-care and digital wellbeing strategies: a mixed-methods pilot. BMC Medical Education, 2020, 20, 294.	1.0	20
10	A Taxonomy of Number Entry Error. , 2011, , .		19
11	Multitasking and interruptions. , 2012, , .		15
12	Using information behaviors to evaluate the functionality and usability of electronic resources: From Ellis's model to evaluation. Journal of the Association for Information Science and Technology, 2008, 59, 2244-2267.	2.6	12
13	SIGCHI Games. , 2016, , .		10
14	The Functionality of Mobile Apps for Anxiety: Systematic Search and Analysis of Engagement and Tailoring Features. JMIR MHealth and UHealth, 2021, 9, e26712.	1.8	10
15	Disability Interactions in Digital Games. , 2019, , .		8
16	Choosing to interleave. , 2012, , .		7
17	Tailoring Number Entry Interfaces To The Task of Programming Medical Infusion Pumps. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 683-687.	0.2	5
18	Life-swap: how discussions around personal data can motivate desire for change. Personal and Ubiquitous Computing, 2020, 24, 669-681.	1.9	4

#	ARTICLE	IF	CITATIONS
19	Prioritizing unread e-mails: people send urgent responses before important or short ones. Human-Computer Interaction, 2020, , 1-24.	3.1	3
20	Safer Interactive Medical Device Design: Insights from the CHI+MED Project. , 2015, , .		3
21	Designing for the task. , 2012, , .		2
22	Infusion device standardisation and dose error reduction software. British Journal of Health Care Management, 2015, 21, 68-76.	0.1	1
23	MHC '18. , 2018, , .		1
24	Motivational and Situational Aspects of Active and Passive Social Media Breaks May Explain the Difference Between Recovery and Procrastination. , 2022, , .		1
25	Citizen Scientists Are Not Just Quiz Takers: Information about Project Type Influences Data Disclosure in Online Psychological Surveys. Citizen Science: Theory and Practice, 2022, 7, 4.	0.6	0