# Judy Kay

## List of Publications by Year
in descending order

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|---|---|---|---|
| 85 papers | 2,229 citations | 279701 23 h-index | 302012 39 g-index |
| 94 all docs | 94 docs citations | 94 times ranked | 1691 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | The um toolkit for cooperative user modelling. User Modeling and User-Adapted Interaction, 1995, 4, 149-196. | 2.9 | 135 |
| 2 | Learner Control. User Modeling and User-Adapted Interaction, 2001, 11, 111-127. | 2.9 | 105 |
| 3 | SMILIâ˜º: a Framework for Interfaces to Learning Data in Open Learner Models, Learning Analytics and Related Fields. International Journal of Artificial Intelligence in Education, 2016, 26, 293-331. | 3.9 | 99 |
| 4 | Electronic Dietary Intake Assessment (e-DIA): Comparison of a Mobile Phone Digital Entry App for Dietary Data Collection With 24-Hour Dietary Recalls. JMIR MHealth and UHealth, 2015, 3, e98. | 1.8 | 85 |
| 5 | MEMENTO: a digital-physical scrapbook for memory sharing. Personal and Ubiquitous Computing, 2007, 11, 313-328. | 1.9 | 74 |
| 6 | An Interactive Teacherâ€™s Dashboard for Monitoring Groups in a Multi-tabletop Learning Environment. Lecture Notes in Computer Science, 2012, , 482-492. | 1.0 | 74 |
| 7 | MTFeedback: Providing Notifications to Enhance Teacher Awareness of Small Group Work in the Classroom. IEEE Transactions on Learning Technologies, 2015, 8, 187-200. | 2.2 | 65 |
| 8 | Recommending people to people: the nature of reciprocal recommenders with a case study in online dating. User Modeling and User-Adapted Interaction, 2013, 23, 447-488. | 2.9 | 58 |
| 9 | Who cares about the Content? An Analysis of Playful Behaviour at a Public Display. , 2014, , . | | 58 |
| 10 | Personis: A Server for User Models. Lecture Notes in Computer Science, 2002, , 203-212. | 1.0 | 56 |
| 11 | Who did what? Who said that?. , 2011, , . | | 56 |
| 12 | Capturing and analyzing verbal and physical collaborative learning interactions at an enriched interactive tabletop. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 455-485. | 1.9 | 56 |
| 13 | PersonisAD: Distributed, Active, Scrutable Model Framework for Context-Aware Services. , 2007, , 55-72. | | 54 |
| 14 | Electronic Dietary Intake Assessment (e-DIA): relative validity of a mobile phone application to measure intake of food groups. British Journal of Nutrition, 2016, 115, 2219-2226. | 1.2 | 52 |
| 15 | Open Learner Models as Drivers for Metacognitive Processes. Springer International Handbooks of Education, 2013, , 349-365. | 0.1 | 47 |
| 16 | Studying long-term system use. Communications of the ACM, 1995, 38, 61-69. | 3.3 | 45 |
| 17 | Consistent Modelling of Users, Devices and Sensors in a Ubiquitous Computing Environment. User Modeling and User-Adapted Interaction, 2005, 15, 197-234. | 2.9 | 42 |
| 18 | Defining Adherence. , 2018, 2, 1-22. | | 41 |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 19 | TSCL: A conceptual model to inform understanding of collaborative learning processes at interactive tabletops. International Journal of Human Computer Studies, 2015, 83, 62-82. | 3.7 | 38 |
| 20 | Collocated Collaboration Analytics: Principles and Dilemmas for Mining Multimodal Interaction Data. Human-Computer Interaction, 2019, 34, 1-50. | 3.1 | 38 |
| 21 | Creating personalized systems that people can scrutinize and control. ACM Transactions on Interactive Intelligent Systems, 2012, 2, 1-42. | 2.6 | 37 |
| 22 | Harnessing Long Term Physical Activity Dataâ€"How Long-term Trackers Use Data and How an Adherence-based Interface Supports New Insights. , 2017, 1, 1-28. | | 37 |
| 23 | The LATUX workflow. , 2015, , . | | 35 |
| 24 | Narcissus: Group and Individual Models to Support Small Group Work. Lecture Notes in Computer Science, 2009, , 54-65. | 1.0 | 35 |
| 25 | Orchestrating a multi-tabletop classroom. , 2012, , . | | 33 |
| 26 | Extending tabletop application design to the classroom. , 2013, , . | | 32 |
| 27 | From data to personal user models for lifeâ€long, lifeâ€wide learners. British Journal of Educational Technology, 2019, 50, 2871-2884. | 3.9 | 32 |
| 28 | Firestorm. , 2011, , . | | 31 |
| 29 | Dietary contribution of foods and beverages sold within a university campus and its effect on diet quality of young adults. Nutrition, 2017, 34, 118-123. | 1.1 | 27 |
| 30 | PERSONAF: framework for personalised ontological reasoning in pervasive computing. User Modeling and User-Adapted Interaction, 2010, 20, 1-40. | 2.9 | 24 |
| 31 | Itâ€™s the deceiver and the receiver: Individual differences in phishing susceptibility and false positives with item profiling. PLoS ONE, 2018, 13, e0205089. | 1.1 | 24 |
| 32 | Challenges and Solutions of Ubiquitous User Modeling. Cognitive Technologies, 2012, , 7-30. | 0.5 | 24 |
| 33 | Examining the Frequency and Contribution of Foods Eaten Away From Home in the Diets of 18- to 30-Year-Old Australians Using Smartphone Dietary Assessment (MYMeals): Protocol for a Cross-Sectional Study. JMIR Research Protocols, 2018, 7, e24. | 0.5 | 24 |
| 34 | Does the Public Still Look at Public Displays?. , 2018, 2, 1-24. | | 23 |
| 35 | To Dwell or Not to Dwell. , 2015, , . | | 22 |
| 36 | Collaborative concept mapping at the tabletop. , 2010, , . | | 19 |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 37 | Attitudes of health professionals to using routinely collected clinical data for performance feedback and personalised professional development. Medical Journal of Australia, 2019, 210, S17-S21. | 0.8 | 19 |
| 38 | Location Conflict Resolution with an Ontology. Lecture Notes in Computer Science, 2008, , 162-179. | 1.0 | 19 |
| 39 | Computer-Based Decision Tools for Shared Therapeutic Decision-making in Oncology: Systematic Review. JMIR Cancer, 2021, 7, e31616. | 0.9 | 18 |
| 40 | Viewing and Controlling Personal Sensor Data: What Do Users Want?. Lecture Notes in Computer Science, 2013, , 15-26. | 1.0 | 18 |
| 41 | Supporting reflection in introductory computer science. SIGCSE Bulletin, 2000, 32, 144-148. | 0.1 | 17 |
| 42 | An In-the-Wild Study of Learning to Brainstorm: Comparing Cards, Tabletops and Wall Displays in the Classroom. Interacting With Computers, 2016, 28, 788-810. | 1.0 | 17 |
| 43 | ScriptStorm: scripting to enhance tabletop brainstorming. Personal and Ubiquitous Computing, 2014, 18, 1433-1453. | 1.9 | 16 |
| 44 | Design implications for interacting with personalised public displays through mobile augmented reality. , 2016, , . | | 16 |
| 45 | Deploying and Visualising Teacher's Scripts of Small Group Activities in a Multi-surface Classroom Ecology: a Study in-the-wild. Computer Supported Cooperative Work, 2015, 24, 177-221. | 1.9 | 15 |
| 46 | The Contribution of Foods Prepared Outside the Home to the Diets of 18- to 30-Year-Old Australians: The MYMeals Study. Nutrients, 2021, 13, 1761. | 1.7 | 15 |
| 47 | Foundations for Systematic Evaluation and Benchmarking of a Mobile Food Logger in a Large-scale Nutrition Study. , 2020, 4, 1-25. | | 14 |
| 48 | Developing an Intranet-Based Lymphedema Dashboard for Breast Cancer Multidisciplinary Teams: Design Research Study. Journal of Medical Internet Research, 2020, 22, e13188. | 2.1 | 13 |
| 49 | Concept mapping for eliciting verified personal ontologies. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 212. | 0.1 | 12 |
| 50 | ONCOR. , 2007, , . | | 12 |
| 51 | Seamless and continuous user identification for interactive tabletops using personal device handshaking and body tracking. , 2012, , . | | 12 |
| 52 | Integrating orchestration of ubiquitous and pervasive learning environments. , 2013, , . | | 12 |
| 53 | A Tool to Measure Young Adults' Food Intake: Design and Development of an Australian Database of Foods for the Eat and Track Smartphone App. JMIR MHealth and UHealth, 2018, 6, e12136. | 1.8 | 11 |
| 54 | State-of-the-art Dashboards on Clinical Indicator Data to Support Reflection on Practice: Scoping Review. JMIR Medical Informatics, 2022, 10, e32695. | 1.3 | 11 |

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|---|---------|----|-----------|
| 55 | Multi-touch technology in a higher-education classroom. , 2014, , . | | 10 |
| 56 | How Does a Nation Walk?. , 2019, 3, 1-46. | | 10 |
| 57 | Analyzing Collaborative Interactions with Data Mining Methods for the Benefit of Learning. , 2011, , 161-185. | | 10 |
| 58 | An approach for designing and evaluating a plug-in vision-based tabletop touch identification system. , 2013, , . | | 9 |
| 59 | Keeping it private. , 2015, , . | | 9 |
| 60 | Daily & Hourly Adherence. , 2016, , . | | 9 |
| 61 | User Modeling for the Internet of Things. , 2017, , . | | 8 |
| 62 | MECUREO ontology and modelling tools. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 191. | 0.1 | 7 |
| 63 | Giving Learners a Real Sense of Control Over Adaptivity, Even If They Are Not Quite Ready For It Yet. , 2006, , 93-126. | | 7 |
| 64 | Pervasive Personalisation of Location Information: Personalised Context Ontology. Lecture Notes in Computer Science, 2008, , 143-152. | 1.0 | 6 |
| 65 | Opportunities and Challenges forÂLong-Term Tracking. Human-computer Interaction Series, 2021, , 177-206. | 0.4 | 5 |
| 66 | Learning to Learn and Work in Net-Based Teams: Supporting Emergent Collaboration with Visualization Tools. , 2010, , 143-188. | | 5 |
| 67 | Enhancing learning by Open Learner Model (OLM) driven data design. Computers and Education Artificial Intelligence, 2022, 3, 100069. | 6.9 | 5 |
| 68 | A Short Workshop on Next Steps Towards Long Term Self Tracking. , 2018, , . | | 4 |
| 69 | Scaffolding for an OLM for Long-Term Physical Activity Goals. , 2018, , . | | 4 |
| 70 | Device-free. , 2018, , . | | 4 |
| 71 | Exploring the Intersection Between Health Professionalsâ€™ Learning and eHealth Data: Protocol for a Comprehensive Research Program in Practice Analytics in Health Care. JMIR Research Protocols, 2021, 10, e27984. | 0.5 | 3 |
| 72 | <i>eTRIO</i> trial: study protocol of a randomised controlled trial of online education modules to facilitate effective family caregiver involvement in oncology. BMJ Open, 2021, 11, e043224. | 0.8 | 3 |

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|---|---|---|---|
| 73 | Comparing a Single-Touch Whiteboard and a Multi-Touch Tabletop for Collaboration in School Museum Visits. , 2018, 2, 1-23. | | 2 |
| 74 | Can SAL Support Self Reflection for Health and Nutrition?. , 2015, , . | | 1 |
| 75 | Formative studies of SAL, simple situated ambient loggers. , 2015, , . | | 1 |
| 76 | SAL. , 2015, , . | | 1 |
| 77 | Preface to the special issue on ubiquitous user modeling and user-adapted interaction. User Modeling and User-Adapted Interaction, 2015, 25, 185-187. | 2.9 | 1 |
| 78 | Managing information for personal goals (vision). , 2015, , . | | 1 |
| 79 | Tackling HCI Challenges of Creating Personalised, Pervasive Learning Ecosystems. Lecture Notes in Computer Science, 2010, , 1-16. | 1.0 | 1 |
| 80 | Editorial: Long-Term Self-Tracking for Life-Long Health and Well-Being. Frontiers in Digital Health, 2021, 3, 827586. | 1.5 | 1 |
| 81 | A problem-based interface design and programming course. SIGCSE Bulletin, 1998, 30, 194-197. | 0.1 | 0 |
| 82 | Introducing SAL, simple, situated, ambient loggers, for personal goals. , 2015, , . | | 0 |
| 83 | Exer-model. , 2019, , . | | 0 |
| 84 | Scrutability, Control and Learner Models: Foundations for Learner-Centred Design in AIED. Lecture Notes in Computer Science, 2021, , 3-8. | 1.0 | 0 |
| 85 | MyPlace Locator: Flexible Sharing of Location Information. Lecture Notes in Computer Science, 2007, , 410-414. | 1.0 | 0 |