Judy Kay

List of Publications by Year
in descending order

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	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
2	Enhancing learning by Open Learner Model (OLM) driven data design. Computers and Education Artificial Intelligence, 2022, 3, 100069.	6.9	5
3	Scrutability, Control and Learner Models: Foundations for Learner-Centred Design in AIED. Lecture Notes in Computer Science, 2021, , 3-8.	1.0	0
4	Opportunities and Challenges forÂLong-Term Tracking. Human-computer Interaction Series, 2021, , 177-206.	0.4	5
5	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
6	<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
7	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
8	Computer-Based Decision Tools for Shared Therapeutic Decision-making in Oncology: Systematic Review. JMIR Cancer, 2021, 7, e31616.	0.9	18
9	Editorial: Long-Term Self-Tracking for Life-Long Health and Well-Being. Frontiers in Digital Health, 2021, 3, 827586.	1.5	1
10	Foundations for Systematic Evaluation and Benchmarking of a Mobile Food Logger in a Large-scale Nutrition Study. , 2020, 4, 1-25.		14
11	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
12	Exer-model. , 2019, , .		0
13	How Does a Nation Walk?. , 2019, 3, 1-46.		10
14	From data to personal user models for lifeâ€long, lifeâ€wide learners. British Journal of Educational Technology, 2019, 50, 2871-2884.	3.9	32
15	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
16	Collocated Collaboration Analytics: Principles and Dilemmas for Mining Multimodal Interaction Data. Human-Computer Interaction, 2019, 34, 1-50.	3.1	38
17	Comparing a Single-Touch Whiteboard and a Multi-Touch Tabletop for Collaboration in School Museum Visits. , 2018, 2, 1-23.		2
18	Defining Adherence. , 2018, 2, 1-22.		41

#	Article	IF	Citations
19	A Short Workshop on Next Steps Towards Long Term Self Tracking. , 2018, , .		4
20	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
21	Does the Public Still Look at Public Displays?. , 2018, 2, 1-24.		23
22	Scaffolding for an OLM for Long-Term Physical Activity Goals. , 2018, , .		4
23	Device-free. , 2018, , .		4
24	A Tool to Measure Young Adultsâ€™ 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
25	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
26	User Modeling for the Internet of Things. , 2017, , .		8
27	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
28	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
29	Daily & Hourly Adherence. , 2016, , .		9
30	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
31	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
32	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
33	Design implications for interacting with personalised public displays through mobile augmented reality. , 2016, , .		16
34	Can SAL Support Self Reflection for Health and Nutrition?. , 2015, , .		1
35	To Dwell or Not to Dwell. , 2015, , .		22
36	Formative studies of SAL, simple situated ambient loggers. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
37	SAL. , 2015, , .		1
38	Introducing SAL, simple, situated, ambient loggers, for personal goals. , 2015, , .		0
39	Keeping it private. , 2015, , .		9
40	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
41	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
42	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
43	Managing information for personal goals (vision). , 2015, , .		1
44	Deploying and Visualising Teacherâ€™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
45	The LATUX workflow. , 2015, , .		35
46	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
47	Multi-touch technology in a higher-education classroom. , 2014, , .		10
48	ScriptStorm: scripting to enhance tabletop brainstorming. Personal and Ubiquitous Computing, 2014, 18, 1433-1453.	1.9	16
49	Who cares about the Content? An Analysis of Playful Behaviour at a Public Display. , 2014, , .		58
50	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
51	Open Learner Models as Drivers for Metacognitive Processes. Springer International Handbooks of Education, 2013, , 349-365.	0.1	47
52	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
53	Extending tabletop application design to the classroom. , 2013, , .		32
54	An approach for designing and evaluating a plug-in vision-based tabletop touch identification system. , 2013, , .		9

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55	Integrating orchestration of ubiquitous and pervasive learning environments. , 2013, , .		12
56	Viewing and Controlling Personal Sensor Data: What Do Users Want?. Lecture Notes in Computer Science, 2013, , 15-26.	1.0	18
57	Creating personalized systems that people can scrutinize and control. ACM Transactions on Interactive Intelligent Systems, 2012, 2, 1-42.	2.6	37
58	Seamless and continuous user identification for interactive tabletops using personal device handshaking and body tracking. , 2012, , .		12
59	Orchestrating a multi-tabletop classroom. , 2012, , .		33
60	Challenges and Solutions of Ubiquitous User Modeling. Cognitive Technologies, 2012, , 7-30.	0.5	24
61	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
62	Firestorm. , 2011, , .		31
63	Who did what? Who said that?. , 2011, , .		56
64	Analyzing Collaborative Interactions with Data Mining Methods for the Benefit of Learning. , 2011, , 161-185.		10
65	PERSONAF: framework for personalised ontological reasoning in pervasive computing. User Modeling and User-Adapted Interaction, 2010, 20, 1-40.	2.9	24
66	Collaborative concept mapping at the tabletop. , 2010, , .		19
67	Learning to Learn and Work in Net-Based Teams: Supporting Emergent Collaboration with Visualization Tools. , 2010, , 143-188.		5
68	Tackling HCI Challenges of Creating Personalised, Pervasive Learning Ecosystems. Lecture Notes in Computer Science, 2010, , 1-16.	1.0	1
69	Narcissus: Group and Individual Models to Support Small Group Work. Lecture Notes in Computer Science, 2009, , 54-65.	1.0	35
70	Pervasive Personalisation of Location Information: Personalised Context Ontology. Lecture Notes in Computer Science, 2008, , 143-152.	1.0	6
71	Location Conflict Resolution with an Ontology. Lecture Notes in Computer Science, 2008, , 162-179.	1.0	19
72	ONCOR. , 2007, , .		12

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73	PersonisAD: Distributed, Active, Scrutable Model Framework for Context-Aware Services. , 2007, , 55-72.		54
74	MEMENTO: a digital-physical scrapbook for memory sharing. Personal and Ubiquitous Computing, 2007, 11, 313-328.	1.9	74
75	MyPlace Locator: Flexible Sharing of Location Information. Lecture Notes in Computer Science, 2007, , 410-414.	1.0	0
76	Giving Learners a Real Sense of Control Over Adaptivity, Even If They Are Not Quite Ready For It Yet. , 2006, , 93-126.		7
77	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
78	MECUREO ontology and modelling tools. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 191.	0.1	7
79	Concept mapping for eliciting verified personal ontologies. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 212.	0.1	12
80	Personis: A Server for User Models. Lecture Notes in Computer Science, 2002, , 203-212.	1.0	56
81	Learner Control. User Modeling and User-Adapted Interaction, 2001, 11, 111-127.	2.9	105
82	Supporting reflection in introductory computer science. SIGCSE Bulletin, 2000, 32, 144-148.	0.1	17
83	A problem-based interface design and programming course. SIGCSE Bulletin, 1998, 30, 194-197.	0.1	0
84	The um toolkit for cooperative user modelling. User Modeling and User-Adapted Interaction, 1995, 4, 149-196.	2.9	135
85	Studying long-term system use. Communications of the ACM, 1995, 38, 61-69.	3.3	45