

# Clare M Pollock

## List of Publications by Year in descending order

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Version: 2024-02-01

35  
papers

1,176  
citations

430754

18  
h-index

377752

34  
g-index

37  
all docs

37  
docs citations

37  
times ranked

1019  
citing authors

#	ARTICLE	IF	CITATIONS
1	A comparison of posture and muscle activity during tablet computer, desktop computer and paper use by young children. <i>Ergonomics</i> , 2008, 51, 540-555.	1.1	134
2	The influence of sustained attention on Railway accidents. <i>Accident Analysis and Prevention</i> , 1997, 29, 533-539.	3.0	129
3	Principles for the wise use of computers by children. <i>Ergonomics</i> , 2009, 52, 1386-1401.	1.1	78
4	A socioeconomic related 'digital divide' exists in how, not if, young people use computers. <i>PLoS ONE</i> , 2017, 12, e0175011.	1.1	74
5	The impact of computer display height and desk design on 3D posture during information technology work by young adults. <i>Journal of Electromyography and Kinesiology</i> , 2008, 18, 336-349.	0.7	63
6	The impact of computer display height and desk design on muscle activity during information technology work by young adults. <i>Journal of Electromyography and Kinesiology</i> , 2008, 18, 606-617.	0.7	58
7	The effect of shoulder posture on performance, discomfort and muscle fatigue whilst working on a visual display unit. <i>International Journal of Industrial Ergonomics</i> , 1997, 20, 1-10.	1.5	50
8	A randomized and controlled trial of a participative ergonomics intervention to reduce injuries associated with manual tasks: physical risk and legislative compliance. <i>Ergonomics</i> , 2004, 47, 166-188.	1.1	47
9	Optimizing the interaction of children with information and communication technologies. <i>Ergonomics</i> , 2005, 48, 506-521.	1.1	47
10	Rationale, design and methods for a randomised and controlled trial of the impact of virtual reality games on motor competence, physical activity, and mental health in children with developmental coordination disorder. <i>BMC Public Health</i> , 2011, 11, 654.	1.2	47
11	A case study of the use of ergonomics information in a heavy engineering design process. <i>International Journal of Industrial Ergonomics</i> , 2000, 26, 425-435.	1.5	43
12	Implementation of the Participative Ergonomics for Manual tasks (PErforM) programme at four Australian underground coal mines. <i>International Journal of Industrial Ergonomics</i> , 2007, 37, 145-155.	1.5	42
13	The association between information and communication technology exposure and physical activity, musculoskeletal and visual symptoms and socio-economic status in 5-year-olds. <i>Child: Care, Health and Development</i> , 2006, 32, 343-351.	0.8	41
14	Children's Posture and Muscle Activity at Different Computer Display Heights and During Paper Information Technology Use. <i>Human Factors</i> , 2008, 50, 49-61.	2.1	39
15	The influence of desk and display design on posture and muscle activity variability whilst performing information technology tasks. <i>Applied Ergonomics</i> , 2009, 40, 852-859.	1.7	31
16	Musculo-skeletal outcomes in children using information technologyâ€‘the need for a specific etiological model. <i>International Journal of Industrial Ergonomics</i> , 2005, 35, 131-138.	1.5	26
17	Children have less variable postures and muscle activities when using new electronic information technology compared with old paper-based information technology. <i>Journal of Electromyography and Kinesiology</i> , 2009, 19, e132-e143.	0.7	25
18	Children, computer exposure and musculoskeletal outcomes: the development of pathway models for school and home computer-related musculoskeletal outcomes. <i>Ergonomics</i> , 2015, 58, 1611-1623.	1.1	20

#	ARTICLE	IF	CITATIONS
19	Towards evidence-based guidelines for wise use of computers by children. <i>International Journal of Industrial Ergonomics</i> , 2006, 36, 1045-1053.	1.5	17
20	ITKids Part II: Variation of postures and muscle activity in children using different information and communication technologies. <i>Work</i> , 2011, 38, 413-427.	0.6	17
21	Variation in Muscle Activity Among Office Workers When Using Different Information Technologies at Work and Away From Work. <i>Human Factors</i> , 2013, 55, 911-923.	2.1	17
22	Pro-active safety management: Application and evaluation within a rail context. <i>Safety Science</i> , 1996, 24, 83-93.	2.6	16
23	Neck/shoulder pain is more strongly related to depressed mood in adolescent girls than in boys. <i>Manual Therapy</i> , 2011, 16, 246-251.	1.6	16
24	Active-Input Provides More Movement and Muscle Activity During Electronic Game Playing by Children. <i>International Journal of Human-Computer Interaction</i> , 2009, 25, 713-728.	3.3	15
25	Diversity of tasks and information technologies used by office workers at and away from work. <i>Ergonomics</i> , 2011, 54, 1017-1028.	1.1	15
26	Posture variation among office workers when using different information and communication technologies at work and away from work. <i>Ergonomics</i> , 2014, 57, 1678-1686.	1.1	15
27	ITKids Part I: Children's occupations and use of information and communication technologies. <i>Work</i> , 2011, 38, 401-412.	0.6	12
28	The effect of forearm support on children's head, neck and upper limb posture and muscle activity during computer use. <i>Journal of Electromyography and Kinesiology</i> , 2009, 19, 965-974.	0.7	11
29	The influence of age, gender and other information technology use on young people's computer use at school and home. <i>Work</i> , 2013, 44, 61-71.	0.6	9
30	Rationale, design and methods for a randomised and controlled trial to investigate whether home access to electronic games decreases children's physical activity. <i>BMC Public Health</i> , 2009, 9, 212.	1.2	6
31	A proposed model representing the relationships between user characteristics, computer exposure and musculoskeletal symptoms in children. <i>Work</i> , 2012, 41, 838-845.	0.6	6
32	Application of theories of decision making to group decision support systems (GDSS). <i>International Journal of Human-Computer Interaction</i> , 1993, 5, 71-94.	3.3	4
33	Effects of Home Access to Active Videogames on Child Self-Esteem, Enjoyment of Physical Activity, and Anxiety Related to Electronic Games: Results from a Randomized Controlled Trial. <i>Games for Health Journal</i> , 2014, 3, 260-266.	1.1	4
34	Workforce perceptions of human factors as indicators of plant reliability and process safety. <i>Ergonomics</i> , 2021, 64, 171-183.	1.1	1
35	Virtual Electronic Game Playing by Children can Be Active. , 2008. , 496-501.		0