Patrick C Shih

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

65 papers	855 citations	15 h-index	27 g-index
82 ext. papers	1,142 ext. citations	2.3 avg, IF	4.53 L-index

#	Paper	IF	Citations
65	Understanding Student Motivation, Behaviors and Perceptions in MOOCs **2015**,		120
64	Barriers to the adoption and use of personal health record systems **2011**,		74
63	Towards community-centered support for peer-to-peer service exchange **2014**,		62
62	Generation Like **2015**,		52
61	Remote and alone **2012**,		40
60	Enhancing community awareness of and participation in local heritage with a mobile application **2014**,		35
59	GroupMind **2009**,		30
58	Defining Through Expansion **2018**,		27
57	Unequal Time for Unequal Value **2015**,		26
56	Understanding Volunteer AT Fabricators **2017**,		24
55	Local News Chatter: Augmenting Community News by Aggregating Hyperlocal Microblog Content in a Tag Cloud. *International Journal of Human-Computer Interaction*, **2014**, 30, 1003-1014	3.6	24
54	It's Time There Was an App for That Too. *International Journal of Mobile Human Computer Interaction*, **2015**, 7, 1-22	0.8	20
53	Supporting initial trust in distributed idea generation and idea evaluation **2012**,		20
52	Exploring the ecosystem of software developers on GitHub and other platforms **2014**,		19
51	CompanionViz: Mediated platform for gauging canine health and enhancing human-pet interactions. *International Journal of Human Computer Studies*, **2017**, 98, 169-178	4.6	16
50	Comparative case studies of open source software peer review practices. *Information and Software Technology*, **2015**, 67, 1-12	3.4	15
49	Life After Weight Loss: Design Implications for Community-based Long-term Weight Management. *Computer Supported Cooperative Work*, **2015**, 24, 353-384	2.4	14

48	Massively distributed authorship of academic papers **2012**,		14
47	Revisiting Linus's law: Benefits and challenges of open source software peer review. *International Journal of Human Computer Studies*, **2015**, 77, 52-65	4.6	12
46	Teachers as Producers of Data Analytics: A Case Study of a Teacher-Focused Educational Data Science Program. *Journal of Learning Analytics*, **2016**, 3, 193-214	3.1	12
45	Conducting Research with Stigmatized Populations **2018**,		12
44	Designing MOOCs as Interactive Places for Collaborative Learning **2015**,		11
43	Cross-Strait Frenemies. *Proceedings of the ACM on Human-Computer Interaction*, **2017**, 1, 1-22	3.4	11
42	Understanding Local Community Attachment, Engagement and Social Support Networks Mediated by Mobile Technology. *Interacting With Computers*, **2016**, 28, 220-237	1.6	11
41	Design hotspots for care of discordant chronic comorbidities **2018**,		11
40	A Web Service for Scholarly Big Data Information Extraction **2014**,		10
39	The Internet of Places at Community-Scale. *Advances in Human and Social Aspects of Technology Book Series*, **2017**, 1-24	0.2	10
38	**2018**,		9
37	Modern Bereavement **2018**,		8
36	Socially Embedded Work **2017**,		7
35	Gendered design bias **2017**,		7
34	Re-appropriating a question/answer system to support dialectical constructivist learning activity. *Educational Technology Research and Development*, **2016**, 64, 137-156	3.6	7
33	Where and How to Look for Help Matters: Analysis of Support Exchange in Online Health Communities for People Living with HIV. *Information (Switzerland)*, **2018**, 9, 259	2.6	7
32	Sociotechnical Systems of Care **2018**,		6
31	Beyond Human-in-the-Loop: Empowering End-Users with Transparent Machine Learning. *Human-computer Interaction Series*, **2018**, 37-54	0.6	6

30	Usability inquiry of a gamified behavior change app for increasing physical activity and reducing sedentary behavior in adults with and without autism spectrum disorder. *Health Informatics Journal* , **2020**, 26, 2992-3008	3	6
29	PuzzleWalk: A theory-driven iterative design inquiry of a mobile game for promoting physical activity in adults with autism spectrum disorder. *PLoS ONE*, **2020**, 15, e0237966	3.7	6
28	Engaging community members with digitally curated social media content at an arts festival **2015**,		5
27	Using Social Multimedia Content to Inform Emergency Planning of Recurring and Cyclical Events in Local Communities. *Journal of Homeland Security and Emergency Management*, **2015**, 12,	1.2	5
26	The role of family conflict in mediating impulsivity to early substance exposure among preteens. *Addictive Behaviors*, **2021**, 115, 106779	4.2	5
25	Communities of support **2019**,		4
24	Conducting HCI Research with People Living with HIV Remotely **2020**,		4
23	Teens Engage More with Fewer Photos **2016**,		3
22	"We have a volunteer coordinator who is unfortunately a volunteer" **2018**,		3
21	Impact of initial trust on video-mediated social support **2017**,		2
20	Instructors as End-User Developers. *Advances in Educational Technologies and Instructional Design Book Series*, **2016**, 560-571	0.3	2
19	Examining Mobility Among People Living with HIV in Rural Areas **2021**,		2
18	FashionQ: An AI-Driven Creativity Support Tool for Facilitating Ideation in Fashion Design **2021**,		2
17	Not Another Medication Adherence App. *Proceedings of the ACM on Human-Computer Interaction*, **2021**, 4, 1-28	3.4	2
16	Wearable alcohol monitors for alcohol use data collection among college students: feasibility and acceptability in a pilot study		2
15	Use of Social Media for Academic Purposes in China **2018**,		2
14	Potentials of Smart Breathalyzer: Interventions for Excessive Drinking Among College Students. *Lecture Notes in Computer Science*, **2018**, 195-206	0.9	1
13	Barks & Rec **2019**,		1

List of Publications

12	Towards Rehabilitation Smart Habitats **2019**,		1
11	The More, the Better? Improving VR Firefighting Training System with Realistic Firefighter Tools as Controllers. *Sensors*, **2021**, 21,	3.8	1
10	Design and assessment of a personal breathalyzer intervention to support responsible drinking. *International Journal of Human Computer Studies*, **2020**, 137, 102382	4.6	1
9	Objectively Measured Physical Activity And Sedentary Time In Adults With Autism Spectrum Disorder. *Medicine and Science in Sports and Exercise*, **2020**, 52, 290-290	1.2	1
8	Designing to Enhance Student Participation in Campus Heritage Using Augmented Reality **2018**,		1
7	How to Make a Successful Movie: Factor Analysis from both Financial and Critical Perspectives. *Lecture Notes in Computer Science*, **2019**, 669-678	0.9	0
6	It's Time There Was an App for That Too **2019**, 242-265		0
5	3D virtual reality vs. 2D desktop registration user interface comparison. *PLoS ONE*, **2021**, 16, e0258103	3.7	0
4	Translating a DC^{3} Model into a Conceptual Tool (DCCs Ecosystem): A Case Study with a Design Team. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2022**, 381-397	0.2	0
3	Creen: A Carbon Footprint Calculator Designed for Calculation in Context. *Lecture Notes in Computer Science*, **2019**, 769-776	0.9	
2	Understanding the Technological Practices and Needs of Music Therapists. *Proceedings of the ACM on Human-Computer Interaction*, **2021**, 5, 1-25	3.4	
1	Design for Discordant Chronic Comorbidities (DCCs): A DC^{3} Model. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2022**, 346-362	0.2	