

# Patrick C Shih

## List of Publications by Year in Descending Order

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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	Translating a DC <sup>3</sup> Model into a Conceptual Tool (DCCs Ecosystem): A Case Study with a Design Team. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2022</b> , 381-397	0.2	0
64	Design for Discordant Chronic Comorbidities (DCCs): A DC <sup>3</sup> Model. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2022</b> , 346-362	0.2	
63	3D virtual reality vs. 2D desktop registration user interface comparison. <i>PLoS ONE</i> , <b>2021</b> , 16, e0258103	3.7	0
62	The More, the Better? Improving VR Firefighting Training System with Realistic Firefighter Tools as Controllers. <i>Sensors</i> , <b>2021</b> , 21,	3.8	1
61	Understanding the Technological Practices and Needs of Music Therapists. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 5, 1-25	3.4	
60	Examining Mobility Among People Living with HIV in Rural Areas <b>2021</b> ,		2
59	FashionQ: An AI-Driven Creativity Support Tool for Facilitating Ideation in Fashion Design <b>2021</b> ,		2
58	The role of family conflict in mediating impulsivity to early substance exposure among preteens. <i>Addictive Behaviors</i> , <b>2021</b> , 115, 106779	4.2	5
57	Not Another Medication Adherence App. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 4, 1-28	3.4	2
56	Conducting HCI Research with People Living with HIV Remotely <b>2020</b> ,		4
55	Design and assessment of a personal breathalyzer intervention to support responsible drinking. <i>International Journal of Human Computer Studies</i> , <b>2020</b> , 137, 102382	4.6	1
54	Usability inquiry of a gamified behavior change app for increasing physical activity and reducing sedentary behavior in adults with and without autism spectrum disorder. <i>Health Informatics Journal</i> , <b>2020</b> , 26, 2992-3008	3	6
53	Objectively Measured Physical Activity And Sedentary Time In Adults With Autism Spectrum Disorder. <i>Medicine and Science in Sports and Exercise</i> , <b>2020</b> , 52, 290-290	1.2	1
52	PuzzleWalk: A theory-driven iterative design inquiry of a mobile game for promoting physical activity in adults with autism spectrum disorder. <i>PLoS ONE</i> , <b>2020</b> , 15, e0237966	3.7	6
51	Communities of support <b>2019</b> ,		4
50	How to Make a Successful Movie: Factor Analysis from both Financial and Critical Perspectives. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 669-678	0.9	0
49	Barks & Rec <b>2019</b> ,		1

48	Creen: A Carbon Footprint Calculator Designed for Calculation in Context. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 769-776	0.9	
47	It's Time There Was an App for That Too <b>2019</b> , 242-265		0
46	Towards Rehabilitation Smart Habitats <b>2019</b> ,		1
45	Potentials of Smart Breathalyzer: Interventions for Excessive Drinking Among College Students. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 195-206	0.9	1
44	Modern Bereavement <b>2018</b> ,		8
43	Sociotechnical Systems of Care <b>2018</b> ,		6
42	Beyond Human-in-the-Loop: Empowering End-Users with Transparent Machine Learning. <i>Human-computer Interaction Series</i> , <b>2018</b> , 37-54	0.6	6
41	Where and How to Look for Help Matters: Analysis of Support Exchange in Online Health Communities for People Living with HIV. <i>Information (Switzerland)</i> , <b>2018</b> , 9, 259	2.6	7
40	"We have a volunteer coordinator who is unfortunately a volunteer" <b>2018</b> ,		3
39	Defining Through Expansion <b>2018</b> ,		27
38	Conducting Research with Stigmatized Populations <b>2018</b> ,		12
37	Use of Social Media for Academic Purposes in China <b>2018</b> ,		2
36	Design hotspots for care of discordant chronic comorbidities <b>2018</b> ,		11
35	Designing to Enhance Student Participation in Campus Heritage Using Augmented Reality <b>2018</b> ,		1
34	<b>2018</b> ,		9
33	CompanionViz: Mediated platform for gauging canine health and enhancing human-pet interactions. <i>International Journal of Human Computer Studies</i> , <b>2017</b> , 98, 169-178	4.6	16
32	Socially Embedded Work <b>2017</b> ,		7
31	Impact of initial trust on video-mediated social support <b>2017</b> ,		2

30	Cross-Strait Frenemies. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2017</b> , 1, 1-22	3.4	11
29	Understanding Volunteer AT Fabricators <b>2017</b> ,		24
28	Gendered design bias <b>2017</b> ,		7
27	The Internet of Places at Community-Scale. <i>Advances in Human and Social Aspects of Technology Book Series</i> , <b>2017</b> , 1-24	0.2	10
26	Teens Engage More with Fewer Photos <b>2016</b> ,		3
25	Understanding Local Community Attachment, Engagement and Social Support Networks Mediated by Mobile Technology. <i>Interacting With Computers</i> , <b>2016</b> , 28, 220-237	1.6	11
24	Teachers as Producers of Data Analytics: A Case Study of a Teacher-Focused Educational Data Science Program. <i>Journal of Learning Analytics</i> , <b>2016</b> , 3, 193-214	3.1	12
23	Instructors as End-User Developers. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , <b>2016</b> , 560-571	0.3	2
22	Re-appropriating a question/answer system to support dialectical constructivist learning activity. <i>Educational Technology Research and Development</i> , <b>2016</b> , 64, 137-156	3.6	7
21	Understanding Student Motivation, Behaviors and Perceptions in MOOCs <b>2015</b> ,		120
20	Comparative case studies of open source software peer review practices. <i>Information and Software Technology</i> , <b>2015</b> , 67, 1-12	3.4	15
19	Designing MOOCs as Interactive Places for Collaborative Learning <b>2015</b> ,		11
18	Life After Weight Loss: Design Implications for Community-based Long-term Weight Management. <i>Computer Supported Cooperative Work</i> , <b>2015</b> , 24, 353-384	2.4	14
17	Generation Like <b>2015</b> ,		52
16	Unequal Time for Unequal Value <b>2015</b> ,		26
15	Engaging community members with digitally curated social media content at an arts festival <b>2015</b> ,		5
14	It's Time There Was an App for That Too. <i>International Journal of Mobile Human Computer Interaction</i> , <b>2015</b> , 7, 1-22	0.8	20
13	Using Social Multimedia Content to Inform Emergency Planning of Recurring and Cyclical Events in Local Communities. <i>Journal of Homeland Security and Emergency Management</i> , <b>2015</b> , 12,	1.2	5

12	Revisiting Linus's law: Benefits and challenges of open source software peer review. <i>International Journal of Human Computer Studies</i> , <b>2015</b> , 77, 52-65	4.6	12
11	Enhancing community awareness of and participation in local heritage with a mobile application <b>2014</b> ,		35
10	Towards community-centered support for peer-to-peer service exchange <b>2014</b> ,		62
9	Exploring the ecosystem of software developers on GitHub and other platforms <b>2014</b> ,		19
8	Local News Chatter: Augmenting Community News by Aggregating Hyperlocal Microblog Content in a Tag Cloud. <i>International Journal of Human-Computer Interaction</i> , <b>2014</b> , 30, 1003-1014	3.6	24
7	A Web Service for Scholarly Big Data Information Extraction <b>2014</b> ,		10
6	Supporting initial trust in distributed idea generation and idea evaluation <b>2012</b> ,		20
5	Remote and alone <b>2012</b> ,		40
4	Massively distributed authorship of academic papers <b>2012</b> ,		14
3	Barriers to the adoption and use of personal health record systems <b>2011</b> ,		74
2	GroupMind <b>2009</b> ,		30
1	Wearable alcohol monitors for alcohol use data collection among college students: feasibility and acceptability in a pilot study		2