

Peter Tolmie

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8401120/publications.pdf>

Version: 2024-02-01

69
papers

2,175
citations

471061

17
h-index

360668

35
g-index

70
all docs

70
docs citations

70
times ranked

1292
citing authors

#	ARTICLE	IF	CITATIONS
1	Analysing How People Orient to and Spread Rumours in Social Media by Looking at Conversational Threads. PLoS ONE, 2016, 11, e0150989.	1.1	414
2	Unremarkable computing. , 2002, , .		198
3	Doing Design Ethnography. Human-computer Interaction Series, 2012, , .	0.4	150
4	Ethnography considered harmful. , 2009, , .		99
5	â€œThis has to be the catsâ€ , 2016, , .		74
6	The ins and outs of home networking. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-28.	4.6	67
7	Making the home network at home: Digital housekeeping. , 2007, , 331-350.		67
8	Repacking â€˜Privacyâ€™ for a Networked World. Computer Supported Cooperative Work, 2017, 26, 453-488.	1.9	49
9	From Facebook to the Neighbourhood: Infrastructuring of Hybrid Community Engagement. Computer Supported Cooperative Work, 2017, 26, 959-1003.	1.9	45
10	Evolving Needs in IoT Control and Accountability. , 2018, 2, 1-28.		44
11	Some â€˜realâ€™ problems of â€˜virtualâ€™ organisation. New Technology, Work and Employment, 2001, 16, 49-64.		42
12	Deploying research technology in the home. , 2008, , .		41
13	Supporting the Use of User Generated Content in Journalistic Practice. , 2017, , .		41
14	Digital plumbing: the mundane work of deploying UbiComp in the home. Personal and Ubiquitous Computing, 2010, 14, 181-196.	1.9	40
15	Supporting group interactions in museum visiting. , 2014, , .		37
16	The 'adequate' design of ethnographic outputs for practice: some explorations of the characteristics of design resources. Personal and Ubiquitous Computing, 2003, 7, 147-158.	1.9	33
17	Crowdsourcing the Annotation of Rumourous Conversations in Social Media. , 2015, , .		33
18	â€œHow Many Bloody Examples Do You Want?â€ Fieldwork and Generalisation. , 2013, , 1-20.		33

#	ARTICLE	IF	CITATIONS
19	A Day in the Life of Things in the Home. , 2016, , .		31
20	How Tate Modern Became the Musée de la Danse. Contemporary Theatre Review, 2018, 28, 210-223.	0.3	31
21	The practical indispensability of articulation work to immediate and remote help-giving. , 2006, , .		29
22	Unremarkable networking. , 2012, , .		29
23	Exploring the Potential of Exergames to affect the Social and Daily Life of People with Dementia and their Caregivers. , 2018, , .		29
24	Deconstructing Ethnography. Human-computer Interaction Series, 2015, , .	0.4	27
25	Living with interpersonal data: Observability and accountability in the age of pervasive ICT. New Media and Society, 2018, 20, 1580-1599.	3.1	26
26	"Are you watching this film or what?". , 2008, , .		24
27	Supporting traditional music-making. , 2012, , .		24
28	â€Technology is Everywhere, we have the Opportunity to Learn it in the Valleyâ€™: The Appropriation of a Socio-Technical Enabling Infrastructure in the Moroccan High Atlas. Computer Supported Cooperative Work, 2022, 31, 197-236.	1.9	24
29	Designing for reportability: sustainable gamification, public engagement, and promoting environmental debate. Personal and Ubiquitous Computing, 2014, 18, 1763-1774.	1.9	23
30	Cyber-Physical Systems for Knowledge and Expertise Sharing in Manufacturing Contexts: Towards a Model Enabling Design. Computer Supported Cooperative Work, 2019, 28, 469-509.	1.9	23
31	Ethnography, CSCW and Ethnomethodology. Computer Supported Cooperative Work, 2021, 30, 189-214.	1.9	23
32	Homework. , 2012, , .		22
33	The practical politics of sharing personal data. Personal and Ubiquitous Computing, 2018, 22, 293-315.	1.9	22
34	Of Embodied Action and Sensors: Knowledge and Expertise Sharing in Industrial Set-Up. Computer Supported Cooperative Work, 2018, 27, 875-916.	1.9	21
35	â€Memories are made of thisâ€™: explicating organisational knowledge and memory. European Journal of Information Systems, 2001, 10, 113-121.	5.5	18
36	Designing for Collaborative Infrastructuring. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-29.	2.5	18

#	ARTICLE	IF	CITATIONS
37	Notes of memories: Fostering social interaction, activity and reminiscence through an interactive music exergame developed for people with dementia and their caregivers. <i>Human-Computer Interaction</i> , 2021, 36, 439-472.	3.1	18
38	Facilitating Collaboration and Social Experiences with Videogames in Dementia. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018, 2, 1-23.	2.5	17
39	Three Gaps in Opening Science. <i>Computer Supported Cooperative Work</i> , 2019, 28, 749-789.	1.9	17
40	Microblog Analysis as a Program of Work. <i>ACM Transactions on Social Computing</i> , 2018, 1, 1-40.	1.7	14
41	Traditional taxis vs automated taxis – Does the driver matter for Millennials?. <i>Travel Behaviour & Society</i> , 2020, 21, 214-225.	2.4	14
42	Understanding mass participatory pervasive computing systems for environmental campaigns. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 1775-1792.	1.9	13
43	"Act natural". , 2012, , .		11
44	House rules: the collaborative nature of policy in domestic networks. <i>Personal and Ubiquitous Computing</i> , 2015, 19, 203-215.	1.9	11
45	Locating experience: touring a pervasive performance. <i>Personal and Ubiquitous Computing</i> , 2011, 15, 717-730.	1.9	10
46	From Front-End to Back-End and Everything In-Between. , 2015, , .		10
47	Representations Can be Good Enough. , 2005, , 267-286.		10
48	Representing knowledge: instances of management information. <i>British Journal of Sociology</i> , 2002, 53, 221-238.	0.8	9
49	shARe-IT: Ad hoc Remote Troubleshooting through Augmented Reality. <i>Computer Supported Cooperative Work</i> , 2021, 30, 119-167.	1.9	9
50	The network from above and below. , 2011, , .		8
51	"They're all going out to something weird". , 2017, , .		8
52	Speculative Design as a Collaborative Practice: Ameliorating the Consequences of Illiteracy through Digital Touch. <i>ACM Transactions on Computer-Human Interaction</i> , 2022, 29, 1-58.	4.6	7
53	Using Real-Life Troubleshooting Interactions to Inform Self-assistance Design. <i>Lecture Notes in Computer Science</i> , 2005, , 377-390.	1.0	6
54	?There's something else missing here?: BPR and the requirements process. <i>Knowledge and Process Management</i> , 2001, 8, 164-174.	2.9	5

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55	Methods for Studying Technology in the Home. <i>Interacting With Computers</i> , 2015, 27, 1-2.	1.0	4
56	Opportunities for Sustainable Mobility. , 2019, , .		4
57	Uncovering the Unremarkable. , 0, , 53-73.		3
58	On technology-assisted energy saving: challenges of digital plumbing in industrial settings. <i>Human-Computer Interaction</i> , 2022, 37, 341-369.	3.1	3
59	From the Internet of Things to an Internet of Practices. <i>Internet of Things</i> , 2019, , 33-47.	1.3	3
60	â€œResearch in the Wildâ€ Approach to Understanding the Unremarkable as a Resource for Design. <i>Studies in Applied Philosophy, Epistemology and Rational Ethics</i> , 2020, , 31-53.	0.2	2
61	Placebooks: Participation, Community, Design, and Ubiquitous Data Aggregation â€In the Wildâ€™. <i>Lecture Notes in Computer Science</i> , 2013, , 411-420.	1.0	2
62	Ethnographically Informed Technology for Remote Help-giving. , 0, , 225-239.		1
63	Orienting to the Wild. <i>Studies in Applied Philosophy, Epistemology and Rational Ethics</i> , 2020, , 195-235.	0.2	1
64	Informing Design. <i>Human-computer Interaction Series</i> , 2012, , 135-158.	0.4	1
65	PrÃ©cis. <i>Human-computer Interaction Series</i> , 2012, , 1-5.	0.4	1
66	E-Portfolio: value tensions encountered in documenting design case studies. <i>Ethics and Information Technology</i> , 2021, 23, 89-93.	2.3	1
67	Membersâ€™ Not Ethnographersâ€™ Methods. <i>Human-computer Interaction Series</i> , 2015, , 157-178.	0.4	0
68	Mixed reality performance through ethnography. , 2017, , 165-181.		0
69	Gender Factors and Feminist Values in Living Labs. <i>Techno:Phil</i> , 2019, , 167-183.	0.3	0