

Peter Tolmie

List of Publications by Year in descending order

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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	On technology-assisted energy saving: challenges of digital plumbing in industrial settings. <i>Human-Computer Interaction</i> , 2022, 37, 341-369.	3.1	3
2	â€œTechnology 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. <i>Computer Supported Cooperative Work</i> , 2022, 31, 197-236.	1.9	24
3	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
4	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
5	Ethnography, CSCW and Ethnomethodology. <i>Computer Supported Cooperative Work</i> , 2021, 30, 189-214.	1.9	23
6	shARe-IT: Ad hoc Remote Troubleshooting through Augmented Reality. <i>Computer Supported Cooperative Work</i> , 2021, 30, 119-167.	1.9	9
7	E-Portfolio: value tensions encountered in documenting design case studies. <i>Ethics and Information Technology</i> , 2021, 23, 89-93.	2.3	1
8	Orienting to the Wild. <i>Studies in Applied Philosophy, Epistemology and Rational Ethics</i> , 2020, , 195-235.	0.2	1
9	â€œResearch in the Wildâ€™: Approaches 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
10	Traditional taxis vs automated taxis â€œ Does the driver matter for Millennials?. <i>Travel Behaviour & Society</i> , 2020, 21, 214-225.	2.4	14
11	Three Gaps in Opening Science. <i>Computer Supported Cooperative Work</i> , 2019, 28, 749-789.	1.9	17
12	Cyber-Physical Systems for Knowledge and Expertise Sharing in Manufacturing Contexts: Towards a Model Enabling Design. <i>Computer Supported Cooperative Work</i> , 2019, 28, 469-509.	1.9	23
13	Opportunities for Sustainable Mobility. , 2019, , .		4
14	From the Internet of Things to an Internet of Practices. <i>Internet of Things</i> , 2019, , 33-47.	1.3	3
15	Gender Factors and Feminist Values in Living Labs. <i>Techno:Phil</i> , 2019, , 167-183.	0.3	0
16	Exploring the Potential of Exergames to affect the Social and Daily Life of People with Dementia and their Caregivers. , 2018, , .		29
17	Microblog Analysis as a Program of Work. <i>ACM Transactions on Social Computing</i> , 2018, 1, 1-40.	1.7	14
18	Living with interpersonal data: Observability and accountability in the age of pervasive ICT. <i>New Media and Society</i> , 2018, 20, 1580-1599.	3.1	26

#	ARTICLE	IF	CITATIONS
19	The practical politics of sharing personal data. <i>Personal and Ubiquitous Computing</i> , 2018, 22, 293-315.	1.9	22
20	Designing for Collaborative Infrastructuring. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018, 2, 1-29.	2.5	18
21	Evolving Needs in IoT Control and Accountability. , 2018, 2, 1-28.		44
22	How Tate Modern Became the Musée de la Danse. <i>Contemporary Theatre Review</i> , 2018, 28, 210-223.	0.3	31
23	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
24	Of Embodied Action and Sensors: Knowledge and Expertise Sharing in Industrial Set-Up. <i>Computer Supported Cooperative Work</i> , 2018, 27, 875-916.	1.9	21
25	From Facebook to the Neighbourhood: Infrastructuring of Hybrid Community Engagement. <i>Computer Supported Cooperative Work</i> , 2017, 26, 959-1003.	1.9	45
26	"They're all going out to something weird". , 2017, , .		8
27	Repacking "Privacy"™ for a Networked World. <i>Computer Supported Cooperative Work</i> , 2017, 26, 453-488.	1.9	49
28	Supporting the Use of User Generated Content in Journalistic Practice. , 2017, , .		41
29	Mixed reality performance through ethnography. , 2017, , 165-181.		0
30	A Day in the Life of Things in the Home. , 2016, , .		31
31	"This has to be the cats", 2016, , .		74
32	Analysing How People Orient to and Spread Rumours in Social Media by Looking at Conversational Threads. <i>PLoS ONE</i> , 2016, 11, e0150989.	1.1	414
33	From Front-End to Back-End and Everything In-Between. , 2015, , .		10
34	Methods for Studying Technology in the Home. <i>Interacting With Computers</i> , 2015, 27, 1-2.	1.0	4
35	Crowdsourcing the Annotation of Rumourous Conversations in Social Media. , 2015, , .		33
36	House rules: the collaborative nature of policy in domestic networks. <i>Personal and Ubiquitous Computing</i> , 2015, 19, 203-215.	1.9	11

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37	Deconstructing Ethnography. Human-computer Interaction Series, 2015, , .	0.4	27
38	Membersâ€™™ Not Ethnographersâ€™™ Methods. Human-computer Interaction Series, 2015, , 157-178.	0.4	0
39	Supporting group interactions in museum visiting. , 2014, , .		37
40	Designing for reportability: sustainable gamification, public engagement, and promoting environmental debate. Personal and Ubiquitous Computing, 2014, 18, 1763-1774.	1.9	23
41	Understanding mass participatory pervasive computing systems for environmental campaigns. Personal and Ubiquitous Computing, 2014, 18, 1775-1792.	1.9	13
42	â€œHow Many Bloody Examples Do You Want?â€•Fieldwork and Generalisation. , 2013, , 1-20.		33
43	Placebooks: Participation, Community, Design, and Ubiquitous Data Aggregation â€˜In the Wildâ€™™. Lecture Notes in Computer Science, 2013, , 411-420.	1.0	2
44	Unremarkable networking. , 2012, , .		29
45	"Act natural". , 2012, , .		11
46	Homework. , 2012, , .		22
47	Supporting traditional music-making. , 2012, , .		24
48	Doing Design Ethnography. Human-computer Interaction Series, 2012, , .	0.4	150
49	Informing Design. Human-computer Interaction Series, 2012, , 135-158.	0.4	1
50	PrÃ©cis. Human-computer Interaction Series, 2012, , 1-5.	0.4	1
51	Locating experience: touring a pervasive performance. Personal and Ubiquitous Computing, 2011, 15, 717-730.	1.9	10
52	The network from above and below. , 2011, , .		8
53	Digital plumbing: the mundane work of deploying UbiComp in the home. Personal and Ubiquitous Computing, 2010, 14, 181-196.	1.9	40
54	The ins and outs of home networking. ACM Transactions on Computer-Human Interaction, 2009, 16, 1-28.	4.6	67

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55	Ethnography considered harmful. , 2009, , .		99
56	"Are you watching this film or what?". , 2008, , .		24
57	Deploying research technology in the home. , 2008, , .		41
58	Making the home network at home: Digital housekeeping. , 2007, , 331-350.		67
59	The practical indispensability of articulation work to immediate and remote help-giving. , 2006, , .		29
60	Representations Can be Good Enough. , 2005, , 267-286.		10
61	Using Real-Life Troubleshooting Interactions to Inform Self-assistance Design. Lecture Notes in Computer Science, 2005, , 377-390.	1.0	6
62	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
63	Unremarkable computing. , 2002, , .		198
64	Representing knowledge: instances of management information. British Journal of Sociology, 2002, 53, 221-238.	0.8	9
65	'There's something else missing here?': BPR and the requirements process. Knowledge and Process Management, 2001, 8, 164-174.	2.9	5
66	Some 'real' problems of 'virtual' organisation. New Technology, Work and Employment, 2001, 16, 49-64.		42
67	'Memories are made of this': explicating organisational knowledge and memory. European Journal of Information Systems, 2001, 10, 113-121.	5.5	18
68	Uncovering the Unremarkable. , 0, , 53-73.		3
69	Ethnographically Informed Technology for Remote Help-giving. , 0, , 225-239.		1