

Chris Snider

List of Publications by Year in descending order

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41
papers

1,263
citations

840776

11
h-index

395702

33
g-index

42
all docs

42
docs citations

42
times ranked

776
citing authors

#	ARTICLE	IF	CITATIONS
1	Achieving Responsive and Sustainable Manufacturing Through a Brokered Agent-Based Production Paradigm. Smart Innovation, Systems and Technologies, 2022, , 24-33.	0.6	2
2	Required parameters for modelling heterogeneous geographically dispersed manufacturing systems. Procedia CIRP, 2022, 107, 1545-1550.	1.9	1
3	Prototyping through the Lens of Network Analysis and Visualisation. Proceedings of the Design Society, 2022, 2, 743-752.	0.8	2
4	Integrated Physical-Digital Workflow in Prototyping – Inspirations from the Digital Twin. Proceedings of the Design Society, 2022, 2, 1767-1776.	0.8	2
5	Anarchic manufacturing: implementing fully distributed control and planning in assembly. Production and Manufacturing Research, 2021, 9, 56-80.	1.5	7
6	Distinguishing artefacts: evaluating the saturation point of convolutional neural networks. Procedia CIRP, 2021, 100, 385-390.	1.9	1
7	DIMENSIONS OF KNOWLEDGE IN PROTOTYPING: A REVIEW AND CHARACTERISATION OF PROTOTYPING METHODS AND THEIR CONTRIBUTIONS TO DESIGN KNOWLEDGE. Proceedings of the Design Society, 2021, 1, 1303-1312.	0.8	5
8	MIXED REALITY PROTOTYPING: SYNCHRONICITY AND ITS IMPACT ON A DESIGN WORKFLOW. Proceedings of the Design Society, 2021, 1, 2117-2126.	0.8	1
9	REVISITING PROTOTYPING IN 2020: A SNAPSHOT OF PRACTICE IN UK DESIGN COMPANIES. Proceedings of the Design Society, 2021, 1, 2581-2590.	0.8	3
10	Mixed reality in design prototyping: A systematic review. Design Studies, 2021, 77, 101046.	3.1	31
11	Towards integrated version control of virtual and physical artefacts in new product development: inspirations from software engineering and the digital twin paradigm. Procedia CIRP, 2021, 100, 283-288.	1.9	7
12	Managing complex engineering projects: What can we learn from the evolving digital footprint?. International Journal of Information Management, 2020, 51, 102016.	17.5	11
13	A FRAMING OF DESIGN AS PATHWAYS BETWEEN PHYSICAL, VIRTUAL AND COGNITIVE MODELS. Proceedings of the Design Society DESIGN Conference, 2020, 1, 41-50.	0.8	4
14	Anarchic manufacturing: Distributed control for product transition. Journal of Manufacturing Systems, 2020, 56, 1-10.	13.9	11
15	Model-based information navigation for engineering documents. Computers in Industry, 2020, 121, 103254.	9.9	7
16	Characterising the Digital Twin: A systematic literature review. CIRP Journal of Manufacturing Science and Technology, 2020, 29, 36-52.	4.5	950
17	Engineering Project Health Management: A Computational Approach for Project Management Support Through Analytics of Digital Engineering Activity. IEEE Transactions on Engineering Management, 2019, 66, 325-336.	3.5	13
18	Early Stage Digital Twins for Early Stage Engineering Design. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 2557-2566.	0.6	14

#	ARTICLE	IF	CITATIONS
19	Hybrid Prototyping: Pure Theory or a Practical Solution to Accelerating Prototyping Tasks?. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 759-768.	0.6	0
20	Different Approaches to Democratise Design - Are they Equal?. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 119-128.	0.6	0
21	Early Stage Digital-Physical Twinning to Engage Citizens with City Planning and Design. , 2019, , .		11
22	An analysis of premium payments as a mechanism for securing preferential service in cloud manufacturing. Procedia CIRP, 2019, 81, 168-173.	1.9	1
23	Embracing complicatedness and complexity with Anarchic Manufacturing. Procedia Manufacturing, 2019, 28, 51-56.	1.9	7
24	Accelerating product prototyping through hybrid methods: Coupling 3D printing and LEGO. Design Studies, 2019, 62, 68-99.	3.1	31
25	The emergent structures in digital engineering work: what can we learn from dynamic DSMs of near-identical systems design projects?. Design Science, 2019, 5, .	2.1	2
26	Balancing multiple objectives with anarchic manufacturing. Procedia Manufacturing, 2019, 38, 1453-1460.	1.9	3
27	Anarchic manufacturing. International Journal of Production Research, 2019, 57, 2514-2530.	7.5	31
28	Information Visualisation for Project Management: Case Study of Bath Formula Student Project. , 2019, , 651-667.		0
29	Engaging Citizens with Urban Planning Using City Blocks, a Mixed Reality Design and Visualisation Platform. Lecture Notes in Computer Science, 2019, , 51-62.	1.3	4
30	Engineering Project Health Monitoring: Application of Automatic, Real-Time Analytics to PDM Systems. IFIP Advances in Information and Communication Technology, 2018, , 600-610.	0.7	0
31	Mixed Reality Tools as an Enabler for Improving Operation and Maintenance in Small and Medium Enterprises. IFIP Advances in Information and Communication Technology, 2018, , 3-14.	0.7	0
32	The characterisation of engineering activity through email communication and content dynamics, for support of engineering project management. Design Science, 2017, 3, .	2.1	10
33	Automatic generation of design structure matrices through the evolution of product models. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2016, 30, 424-445.	1.1	18
34	Beyond the concept: characterisations of later-stage creative behaviour in design. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 2016, 27, 265-289.	2.1	12
35	Modelling the Evolution of Computer Aided Design Models: Investigating the Potential for Supporting Engineering Project Management. IFIP Advances in Information and Communication Technology, 2016, , 344-354.	0.7	1
36	The appearance of creative behavior in later stage design processes. International Journal of Design Creativity and Innovation, 2014, 2, 1-19.	1.2	5

#	ARTICLE	IF	CITATIONS
37	Investigating design: A comparison of manifest and latent approaches. Design Studies, 2014, 35, 441-472.	3.1	16
38	Analysing creative behaviour in the later stage design process. Design Studies, 2013, 34, 543-574.	3.1	23
39	Studying the appearance and effect of creativity within the the latter stages of the product development process. , 2011, , .		1
40	CHARACTERISING THE AFFORDANCES AND LIMITATIONS OF COMMON PROTOTYPING TECHNIQUES TO SUPPORT THE EARLY STAGES OF PRODUCT DEVELOPMENT. , 0, , .		12
41	THE DESIGN OF VISUAL INFORMATION OBJECTS IN THREE-DIMENSIONAL VIRTUAL ENVIRONMENTS FOR ENGINEERING INFORMATION NAVIGATION. , 0, , .		1