

Vassilis Kostakos

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.

218
papers

3,939
citations

33
h-index

52
g-index

247
ext. papers

4,966
ext. citations

3.3
avg, IF

5.99
L-index

#	Paper	IF	Citations
218	QoS-aware placement of microservices-based IoT applications in Fog computing environments. <i>Future Generation Computer Systems</i> , 2022 , 131, 121-136	7.5	6
217	Out-of-the-Lab Pervasive Computing. <i>IEEE Pervasive Computing</i> , 2022 , 21, 7-8	1.3	
216	Impact of the global pandemic upon young people's use of technology for emotion regulation. <i>Computers in Human Behavior Reports</i> , 2022 , 6, 100192	2.6	1
215	A System for Computational Assessment of Hand Hygiene Techniques.. <i>Journal of Medical Systems</i> , 2022 , 46, 36	5.1	1
214	Electronic Monitoring Systems for Hand Hygiene: Systematic Review of Technology. <i>Journal of Medical Internet Research</i> , 2021 , 23, e27880	7.6	2
213	Passive Health Monitoring Using Large Scale Mobility Data 2021 , 5, 1-23		3
212	Architecting Analytics Across Multiple E-Learning Systems to Enhance Learning Design. <i>IEEE Transactions on Learning Technologies</i> , 2021 , 14, 173-188	4	6
211	Modeling interaction as a complex system. <i>Human-Computer Interaction</i> , 2021 , 36, 279-305	2.9	4
210	Information flow and cognition affect each other: Evidence from digital learning. <i>International Journal of Human Computer Studies</i> , 2021 , 146, 102549	4.6	2
209	Effect of Conformity on Perceived Trustworthiness of News in Social Media. <i>IEEE Internet Computing</i> , 2021 , 25, 12-19	2.4	1
208	Recommendations for Conducting Longitudinal Experience Sampling Studies. <i>Human-computer Interaction Series</i> , 2021 , 59-78	0.6	1
207	Understanding usage style transformation during long-term smartwatch use. <i>Personal and Ubiquitous Computing</i> , 2021 , 25, 535-549	2.1	1
206	Quantifying the Effects of Age-Related Stereotypes on Online Social Conformity. <i>Lecture Notes in Computer Science</i> , 2021 , 451-475	0.9	
205	A Retrospective and a Look Forward: Lessons Learned From Researching Emotions In-the-Wild. <i>IEEE Pervasive Computing</i> , 2021 , 1-9	1.3	0
204	Team Dynamics in Hospital Workflows: An Exploratory Study of a Smartphone Task Manager. <i>JMIR Medical Informatics</i> , 2021 , 9, e28245	3.6	
203	Making Sense of Emotion-Sensing: Workshop on Quantifying Human Emotions 2021 ,		1
202	Impact of contextual and personal determinants on online social conformity. <i>Computers in Human Behavior</i> , 2020 , 108, 106302	7.7	15

201	Does Smartphone Use Drive our Emotions or vice versa? A Causal Analysis 2020 ,		17
200	"Hi! I am the Crowd Tasker" Crowdsourcing through Digital Voice Assistants 2020 ,		8
199	A Survey of Context Simulation for Testing Mobile Context-Aware Applications. <i>ACM Computing Surveys</i> , 2020 , 53, 1-39	13.4	6
198	Quantifying the Effect of Social Presence on Online Social Conformity. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-22	3.4	5
197	Assessing Cognitive Performance Using Physiological and Facial Features 2020 , 4, 1-41		11
196	Will You Come Back / Check-in Again? 2020 , 4, 1-27		3
195	Using Video Games to Regulate Emotions 2020 ,		2
194	CrowdCog. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-22	3.4	8
193	Measuring Mobility and Room Occupancy in Clinical Settings: System Development and Implementation. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e19874	5.5	1
192	Accurate Measurement of Handwash Quality Using Sensor Armbands: Instrument Validation Study. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e17001	5.5	11
191	Fitbit for learning: Towards capturing the learning experience using wearable sensing. <i>International Journal of Human Computer Studies</i> , 2020 , 136, 102384	4.6	21
190	Personalized Pervasive Health. <i>IEEE Pervasive Computing</i> , 2020 , 19, 11-13	1.3	5
189	A multi-agent system for distributed smartphone sensing cycling in smart cities. <i>Journal of Systems and Information Technology</i> , 2020 , 22, 119-134	1.7	
188	Growing Up With Pervasive Computing. <i>IEEE Pervasive Computing</i> , 2020 , 19, 8-9	1.3	
187	Application of miniaturized near-infrared spectroscopy in pharmaceutical identification. <i>Smart Health</i> , 2020 , 18, 100126	2.1	1
186	Overcoming compliance bias in self-report studies: A cross-study analysis. <i>International Journal of Human Computer Studies</i> , 2020 , 134, 1-12	4.6	17
185	Improving Experience Sampling with Multi-view User-driven Annotation Prediction 2019 ,		3
184	Context-Informed Scheduling and Analysis 2019 ,		11

183	Understanding smartphone notifications user interactions and content importance. <i>International Journal of Human Computer Studies</i> , 2019 , 128, 72-85	4.6	17
182	Multimodal data as a means to understand the learning experience. <i>International Journal of Information Management</i> , 2019 , 48, 108-119	16.4	56
181	Measuring the Effects of Stress on Mobile Interaction 2019 , 3, 1-18		16
180	CamTest: A laboratory testbed for camera-based mobile sensing applications. <i>Pervasive and Mobile Computing</i> , 2019 , 56, 106-131	3.5	1
179	Semantics-Aware Hidden Markov Model for Human Mobility 2019 , 774-782		7
178	Microservices-based IoT Application Placement within Heterogeneous and Resource Constrained Fog Computing Environments 2019 ,		18
177	Crowdsourcing Perceptions of Fair Predictors for Machine Learning. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-21	3.4	20
176	Measuring the Effects of Gender on Online Social Conformity. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-24	3.4	7
175	Probing Sucrose Contents in Everyday Drinks Using Miniaturized Near-Infrared Spectroscopy Scanners 2019 , 3, 1-25		6
174	Towards context-free semantic localisation 2019 ,		1
173	Effect of Cognitive Abilities on Crowdsourcing Task Performance. <i>Lecture Notes in Computer Science</i> , 2019 , 442-464	0.9	4
172	Effect of Ambient Light on Mobile Interaction. <i>Lecture Notes in Computer Science</i> , 2019 , 465-475	0.9	1
171	Improving wearable sensor data quality using context markers 2019 ,		3
170	Semantics-Aware Hidden Markov Model for Human Mobility. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 2019 , 1-1	4.2	6
169	Energy-efficient prediction of smartphone unlocking. <i>Personal and Ubiquitous Computing</i> , 2019 , 23, 159-177		1
168	Effect of experience sampling schedules on response rate and recall accuracy of objective self-reports. <i>International Journal of Human Computer Studies</i> , 2019 , 125, 118-128	4.6	27
167	Smartphone App Usage Prediction Using Points of Interest 2018 , 1, 1-21		36
166	The Experience Sampling Method on Mobile Devices. <i>ACM Computing Surveys</i> , 2018 , 50, 1-40	13.4	115

165	FinDroidHR 2018 , 2, 1-42		14
164	Facilitating Collocated Crowdsourcing on Situated Displays. <i>Human-Computer Interaction</i> , 2018 , 33, 335-371		7
163	Effect of Distinct Ambient Noise Types on Mobile Interaction 2018 , 2, 1-23		14
162	Assisted Medication Management in Elderly Care Using Miniaturised Near-Infrared Spectroscopy 2018 , 2, 1-24		10
161	Uniqueness in the City 2018 , 2, 1-20		11
160	Evidence-Aware Mobile Cloud Architectures. <i>Lecture Notes on Data Engineering and Communications Technologies</i> , 2018 , 65-84	0.4	3
159	Evidence-Aware Mobile Computational Offloading. <i>IEEE Transactions on Mobile Computing</i> , 2018 , 17, 1834-1850	4.6	20
158	Biased Bots 2018 ,		4
157	Revisitation in Urban Space vs. Online 2018 , 2, 1-24		17
156	Ubiquitous Mobile Sensing 2018 ,		2
155	Sensorclone 2018 ,		1
154	Kinship verification from facial images and videos: human versus machine. <i>Machine Vision and Applications</i> , 2018 , 29, 873-890	2.8	14
153	Crowdsourcing Treatments for Low Back Pain 2018 ,		5
152	Applying configurational analysis to IS behavioural research: a methodological alternative for modelling combinatorial complexities. <i>Information Systems Journal</i> , 2017 , 27, 59-89	5.9	70
151	Human Sensors. <i>Understanding Complex Systems</i> , 2017 , 69-92	0.4	5
150	Human Sensors on the Move. <i>Understanding Complex Systems</i> , 2017 , 9-19	0.4	9
149	Observing Human Activity Through Sensing. <i>Understanding Complex Systems</i> , 2017 , 47-68	0.4	
148	Augmenting creative design thinking using networks of concepts 2017 ,		3

147	Large-scale offloading in the Internet of Things 2017 ,		18
146	Environmental exposure assessment using indoor/outdoor detection on smartphones. <i>Personal and Ubiquitous Computing</i> , 2017 , 21, 761-773	2.1	11
145	Eliciting Structured Knowledge from Situated Crowd Markets. <i>ACM Transactions on Internet Technology</i> , 2017 , 17, 1-21	3.8	6
144	Are Smartphones Ubiquitous?: An in-depth survey of smartphone adoption by seniors. <i>IEEE Consumer Electronics Magazine</i> , 2017 , 6, 104-110	3.2	84
143	Towards Commoditised Near Infrared Spectroscopy 2017 ,		3
142	TestAWARE 2017 , 1, 1-29		6
141	Task Routing and Assignment in Crowdsourcing based on Cognitive Abilities 2017 ,		10
140	Predicting interruptibility for manual data collection 2017 ,		12
139	Quantifying Sources and Types of Smartwatch Usage Sessions 2017 ,		24
138	Vision-based happiness inference 2017 ,		6
137	Rapid clock synchronisation for ubiquitous sensing services involving multiple smartphones 2017 ,		2
136	Sensing Cold-Induced Situational Impairments in Mobile Interaction Using Battery Temperature 2017 , 1, 1-9		10
135	Avoiding pitfalls when using machine learning in HCI studies. <i>Interactions</i> , 2017 , 24, 34-37	1	9
134	Social-aware hybrid mobile offloading. <i>Pervasive and Mobile Computing</i> , 2017 , 36, 25-43	3.5	32
133	Community Reminder: Participatory contextual reminder environments for local communities. <i>International Journal of Human Computer Studies</i> , 2017 , 102, 41-53	4.6	8
132	Modeling Mobile Code Acceleration in the Cloud 2017 ,		4
131	Where's everybody? Comparing the use of heatmaps to uncover cities' tacit social context in smartphones and pervasive displays. <i>Information Technology and Tourism</i> , 2017 , 17, 399-427	4.8	6
130	Gamification of Mobile Experience Sampling Improves Data Quality and Quantity 2017 , 1, 1-21		42

129	CrowdPickUp 2017 , 1, 1-22		11
128	Challenges of situational impairments during interaction with mobile devices 2017 ,		21
127	Toward Meaningful Engagement with Pervasive Displays. <i>IEEE Pervasive Computing</i> , 2016 , 15, 24-31	1.3	9
126	Modelling smartphone usage 2016 ,		16
125	Fragmentation or cohesion? Visualizing the process and consequences of information system diversity, 1993-2012. <i>European Journal of Information Systems</i> , 2016 , 25, 509-533	6.4	15
124	Cyclist-aware traffic lights through distributed smartphone sensing. <i>Pervasive and Mobile Computing</i> , 2016 , 31, 22-36	3.5	13
123	Practical simulation of virtual crowds using points of interest. <i>Computers, Environment and Urban Systems</i> , 2016 , 57, 118-129	5.9	14
122	Crowdsourcing Queue Estimations in Situ 2016 ,		13
121	Monetary Assessment of Battery Life on Smartphones 2016 ,		22
120	A Systematic Assessment of Smartphone Usage Gaps 2016 ,		34
119	Indoor light scavenging on smartphones 2016 ,		2
118	Mobile Phone Usage Cycles 2016 ,		1
117	A data hiding approach for sensitive smartphone data 2016 ,		7
116	How to validate mobile crowdsourcing design? leveraging data integration in prototype testing 2016 ,		4
115	Instrumenting smartphones with portable NIRS 2016 ,		7
114	Measuring group dynamics in an elementary school setting using mobile devices 2016 ,		2
113	Modeling consumer switching behavior in social network games by exploring consumer cognitive dissonance and change experience. <i>Industrial Management and Data Systems</i> , 2016 , 116, 801-820	3.6	25
112	Donating Context Data to Science: The Effects of Social Signals and Perceptions on Action-Taking. <i>Interacting With Computers</i> , 2016 ,	1.6	2

111	Worker Performance in a Situated Crowdsourcing Market. <i>Interacting With Computers</i> , 2016 , 28, 612-624.	1.6	4
110	Tapping Task Performance on Smartphones in Cold Temperature. <i>Interacting With Computers</i> , 2016 ,	1.6	4
109	Social-aware device-to-device communication 2016 ,		9
108	Situational impairments to mobile interaction in cold environments 2016 ,		19
107	Urban traffic analysis through multi-modal sensing. <i>Personal and Ubiquitous Computing</i> , 2015 , 19, 709-721.	1.1	14
106	Motivating participation and improving quality of contribution in ubiquitous crowdsourcing. <i>Computer Networks</i> , 2015 , 90, 34-48	5.4	41
105	Increasing the Reach of Government Social Media: A Case Study in Modeling Government-Citizen Interaction on Facebook. <i>Policy and Internet</i> , 2015 , 7, 80-102	2.6	15
104	Securacy 2015 ,		26
103	Life through the lens 2015 ,		6
102	Workshop on mobile and situated crowdsourcing 2015 ,		11
101	Crowdsourcing Public Opinion Using Urban Pervasive Technologies: Lessons From Real-Life Experiments in Oulu. <i>Policy and Internet</i> , 2015 , 7, 203-222	2.6	35
100	The Rise of Ubiquitous Instrumentation. <i>Frontiers in ICT</i> , 2015 , 2,	3.6	1
99	AWARE: Mobile Context Instrumentation Framework. <i>Frontiers in ICT</i> , 2015 , 2,	3.6	162
98	The curse of quantified-self 2015 ,		16
97	Bazaar 2015 ,		3
96	Revisitation analysis of smartphone app use 2015 ,		49
95	The big hole in HCI research. <i>Interactions</i> , 2015 , 22, 48-51	1	33
94	Climatic effects on planning behavior. <i>PLoS ONE</i> , 2015 , 10, e0126205	3.7	1

93	Municipal WiFi and interactive displays: Appropriation of new technologies in public urban spaces. <i>Technological Forecasting and Social Change</i> , 2014 , 89, 145-160	9.5	42
92	An empirical investigation of mobile government adoption in rural China: A case study in Zhejiang province. <i>Government Information Quarterly</i> , 2014 , 31, 432-442	7.6	98
91	From cyberpunk to calm urban computing: Exploring the role of technology in the future cityscape. <i>Technological Forecasting and Social Change</i> , 2014 , 84, 29-42	9.5	19
90	Spatio-temporal patterns link your digital identities. <i>Computers, Environment and Urban Systems</i> , 2014 , 47, 58-67	5.9	6
89	Eliciting situated feedback: A comparison of paper, web forms and public displays. <i>Displays</i> , 2014 , 35, 27-37	3.4	20
88	Tandem Browsing Toolkit 2014 ,		11
87	Citizen Motivation on the Go: The Role of Psychological Empowerment. <i>Interacting With Computers</i> , 2014 , 26, 196-207	1.6	29
86	Mobile cloud storage 2014 ,		12
85	CHI 1994-2013 2014 ,		84
84	Game of words 2014 ,		48
83	Situated crowdsourcing using a market model 2014 ,		41
82	Identity crisis of ubicomp? 2014 ,		22
81	Contextual experience sampling of mobile application micro-usage 2014 ,		85
80	Projective testing of diurnal collective emotion 2014 ,		26
79	Multipurpose Public Displays: Can Automated Grouping of Applications and Services Enhance User Experience?. <i>International Journal of Human-Computer Interaction</i> , 2014 , 30, 237-249	3.6	8
78	Online Disclosure of Personally Identifiable Information with Strangers: Effects of Public and Private Sharing. <i>Interacting With Computers</i> , 2014 , 26, 614-626	1.6	4
77	Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital. <i>ACM Transactions on Computer-Human Interaction</i> , 2014 , 21, 1-20	4.7	18
76	Exploring Civic Engagement on Public Displays. <i>Public Administration and Information Technology</i> , 2014 , 91-111	1	13

75	Traffic in the Smart City: Exploring City-Wide Sensing for Traffic Control Center Augmentation. <i>IEEE Internet Computing</i> , 2013 , 17, 22-29	2.4	33
74	Kuukkeli-TV: Online content-based services and applications for broadcast TV with long-term user experiments 2013 ,		1
73	This is not classified: everyday information seeking and encountering in smart urban spaces. <i>Personal and Ubiquitous Computing</i> , 2013 , 17, 15-27	2.1	25
72	Introduction to the special issue on social networks and ubiquitous interactions. <i>International Journal of Human Computer Studies</i> , 2013 , 71, 859-861	4.6	2
71	Towards proximity-based passenger sensing on public transport buses. <i>Personal and Ubiquitous Computing</i> , 2013 , 17, 1807-1816	2.1	16
70	Public Displays Invade Urban Spaces. <i>IEEE Pervasive Computing</i> , 2013 , 12, 8-13	1.3	37
69	Human interfaces for civic and urban engagement 2013 ,		5
68	IncluCity 2013 ,		18
67	Time shifting patterns in browsing and search behavior for catch-up TV on the web 2013 ,		2
66	A network science approach to modelling and predicting empathy 2013 ,		3
65	Ubiquitous mobile instrumentation 2013 ,		2
64	Crowdsourcing on the spot 2013 ,		59
63	What makes you click 2013 ,		68
62	Narrowcasting in social media 2013 ,		8
61	Revisiting human-battery interaction with an interactive battery interface 2013 ,		42
60	SOFTec 2013 2013 ,		4
59	Multipurpose public displays: how shortcut menus affect usage. <i>IEEE Computer Graphics and Applications</i> , 2013 , 33, 56-63	1.7	15
58	CrisisTracker: Crowdsourced social media curation for disaster awareness. <i>IBM Journal of Research and Development</i> , 2013 , 57, 4:1-4:13	2.5	118

57	Application discoverability on multipurpose public displays 2013 ,		15
56	Where am I? Location archetype keyword extraction from urban mobility patterns. <i>PLoS ONE</i> , 2013 , 8, e63980	3.7	6
55	Multipurpose Interactive Public Displays in the Wild: Three Years Later. <i>Computer</i> , 2012 , 45, 42-49	1.6	132
54	ICTD Work, Plus mFeel. <i>IEEE Pervasive Computing</i> , 2012 , 11, 43-45	1.3	1
53	Training users vs. training soldiers. <i>Communications of the ACM</i> , 2012 , 55, 33-35	2.5	
52	Workshop on Computer Mediated Social Offline Interactions (SOFTec 2012) 2012 ,		3
51	Network, personality and social capital 2012 ,		13
50	Testdroid 2012 ,		39
49	Two field trials on the efficiency of unsolicited Bluetooth proximity marketing 2012 ,		9
48	Web tool for traffic engineers 2012 ,		7
47	Towards multi-application public interactive displays 2012 ,		9
46	Lessons Learned from Large-Scale User Studies. <i>International Journal of Mobile Human Computer Interaction</i> , 2012 , 4, 28-43	0.8	22
45	From School Food to Skate Parks in a Few Clicks: Using Public Displays to Bootstrap Civic Engagement of the Young. <i>Lecture Notes in Computer Science</i> , 2012 , 425-442	0.9	49
44	A Scalable Sensor Middleware for Social End-User Programming 2012 , 115-131		3
43	The challenges and opportunities of designing pervasive systems for deep-space colonies. <i>Personal and Ubiquitous Computing</i> , 2011 , 15, 479-486	2.1	1
42	UBI challenge 2011 ,		15
41	Who's your best friend? 2011 ,		12
40	Understanding Human-Smartphone Concerns: A Study of Battery Life. <i>Lecture Notes in Computer Science</i> , 2011 , 19-33	0.9	90

39	Sharing Ephemeral Information in Online Social Networks: Privacy Perceptions and Behaviours. <i>Lecture Notes in Computer Science</i> , 2011 , 204-215	0.9	24
38	Intelligent Playgrounds: Measuring and Affecting Social Inclusion in Schools. <i>Lecture Notes in Computer Science</i> , 2011 , 560-563	0.9	1
37	Information to Go: Exploring In-Situ Information Pick-Up In the Wild. <i>Lecture Notes in Computer Science</i> , 2011 , 487-504	0.9	7
36	Improving Users' Consistency When Recalling Location Sharing Preferences. <i>Lecture Notes in Computer Science</i> , 2011 , 380-387	0.9	3
35	The phone lock 2010 ,		59
34	Haptics for tangible interaction 2010 ,		8
33	Hide and seek 2010 ,		14
32	Running gestures 2010 ,		6
31	Brief encounters. <i>ACM Transactions on Computer-Human Interaction</i> , 2010 , 17, 1-38	4.7	39
30	Wireless detection of end-to-end passenger trips on public transport buses 2010 ,		21
29	Making Friends in Life and Online: Equivalence, Micro-Correlation and Value in Spatial and Transpatial Social Networks 2010 ,		12
28	A wireless infrastructure for delivering contextual services and studying transport behavior 2010 ,		2
27	Inferring social networks from physical interactions: a feasibility study. <i>International Journal of Pervasive Computing and Communications</i> , 2010 , 6, 423-431	3.3	
26	Cityware 2010 , 911-919		1
25	Space Syntax and Pervasive Systems. <i>Geospatial Technology and the Role of Location in Science</i> , 2010 , 31-52	0.5	12
24	Designing trustworthy situated services 2009 ,		4
23	Understanding and measuring the urban pervasive infrastructure. <i>Personal and Ubiquitous Computing</i> , 2009 , 13, 355-364	2.1	22
22	Temporal graphs. <i>Physica A: Statistical Mechanics and Its Applications</i> , 2009 , 388, 1007-1023	3.3	179

21	rfid in pervasive computing: State-of-the-art and outlook. <i>Pervasive and Mobile Computing</i> , 2009 , 5, 110-131	35	72
20	Is the Crowd's Wisdom Biased? A Quantitative Analysis of Three Online Communities 2009 ,		26
19	Cityware 2009 , 196-205		13
18	Exploring Digital Encounters in the Public Arena. <i>Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger</i> , 2009 , 179-195		7
17	Measuring trust in wi-fi hotspots 2008 ,		17
16	Human-in-the-loop 2008 ,		2
15	Social networking 2.0 2008 ,		7
14	Improving Emergency Response to Mass Casualty Incidents 2008 ,		1
13	NFC on Mobile Phones: Issues, Lessons and Future Research 2007 ,		10
12	Designing Urban Pervasive Systems. <i>Computer</i> , 2006 , 39, 52-59	1.6	21
11	Can we do without GUIs? Gesture and speech interaction with a patient information system. <i>Personal and Ubiquitous Computing</i> , 2006 , 10, 269-283	2.1	12
10	Interacting with Mobile and Pervasive Computer Systems 2006 , 71-85		
9	Building Common Ground for Face to Face Interactions by Sharing Mobile Device Context. <i>Lecture Notes in Computer Science</i> , 2006 , 222-238	0.9	20
8	Instrumenting the City: Developing Methods for Observing and Understanding the Digital Cityscape. <i>Lecture Notes in Computer Science</i> , 2006 , 315-332	0.9	92
7	Design Tools for Pervasive Computing in Urban Environments 2006 , 467-486		10
6	The social implications of emerging technologies. <i>Interacting With Computers</i> , 2005 , 17, 475-483	1.6	14
5	Pervasive computing in emergency situations 2004 ,		5
4	Easing the wait in the emergency room 2004 ,		9

3	A Directional Stroke Recognition Technique for Mobile Interaction in a Pervasive Computing World 2004 , 197-206	1
2	Leveraging Wisdom of the Crowd for Decision Support	14
1	Challenges of Quantified-Self: Encouraging Self-Reported Data Logging During Recurrent Smartphone Usage	5