

# Duncan P Brumby

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8543859/publications.pdf>

Version: 2024-02-01

73  
papers

1,330  
citations

643344

15  
h-index

620720

26  
g-index

74  
all docs

74  
docs citations

74  
times ranked

983  
citing authors

#	ARTICLE	IF	CITATIONS
1	Crowdworkersâ€™ Temporal Flexibility is Being Traded for the Convenience of Requesters Through 19 â€œInvisible Mechanismsâ€ Employed by Crowdfunding Platforms. , 2022, , .		3
2	How Do You Zoom?: A Survey Study of How Users Configure Video-Conference Tools for Online Meetings. , 2022, , .		2
3	An empirical investigation of domestic energy data visualizations. International Journal of Human Computer Studies, 2021, 152, 102660.	3.7	8
4	Disengaged From Planning During the Lockdown? An Interview Study in an Academic Setting. IEEE Pervasive Computing, 2021, , 1-8.	1.1	4
5	Prioritizing unread e-mails: people send urgent responses before important or short ones. Human-Computer Interaction, 2020, , 1-24.	3.1	3
6	TimeToFocus. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-31.	4.6	10
7	Monotasking or Multitasking. , 2019, , .		24
8	In-car distractions and automated driving. , 2019, , .		3
9	Voices in Self-Driving Cars Should be Assertive to More Quickly Grab a Distracted Driver's Attention. , 2019, , .		20
10	How Do Interruptions Affect Productivity?. , 2019, , 85-107.		18
11	Development of a Questionnaire to Measure Immersion in Video Media. , 2019, , .		33
12	History and future of human-automation interaction. International Journal of Human Computer Studies, 2019, 131, 99-107.	3.7	133
13	Assumptions about the positioning of virtual stimuli affect gaze direction estimates during Augmented Reality based interactions. Scientific Reports, 2019, 9, 2566.	1.6	9
14	Does data visualization affect usersâ€™ understanding of electricity consumption?. Building Research and Information, 2018, 46, 238-250.	2.0	27
15	Dividing Attention Between Tasks: Testing Whether Explicit Payoff Functions Elicit Optimal Dualâ€™Task Performance. Cognitive Science, 2018, 42, 820-849.	0.8	15
16	"I Can Watch What I Want". , 2018, , .		14
17	Old Habits Die Hard. , 2018, , .		10
18	Looking Up Information in Email. , 2018, , .		2

#	ARTICLE	IF	CITATIONS
19	Watts your usage? A field study of householders'™ literacy for residential electricity data. <i>Energy Efficiency</i> , 2018, 11, 1703-1719.	1.3	24
20	Influencing and Measuring Behaviour in Crowdsourced Activities. <i>Human-computer Interaction Series</i> , 2018, , 103-130.	0.4	2
21	Investigating the Effect of Relative Time Delay on Companion Screen Experiences. , 2017, , .		2
22	Understanding People. , 2017, , .		4
23	Media Multitasking at Home. , 2017, , .		22
24	Film, interrupted. , 2017, , .		0
25	Ignore Similarity If You Can: A Computational Exploration of Exemplar Similarity Effects on Rule Application. <i>Frontiers in Psychology</i> , 2017, 8, 424.	1.1	2
26	Game & Watch. , 2017, , .		2
27	Research Methods for HCI. , 2016, , .		5
28	Short links and tiny keyboards: A systematic exploration of design trade-offs in link shortening services. <i>International Journal of Human Computer Studies</i> , 2016, 96, 38-53.	3.7	2
29	Watching movies on netflix. , 2016, , .		23
30	Diminished Control in Crowdsourcing. <i>ACM Transactions on Computer-Human Interaction</i> , 2016, 23, 1-29.	4.6	34
31	Now Check Your Input. , 2016, , .		13
32	The Effect of Interface Type on Visual Error Checking Behavior. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015, 59, 436-439.	0.2	2
33	Visualizing Magnitude. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015, 59, 591-595.	0.2	3
34	Strategic Adaptation to Task Characteristics, Incentives, and Individual Differences in Dual-Tasking. <i>PLoS ONE</i> , 2015, 10, e0130009.	1.1	23
35	Designing Media Architectural Interfaces for Interactions in Urban Spaces. , 2015, , 55-77.		8
36	Visual Grouping in Menu Interfaces. , 2015, , .		6

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37	Integrating knowledge of multitasking and interruptions across different perspectives and research methods. <i>International Journal of Human Computer Studies</i> , 2015, 79, 1-5.	3.7	48
38	The Emergence of Interactive Behavior. , 2015, , .		34
39	Methods for Human-Computer Interaction Research. , 2015, , .		7
40	Task Lockouts Induce Crowdworkers to Switch to Other Activities. , 2015, , .		8
41	Home is Where the Lab is: A Comparison of Online and Lab Data From a Time-sensitive Study of Interruption. <i>Human Computation</i> , 2015, 2, .	1.0	26
42	Interrupted by a phone call. , 2014, , .		43
43	Model of visual search and selection time in linear menus. , 2014, , .		41
44	How does knowing what you are looking for change visual search behavior?. , 2014, , .		7
45	Working with the television on. , 2014, , .		11
46	The Musical Road. , 2014, , .		5
47	Smart Citizen Sentiment Dashboard. , 2014, , .		44
48	Using Checksums to Detect Number Entry Error. , 2013, , .		8
49	Designing Devices With the Task in Mind. <i>Human Factors</i> , 2013, 55, 61-74.	2.1	17
50	Recovering from an interruption: Investigating speedâaccuracy trade-offs in task resumption behavior.. <i>Journal of Experimental Psychology: Applied</i> , 2013, 19, 95-107.	0.9	74
51	Making a task difficult: Evidence that device-oriented steps are effortful and error-prone.. <i>Journal of Experimental Psychology: Applied</i> , 2013, 19, 195-204.	0.9	5
52	What does it mean for an interruption to be relevant? An investigation of relevance as a memory effect. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2013, 57, 149-153.	0.2	17
53	Tailoring Number Entry Interfaces To The Task of Programming Medical Infusion Pumps. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2013, 57, 683-687.	0.2	5
54	Using Graphical Representations to Support the Calculation of Infusion Parameters. <i>Lecture Notes in Computer Science</i> , 2013, , 721-728.	1.0	2

#	ARTICLE	IF	CITATIONS
55	How to Manage Your Inbox: Is a Once a Day Strategy Best?. , 2013, , .		4
56	An empirical investigation into how users adapt to mobile phone auto-locks in a multitask setting. , 2012, , .		7
57	Choosing to interleave. , 2012, , .		7
58	Multitasking and interruptions. , 2012, , .		15
59	Towards a better understanding of adaptive multitasking by individuals. , 2012, , .		0
60	Natural Break Points. Journal of Cognitive Engineering and Decision Making, 2012, 6, 5-29.	0.9	51
61	Identifying Optimum Performance Trade-offs Using a Cognitively Bounded Rational Analysis Model of Discretionary Task Interleaving. Topics in Cognitive Science, 2011, 3, 123-139.	1.1	30
62	Fast or safe?. , 2011, , .		21
63	Density Guides Visual Search: Sparse Groups are First even when Slower. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 1311-1315.	0.2	1
64	Exemplar similarity and rule application. Cognition, 2010, 114, 1-18.	1.1	35
65	Strategic Adaptation to Performance Objectives in a Dual-task Setting. Cognitive Science, 2010, 34, 1548-1560.	0.8	54
66	Natural Break Points: Utilizing Motor Cues when Multitasking. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 482-486.	0.2	3
67	Locked-out. , 2010, , .		11
68	Focus on driving. , 2009, , .		48
69	Strategies for Guiding Interactive Search: An Empirical Investigation Into the Consequences of Label Relevance for Assessment and Selection. Human-Computer Interaction, 2008, 23, 1-46.	3.1	47
70	iPod distraction. , 2007, , .		46
71	A cognitive constraint model of dual-task trade-offs in a highly dynamic driving task. , 2007, , .		21
72	A Cognitive Constraint Model of the Effects of Portable Music-Player Use on Driver Performance. Proceedings of the Human Factors and Ergonomics Society, 2007, 51, 1531-1535.	0.2	6

#	ARTICLE	IF	CITATIONS
73	An Empirical Investigation into Dual-Task Trade-offs while Driving and Dialing. , 2007, , .		5