

Robin Brewer

List of Publications by Citations

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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.

19
papers

458
citations

13
h-index

20
g-index

20
ext. papers

557
ext. citations

1.8
avg, IF

3.8
L-index

#	Paper	IF	Citations
19	"Tell It Like It Really Is" 2016 ,		67
18	Crowdsourcing subjective fashion advice using VizWiz 2012 ,		51
17	"Why would anybody do this?" 2016 ,		49
16	Children's search roles at home: Implications for designers, researchers, educators, and parents. <i>Journal of the Association for Information Science and Technology</i> , 2012 , 63, 558-573		45
15	Using gamification to motivate children to complete empirical studies in lab environments 2013 ,		43
14	Designing smarter touch-based interfaces for educational contexts. <i>Personal and Ubiquitous Computing</i> , 2014 , 18, 1471-1483	2.1	38
13	Going Gray, Failure to Hire, and the Ick Factor 2017 ,		26
12	Vulnerability, Sharing, and Privacy: Analyzing Art Therapy for Older Adults with Dementia 2016 ,		25
11	DisCo 2012 ,		23
10	An Investigation into Facebook Friend Grouping. <i>Lecture Notes in Computer Science</i> , 2011 , 216-233	0.9	18
9	We can go anywhere <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018 , 2, 1-24	3.4	18
8	Technology learning and use among older adults with late-life vision impairments. <i>Universal Access in the Information Society</i> , 2017 , 16, 699-711	2.5	17
7	Exploring Traditional Phones as an E-Mail Interface for Older Adults. <i>ACM Transactions on Accessible Computing</i> , 2016 , 8, 1-20	2.7	14
6	Subcontracting Microwork 2017 ,		12
5	Clear Panels 2010 ,		5
4	Connecting Older Adults through Voice-Based Interfaces 2016 ,		3
3	Strategies for Inclusion in the Design of Pervasive Computing for Health and Wellbeing. <i>IEEE Pervasive Computing</i> , 2019 , 18, 89-93	1.3	2

2 Computer-Supported Health and Well-Being Services **2018**, 2

1 Exploring Interaction Design for Advanced Analytics and Simulation. *Lecture Notes in Computer Science*, **2014**, 3-14 0.9