Robin Brewer

List of Publications by Year in Descending Order

Source: https://exaly.com/author-pdf/8995747/robin-brewer-publications-by-year.pdf

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

458 19 13 20 h-index g-index citations papers 1.8 3.8 20 557 L-index avg, IF ext. citations ext. papers

#	Paper	IF	Citations
19	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
18	bWe can go anywhereb Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-24	3.4	18
17	Computer-Supported Health and Well-Being Services 2018,		2
16	Going Gray, Failure to Hire, and the Ick Factor 2017 ,		26
15	Subcontracting Microwork 2017 ,		12
14	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
13	Vulnerability, Sharing, and Privacy: Analyzing Art Therapy for Older Adults with Dementia 2016 ,		25
12	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
11	"Why would anybody do this?" 2016 ,		49
10	"Tell It Like It Really Is" 2016 ,		67
9	Connecting Older Adults through Voice-Based Interfaces 2016 ,		3
8	Designing smarter touch-based interfaces for educational contexts. <i>Personal and Ubiquitous Computing</i> , 2014 , 18, 1471-1483	2.1	38
7	Exploring Interaction Design for Advanced Analytics and Simulation. <i>Lecture Notes in Computer Science</i> , 2014 , 3-14	0.9	
6	Using gamification to motivate children to complete empirical studies in lab environments 2013,		43
5	Childrents 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
4	DisCo 2012 ,		23
3	Crowdsourcing subjective fashion advice using VizWiz 2012 ,		51

LIST OF PUBLICATIONS

2 An Investigation into Facebook Friend Grouping. *Lecture Notes in Computer Science*, **2011**, 216-233 0.9 18

ı Clear Panels **2010,** 5