Sharon Lynn Chu

List of Publications by Year
in descending order

40 papers	343 citations	1478505 6 h-index	1058476 14 g-index
40 all docs	40 docs citations	40 times ranked	203 citing authors

#	Article	IF	Citations
1	Making the Maker: A Means-to-an-Ends approach to nurturing the Maker mindset in elementary-aged children. International Journal of Child-Computer Interaction, 2015, 5, 11-19.	3.5	85
2	Fun in Making: Understanding the experience of fun and learning through curriculum-based Making in the elementary school classroom. Entertainment Computing, 2017, 18, 31-40.	2.9	49
3	<i>'I Make, Therefore I Am'</i>. , 2017, , .		35
4	Wearables for Learning. , 2018, , .		24
5	Performative Authoring: Nurturing Storytelling in Children through Imaginative Enactment. Lecture Notes in Computer Science, 2013, , 144-155.	1.3	13
6	The effect of familiarity on perceived interestingness of images. Proceedings of SPIE, 2013, , .	0.8	10
7	Supporting scientific modeling through curriculum-based making in elementary school science classes. International Journal of Child-Computer Interaction, 2018, 16, 1-8.	3.5	10
8	Investigating the Effects of Self-Avatars and Story-Relevant Avatars on Children's Creative Storytelling. , 2020, , .		10
9	Touch Wire. , 2015, , .		9
10	Making as the New Colored Pencil. , 2016, , .		9
11	Things to imagine with. , 2013, , .		8
12	Augmenting Children's Creative Self-Efficacy and Performance through Enactment-Based Animated Storytelling. , 2015, , .		8
13	Connectors in Maker Kits. , 2016, , .		8
14	The Effects of Interactive Emotional Priming on Storytelling: An Exploratory Study. Lecture Notes in Computer Science, 2019, , 395-404.	1.3	8
15	The effects of visual contextual structures on children's imagination in story authoring interfaces. , 2014, , .		7
16	Investigating the Necessity of Meaningful Context Anchoring in AR Smart Glasses Interaction for Everyday Learning. , 2020, , .		6
17	Ready...action!. , 2014, , .		5
18	Enabling Instrumental Interaction Through Electronics Making: Effects on Children's Storytelling. Lecture Notes in Computer Science, 2015, , 329-337.	1.3	5

#	Article	IF	Citations
19	Towards Personalized Movie Selection for Wellness: Investigating Event-Inspired Movies. International Journal of Human-Computer Interaction, 2020, 36, 1514-1526.	4.8	4
20	Investigating the Effects of Different Levels of User Control on the Effectiveness of Context-Aware Recommender Systems for Web-Based Search. , 2022, , .		4
21	The effects of physicality on the child's imagination. , 2013, , .		3
22	A comparison of two display models for collaborative sensemaking. , 2013, , .		3
23	Exploring Performative Authoring as a Story Creation Approach for Children. Lecture Notes in Computer Science, 2014, , 61-72.	1.3	3
24	Information Holodeck: Thinking in Technology Ecologies. Lecture Notes in Computer Science, 2013, , 167-184.	1.3	3
25	Towards a Gesture-Based Story Authoring System: Design Implications from Feature Analysis of Iconic Gestures During Storytelling. Lecture Notes in Computer Science, 2019, , 364-373.	1.3	3
26	Wearables can help me learn: A survey of user perception of wearable technologies for learning in everyday life. Education and Information Technologies, 2022, 27, 3381-3401.	5.7	2
27	Embodying Cognitive Processes in Storytelling Interfaces for Children. Lecture Notes in Computer Science, 2019, , 357-363.	1.3	2
28	â€œYou Write Your Own Storyâ€ Design Implications forÂanÂInteractive Narrative Authoring Tool toÂSupport Reflection forÂMental Health inÂCollege Students. Lecture Notes in Computer Science, 2021, , 312-321.	1.3	2
29	Nurturing children's creative practice through micro-enactments. , 2013, , .		1
30	A Survey of Interface Representations in Visual Programming Language Environments for Childrenâ€™s Physical Computing Kits. , 2021, , .		1
31	Finding-NEVO: Toward Radical Design in HCI. Lecture Notes in Computer Science, 2013, , 471-478.	1.3	1
32	Capturing User Emotions in Interactive Stories: Comparing a Diegetic and a Non-diegetic Approach to Self-reporting Emotion. Lecture Notes in Computer Science, 2020, , 229-242.	1.3	1
33	Designing Interactive Contextual Cues for Childrenâ€™s Video-Stimulated Writing. , 2022, , .		1
34	Thinking in Stories. , 2016, , .		0
35	Flexible Low-Cost Digital Puppet System. Lecture Notes in Computer Science, 2021, , 676-694.	1.3	0
36	User Perception of Wearables inÂEveryday Learning Contexts: TheÂImpact of Prior Device Experience. Lecture Notes in Computer Science, 2021, , 361-373.	1.3	0

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37	Beyond 'Apps' on Tablets: Making Sense of Learning Within Technology Ecologies. Human-computer Interaction Series, 2015, , 173-190.	0.6	0
38	Harnessing Gestures to Externalize Discourse Ideas for Common Ground: Design Implications from a Frame of Reference Analysis. , 2020, , .		0
39	A Comparison of Children's Narrative Expressions in Enactment and Writing. Lecture Notes in Computer Science, 2020, , 125-130.	1.3	0
40	Externalizing Mental Images by Harnessing Size-Describing Gestures. , 2020, , .		0