

# Sharon Lynn Chu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9474593/publications.pdf>

Version: 2024-02-01

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	Wearables can help me learn: A survey of user perception of wearable technologies for learning in everyday life. <i>Education and Information Technologies</i> , 2022, 27, 3381-3401.	5.7	2
2	Investigating the Effects of Different Levels of User Control on the Effectiveness of Context-Aware Recommender Systems for Web-Based Search. , 2022, , .		4
3	Designing Interactive Contextual Cues for Children's Video-Stimulated Writing. , 2022, , .		1
4	Flexible Low-Cost Digital Puppet System. <i>Lecture Notes in Computer Science</i> , 2021, , 676-694.	1.3	0
5	User Perception of Wearables in Everyday Learning Contexts: The Impact of Prior Device Experience. <i>Lecture Notes in Computer Science</i> , 2021, , 361-373.	1.3	0
6	A Survey of Interface Representations in Visual Programming Language Environments for Children's Physical Computing Kits. , 2021, , .		1
7	"You Write Your Own Story": Design Implications for an Interactive Narrative Authoring Tool to Support Reflection for Mental Health in College Students. <i>Lecture Notes in Computer Science</i> , 2021, , 312-321.	1.3	2
8	Towards Personalized Movie Selection for Wellness: Investigating Event-Inspired Movies. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 1514-1526.	4.8	4
9	Investigating the Necessity of Meaningful Context Anchoring in AR Smart Glasses Interaction for Everyday Learning. , 2020, , .		6
10	Investigating the Effects of Self-Avatars and Story-Relevant Avatars on Children's Creative Storytelling. , 2020, , .		10
11	Harnessing Gestures to Externalize Discourse Ideas for Common Ground: Design Implications from a Frame of Reference Analysis. , 2020, , .		0
12	A Comparison of Children's Narrative Expressions in Enactment and Writing. <i>Lecture Notes in Computer Science</i> , 2020, , 125-130.	1.3	0
13	Capturing User Emotions in Interactive Stories: Comparing a Diegetic and a Non-diegetic Approach to Self-reporting Emotion. <i>Lecture Notes in Computer Science</i> , 2020, , 229-242.	1.3	1
14	Externalizing Mental Images by Harnessing Size-Describing Gestures. , 2020, , .		0
15	The Effects of Interactive Emotional Priming on Storytelling: An Exploratory Study. <i>Lecture Notes in Computer Science</i> , 2019, , 395-404.	1.3	8
16	Towards a Gesture-Based Story Authoring System: Design Implications from Feature Analysis of Iconic Gestures During Storytelling. <i>Lecture Notes in Computer Science</i> , 2019, , 364-373.	1.3	3
17	Embodying Cognitive Processes in Storytelling Interfaces for Children. <i>Lecture Notes in Computer Science</i> , 2019, , 357-363.	1.3	2
18	Supporting scientific modeling through curriculum-based making in elementary school science classes. <i>International Journal of Child-Computer Interaction</i> , 2018, 16, 1-8.	3.5	10

#	ARTICLE	IF	CITATIONS
19	Wearables for Learning. , 2018, , .		24
20	<i>'I Make, Therefore I Am'</i>. , 2017, , .		35
21	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
22	Connectors in Maker Kits. , 2016, , .		8
23	Making as the New Colored Pencil. , 2016, , .		9
24	Thinking in Stories. , 2016, , .		0
25	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
26	Augmenting Children's Creative Self-Efficacy and Performance through Enactment-Based Animated Storytelling. , 2015, , .		8
27	Touch Wire. , 2015, , .		9
28	Enabling Instrumental Interaction Through Electronics Making: Effects on Children's Storytelling. Lecture Notes in Computer Science, 2015, , 329-337.	1.3	5
29	Beyond "Apps" on Tablets: Making Sense of Learning Within Technology Ecologies. Human-computer Interaction Series, 2015, , 173-190.	0.6	0
30	The effects of visual contextual structures on children's imagination in story authoring interfaces. , 2014, , .		7
31	Ready...action!. , 2014, , .		5
32	Exploring Performative Authoring as a Story Creation Approach for Children. Lecture Notes in Computer Science, 2014, , 61-72.	1.3	3
33	The effect of familiarity on perceived interestingness of images. Proceedings of SPIE, 2013, , .	0.8	10
34	Things to imagine with. , 2013, , .		8
35	The effects of physicality on the child's imagination. , 2013, , .		3
36	Nurturing children's creative practice through micro-enactments. , 2013, , .		1

#	ARTICLE	IF	CITATIONS
37	A comparison of two display models for collaborative sensemaking. , 2013, , .		3
38	Performative Authoring: Nurturing Storytelling in Children through Imaginative Enactment. Lecture Notes in Computer Science, 2013, , 144-155.	1.3	13
39	Information Holodeck: Thinking in Technology Ecologies. Lecture Notes in Computer Science, 2013, , 167-184.	1.3	3
40	Finding-NEVO: Toward Radical Design in HCI. Lecture Notes in Computer Science, 2013, , 471-478.	1.3	1