

CITATION REPORT

List of articles citing

**User eXperience Laddering with preschoolers:
unveiling attributes and benefits of cuddly toy interfaces**

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Personal and Ubiquitous Computing, 2012, 16, 451-465.

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#	Paper	IF	Citations
24	Little backpackers. 2013 ,		2
23	Translating preschoolers' game experiences into design guidelines via a laddering study. 2013 ,		5
22	Understanding teen UX. 2014 ,		3
21	TrainYarn. 2015 ,		3
20	That's why I take my ONS. Means-end chain as a novel approach to elucidate the personally relevant factors driving ONS consumption in nutritionally frail elderly users. <i>Appetite</i> , 2015 , 89, 33-40	4.5	11
19	The Lens of Intrinsic Skill Atoms: A Method for Gameful Design. <i>Human-Computer Interaction</i> , 2015 , 30, 294-335	2.9	214
18	Factors influencing antimicrobial prescribing by veterinarians and usage by dairy farmers in New Zealand. <i>New Zealand Veterinary Journal</i> , 2017 , 65, 84-92	1.7	55
17	The GLID method: Moving from design features to underlying values in co-design. <i>International Journal of Human Computer Studies</i> , 2017 , 97, 116-128	4.6	17
16	Digital Childhoods Across Contexts and Countries. <i>International Perspectives on Early Childhood Education and Development</i> , 2018 , 1-14	0.2	6
15	Understanding Motivations and Player Experiences of Older Adults in Virtual Reality Training. <i>Games for Health Journal</i> , 2018 ,	4.2	13
14	Uses and Gratifications of Initiating Use of Gamified Learning Platforms. 2018 ,		8
13	Design Considerations for Therapeutic Devices - An Investigation of Pre-Schoolers' Preferences for an Artefact's Basic Characteristics. <i>Proceedings of the Design Society International Conference on Engineering Design</i> , 2019 , 1, 877-886	0.7	
12	Preschool children's preferences for library activities: Laddering interviews in Chinese public libraries. <i>Library and Information Science Research</i> , 2019 , 41, 132-138	1.9	4
11	StretchyStars: a multitouch elastic display to support cooperative play among preschoolers. <i>Personal and Ubiquitous Computing</i> , 2019 , 23, 99-115	2.1	1
10	Development and validation of the player experience inventory: A scale to measure player experiences at the level of functional and psychosocial consequences. <i>International Journal of Human Computer Studies</i> , 2020 , 135, 102370	4.6	38
9	Insights of Brazilian consumers' behavior for different coffee presentations: An exploratory study comparing hard laddering and completion task. <i>Journal of Sensory Studies</i> , 2020 , 35, e12611	2.2	3
8	Tangible interfaces in early years' education: a systematic review. <i>Personal and Ubiquitous Computing</i> , 1	2.1	4

7	Influence of different levels of ethnocentrism of the Brazilian consumer on the choice of dulce de leche from different countries of origin. <i>Food Research International</i> , 2021 , 148, 110624	7	3
6	Rematerializing the User Interface of a Digitized Toy Through Tokens: A Comparative User Study with Children Aged Five to Six. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 16-24	0.4	2
5	DYSL-X: Design of a tablet game for early risk detection of dyslexia in preschoolers. 2013 , 257-266		18
4	Actuating Myself: Designing Hand-Games Incorporating Electrical Muscle Stimulation. 2021 ,		
3	The PEW Framework for Worth Mapping. <i>Lecture Notes in Computer Science</i> , 2013 , 667-674	0.9	2
2	Evaluating the User Experience: A Study on Children's Interaction with Socio-enactive Artifacts in a Hospital Context. <i>Lecture Notes in Computer Science</i> , 2019 , 408-422	0.9	
1	Virtual Gaming Simulation: Evaluating Players' Experiences. <i>Clinical Simulation in Nursing</i> , 2022 , 63, 16-223		2