

# CITATION REPORT

List of articles citing

## Agency in Assistive Technology Adoption

DOI: 10.1145/3025453.3025895  
, 2017, , .

**Source:** <https://exaly.com/paper-pdf/86140395/citation-report.pdf>  
**Version:** 2024-04-09

This report has been generated based on the citations recorded by exaly.com for the above article. 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.

#	Paper	IF	Citations
36	'You Can Always Do Better!'. <b>2018</b> ,		9
35	Participatory design of DIY digital assistive technology in Western Kenya. <b>2018</b> ,		6
34	'We can go anywhere'. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2018</b> , 2, 1-24	3.4	18
33	Gender Recognition or Gender Reductionism?. <b>2018</b> ,		50
32	Navigation Support Method Taking into Account Urban Canyon Limitations for Visually Impaired People. <b>2019</b> ,		
31	A glimpse into smartphone screen reader use among blind teenagers in rural Nepal. <i>Disability and Rehabilitation: Assistive Technology</i> , <b>2020</b> , 1-7	1.8	9
30	Navigation Assistive Application for the Visually Impaired People. <b>2020</b> ,		1
29	Open Challenges of Blind People Using Smartphones. <i>International Journal of Human-Computer Interaction</i> , <b>2020</b> , 36, 1605-1622	3.6	5
28	Concepts, Analysis, Issues of smartphone and Smart devices: A survey. <b>2020</b> ,		1
27	Piracy and the Impaired Cyborg. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 4, 1-21	3.4	1
26	Promoting Self-Efficacy Through an Effective Human-Powered Nonvisual Smartphone Task Assistant. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 5, 1-19	3.4	0
25	Teachers' Perceptions around Digital Games for Children in Low-resource Schools for the Blind. <b>2021</b> ,		1
24	Smartphone Usage by Expert Blind Users. <b>2021</b> ,		3
23	'I Choose Assistive Devices That Save My Face' <b>2021</b> ,		1
22	Smartphone usage among people living with severe visual impairment and blindness. <i>Assistive Technology</i> , <b>2021</b> , 1-8	1.5	2
21	The Social Network: How People with Visual Impairment use Mobile Phones in Kibera, Kenya. <b>2020</b> ,		7
20	Review of Quantitative Empirical Evaluations of Technology for People with Visual Impairments. <b>2020</b> ,		7

19	Reframing Disability as Competency: Unpacking Everyday Technology Practices of People with Visual Impairments. <b>2020</b> ,		10
18	Cash, Digital Payments and Accessibility. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2019</b> , 3, 1-23	3.4	3
17	Bridging the Divide: Exploring the use of digital and physical technology to aid mobility impaired people living in an informal settlement. <b>2020</b> ,		4
16	"You are asking me to pay for my legs". <b>2020</b> ,		3
15	What difference does tech make? Conceptualizations of Disability and Assistive Technology among Kenyan Youth. <b>2021</b> ,		0
14	A Context-Aware Voice Operated Mobile Guidance System for Visually Impaired Persons. <i>EAI/Springer Innovations in Communication and Computing</i> , <b>2020</b> , 335-354	0.6	
13	Identifying the Most Appropriate Classifier for Underpinning Assistive Technology Adoption for People with Dementia: An Integration of Fuzzy AHP and VIKOR Methods. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 406-419	0.9	1
12	Understanding In-Situ Use of Commonly Available Navigation Technologies by People with Visual Impairments. <b>2020</b> ,		5
11	CaseGuide: Making Cheap Smartphones Accessible to Individuals with Visual Impairments in Informal Settlements. <b>2020</b> ,		
10	Recognizing Clothing Patterns and Colors for BVI People Using Different Techniques. <i>Lecture Notes in Networks and Systems</i> , <b>2022</b> , 195-216	0.5	
9	A survey of mobile app use among university students with visual impairment in India. <i>British Journal of Visual Impairment</i> , 026461962110673	0.7	
8	"Knowledge Comes Through Participation": Understanding Disability through the Lens of DIY Assistive Technology in Western Kenya. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2022</b> , 6, 1-25	3.4	0
7	Influential factors on e-learning adoption of university students with disability: Effects of type of disability. <i>British Journal of Educational Technology</i> ,	4.3	
6	A qualitative study on the needs of visually impaired users in Brazil for smart home interactive technologies. <i>Behaviour and Information Technology</i> , 1-29	2.4	1
5	University Students with Special Needs in the E-Learning System: Characteristics, Experiences and Competencies. <i>Anadolu Journal of Educational Sciences International</i> , 468-491		
4	MyPGI - a methodology to yield personalized gestural interaction.		0
3	The BLV App Arcade: a new curated repository and evaluation rubric for mobile applications supporting blindness and low vision. 1-10		0
2	Advocacy as Access Work: How People with Visual Impairments Gain Access to Digital Banking in India. <b>2023</b> , 7, 1-23		0

- 1 Advancement in navigation technologies and their potential for the visually impaired: a comprehensive review.

o