

Shumin Zhai

List of Publications by Year in descending order

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39
papers

3,305
citations

567281

15
h-index

888059

17
g-index

39
all docs

39
docs citations

39
times ranked

1144
citing authors

#	ARTICLE	IF	CITATIONS
1	Beyond Fitts' law. , 1997, , .		314
2	Shorthand writing on stylus keyboard. , 2003, , .		229
3	The metropolis keyboard - an exploration of quantitative techniques for virtual keyboard design. , 2000, , .		202
4	Speedâ€“accuracy tradeoff in Fittsâ€™ law tasksâ€”on the equivalency of actual and nominal pointing precision. International Journal of Human Computer Studies, 2004, 61, 823-856.	5.6	191
5	FFitts law. , 2013, , .		168
6	The performance of touch screen soft buttons. , 2009, , .		138
7	Manual and cognitive benefits of two-handed input. ACM Transactions on Computer-Human Interaction, 1998, 5, 326-359.	5.7	136
8	Characterizing computer input with Fittsâ€™ law parametersâ€”the information and non-information aspects of pointing. International Journal of Human Computer Studies, 2004, 61, 791-809.	5.6	133
9	Refining Fitts' law models for bivariate pointing. , 2003, , .		129
10	Performance Optimization of Virtual Keyboards. Human-Computer Interaction, 2002, 17, 229-269.	4.4	129
11	User performance in relation to 3D input device design. Computer Graphics, 1998, 32, 50-54.	0.1	127
12	The influence of muscle groups on performance of multiple degree-of-freedom input. , 1996, , .		123
13	The word-gesture keyboard. Communications of the ACM, 2012, 55, 91-101.	4.5	117
14	Quantifying coordination in multiple DOF movement and its application to evaluating 6 DOF input devices. , 1998, , .		114
15	Shapewriter on the iphone. , 2009, , .		111
16	Effects of Language Modeling and its Personalization on Touchscreen Typing Performance. , 2015, , .		95
17	Modeling human performance of pen stroke gestures. , 2007, , .		87
18	Human on-line response to target expansion. , 2003, , .		82

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19	Foundational Issues in Touch-Surface Stroke Gesture Design – An Integrative Review. Foundations and Trends in Human-Computer Interaction, 2012, 5, 97-205.	2.9	77
20	The partial-occlusion effect. ACM Transactions on Computer-Human Interaction, 1996, 3, 254-284.	5.7	67
21	Performance and User Experience of Touchscreen and Gesture Keyboards in a Lab Setting and in the Wild. , 2015, , .		63
22	Human Action Laws in Electronic Virtual Worlds: An Empirical Study of Path Steering Performance in VR. Presence: Teleoperators and Virtual Environments, 2004, 13, 113-127.	0.6	62
23	A Cost-Benefit Study of Text Entry Suggestion Interaction. , 2016, , .		58
24	In search of effective text input interfaces for off the desktop computing. Interacting With Computers, 2005, 17, 229-250.	1.5	53
25	Optimizing Touchscreen Keyboards for Gesture Typing. , 2015, , .		36
26	Investigation of Feel for 6DOF Inputs: Isometric and Elastic Rate Control for Manipulation in 3D Environments. Proceedings of the Human Factors and Ergonomics Society, 1993, 37, 323-327.	0.3	35
27	In Search of the “Magic Carpet™: Design and Experimentation of a Bimanual 3D Navigation Interface. Journal of Visual Languages and Computing, 1999, 10, 3-17.	1.8	33
28	Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices. ACM Transactions on Computer-Human Interaction, 2015, 22, 1-39.	5.7	28
29	Octopus. , 2013, , .		26
30	“Writing with music” ACM Transactions on Applied Perception, 2010, 7, 1-24.	1.9	25
31	M3 Gesture Menu. , 2018, , .		22
32	Modeling Gesture-Typing Movements. Human-Computer Interaction, 2018, 33, 234-280.	4.4	18
33	Alphabetically biased virtual keyboards are easier to use. , 2001, , .		15
34	Top-down learning strategies: can they facilitate stylus keyboard learning?. International Journal of Human Computer Studies, 2004, 60, 585-598.	5.6	15
35	Pen pressure control in trajectory-based interaction. Behaviour and Information Technology, 2010, 29, 137-148.	4.0	13
36	Physics-based graphical keyboard design. , 2000, , .		12

#	ARTICLE	IF	CITATIONS
37	Introduction to Shape Writing. , 2007, , 139-158.		11
38	TypeAnywhere: A QWERTY-Based Text Entry Solution for Ubiquitous Computing. , 2022, , .		8
39	Modern Touchscreen Keyboards as Intelligent User Interfaces. , 2017, , .		3