

Hiroshi Ishii

List of Publications by Year in descending order

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36
papers

5,506
citations

840776

11
h-index

996975

15
g-index

36
all docs

36
docs citations

36
times ranked

2246
citing authors

#	ARTICLE	IF	CITATIONS
1	Tangible bits. , 1997, , .		2,417
2	Topobo. , 2004, , .		342
3	Tangible interfaces for remote collaboration and communication. , 1998, , .		256
4	Illuminating clay. , 2002, , .		246
5	Iterative design of seamless collaboration media. Communications of the ACM, 1994, 37, 83-97.	4.5	200
6	Sensetable. , 2001, , .		188
7	LumiTouch. , 2001, , .		183
8	Harnessing the hygroscopic and biofluorescent behaviors of genetically tractable microbial cells to design biohybrid wearables. Science Advances, 2017, 3, e1601984.	10.3	170
9	I/O brush. , 2004, , .		162
10	Integration of interpersonal space and shared workspace. ACM Transactions on Information Systems, 1993, 11, 349-375.	4.9	159
11	The actuated workbench. , 2002, , .		155
12	Toward an open shared workspace. Communications of the ACM, 1991, 34, 37-50.	4.5	148
13	curlybot. , 2000, , .		141
14	Integration of inter-personal space and shared workspace. , 1992, , .		120
15	Particulate Matter Air Pollution Stimulates Monocyte Release from the Bone Marrow. American Journal of Respiratory and Critical Care Medicine, 2004, 170, 891-897.	5.6	100
16	KinetiX - designing auxetic-inspired deformable material structures. Computers and Graphics, 2018, 75, 72-81.	2.5	62
17	Jabberstamp. , 2007, , .		58
18	A tangible interface for organizing information using a grid. , 2002, , .		56

#	ARTICLE	IF	CITATIONS
19	Tangible User Interfaces (TUIs): A Novel Paradigm for GIS. Transactions in GIS, 2004, 8, 407-421.	2.3	41
20	Monocyte Recruitment into the Lungs in Pneumococcal Pneumonia. American Journal of Respiratory Cell and Molecular Biology, 2004, 30, 620-626.	2.9	38
21	Venous Materials: Towards Interactive Fluidic Mechanisms. , 2020, , .		37
22	OmniFiber: Integrated Fluidic Fiber Actuators for Weaving Movement based Interactions into the "Fabric of Everyday Life"™. , 2021, , .		32
23	Real-time landscape model interaction using a tangible geospatial modeling environment. IEEE Computer Graphics and Applications, 2006, 26, 55-63.	1.2	30
24	Picture this!. , 2008, , .		30
25	bioPrint: A Liquid Deposition Printing System for Natural Actuators. 3D Printing and Additive Manufacturing, 2015, 2, 168-179.	2.9	28
26	HERMITS. , 2020, , .		28
27	Kinected conference. , 2011, , .		21
28	Designing Line-Based Shape-Changing Interfaces. IEEE Pervasive Computing, 2017, 16, 36-46.	1.3	12
29	SuperCiliaSkin: A Textural Interface. Textile: the Journal of Cloth and Culture, 2004, 2, 328-347.	0.2	10
30	(Dis)Appearables: A Concept and Method for Actuated Tangible UIs to Appear and Disappear based on Stages. , 2022, , .		10
31	Construction by replacement: a new approach to simulation modeling. System Dynamics Review, 2011, 27, 64-90.	1.9	9
32	Hygromorphic living materials for shape changing. , 2019, , 41-57.		7
33	Play-it-by-eye! Collect movies and improvise perspectives with tangible video objects. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2009, 23, 305-316.	1.1	6
34	Toward an open shared workspace. ACM SIGOIS Bulletin, 1992, 13, 11-12.	0.1	2
35	Interfacing Video Capture, Editing and Publication in a Tangible Environment. Lecture Notes in Computer Science, 2007, , 1-14.	1.3	2
36	Media Design for Human Communication : From Multimedica to Seamless Media. Journal of Japan Society for Fuzzy Theory and Systems, 1995, 7, 1141-1148.	0.0	0