

Tracy Hammond

List of Publications by Year in descending order

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Version: 2024-02-01

128
papers

1,326
citations

759233

12
h-index

610901

24
g-index

133
all docs

133
docs citations

133
times ranked

727
citing authors

#	ARTICLE	IF	CITATIONS
1	Detecting Children's Fine Motor Skill Development using Machine Learning. International Journal of Artificial Intelligence in Education, 2022, 32, 991-1024.	5.5	6
2	Hiring CS Graduates: What We Learned from Employers. ACM Transactions on Computing Education, 2022, 22, 1-20.	3.5	7
3	Evaluating the Performance of Machine Learning Algorithms in Gaze Gesture Recognition Systems. IEEE Access, 2022, 10, 1020-1035.	4.2	8
4	Show of Hands: Leveraging Hand Gestural Cues in Virtual Meetings for Intelligent Impromptu Polling Interactions. , 2022, , .		0
5	CommBo: Modernizing Augmentative and Alternative Communication. International Journal of Human Computer Studies, 2021, 145, 102519.	5.6	3
6	Hemodialysis Clinics in Flood Zones: A Case Study of Hurricane Harvey. Prehospital and Disaster Medicine, 2021, 36, 135-140.	1.3	5
7	Direct Injuries and Fatalities of Texas Tornado Outbreaks from 1973 to 2007. Professional Geographer, 2021, 73, 171-185.	1.8	2
8	An Intelligent System to Analyze Sketched Solutions to Open-Ended Truss Problems. , 2021, , .		0
9	An Activity Recognition System for Taking Medicine Using In-The-Wild Data to Promote Medication Adherence. , 2021, , .		1
10	Recognizing Seatbelt-Fastening Behavior with Wearable Technology and Machine Learning. , 2021, , .		1
11	A Virtual Community of Practice for Enhanced Teaching and Convergence to Strengthen Student Learning, Engagement, and Inclusion. , 2021, , .		0
12	A Metalearning Approach to Personalized Automatic Assessment of Rectilinear Sketches. , 2021, , .		0
13	Identifying Potential Mosquito Breeding Grounds: Assessing the Efficiency of UAV Technology in Public Health. Robotics, 2020, 9, 91.	3.5	12
14	Kanji Workbook: A Writing-Based Intelligent Tutoring System for Learning Proper Japanese Kanji Writing Technique with Instructor-Emulated Assessment. Proceedings of the AAAI Conference on Artificial Intelligence, 2020, 34, 13382-13389.	4.9	1
15	A comparison of network model creation algorithms based on the quality of wayfinding results. Transactions in GIS, 2020, 24, 602-622.	2.3	3
16	A probabilistic framework for improving reverse geocoding output. Transactions in GIS, 2020, 24, 656-680.	2.3	2
17	Living Up to a Name: Gender Role Behavior Varies With Forename Gender Typicality. Frontiers in Psychology, 2020, 11, 604848.	2.1	3
18	Exploring the Potential of an Intelligent Tutoring System for Sketching Fundamentals. , 2020, , .		9

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19	Recognizing perspective accuracy. , 2020, , .		5
20	An Intelligent Interface for Automatic Grading of Sketched Free Body Diagrams. , 2020, , .		2
21	Automatic Exercise Recognition with Machine Learning. Studies in Computational Intelligence, 2020, , 33-44.	0.9	1
22	Sketching Cognition and Creativity. , 2019, , .		4
23	Embracing Crowdsensing: An Enhanced Mobile Sensing Solution for Road Anomaly Detection. ISPRS International Journal of Geo-Information, 2019, 8, 412.	2.9	28
24	DrawMyPhoto. , 2019, , .		19
25	Developing a Hand Gesture Recognition System for Mapping Symbolic Hand Gestures to Analogous Emojis in Computer-Mediated Communication. ACM Transactions on Interactive Intelligent Systems, 2019, 9, 1-35.	3.7	14
26	A Framework for Motivating Sketching Practice with Sketch-based Gameplay. , 2019, , .		6
27	Flow2Code: Transforming Hand-Drawn Flowcharts into Executable Code to Enhance Learning. Human-computer Interaction Series, 2019, , 79-103.	0.6	1
28	FreeStyle: A Sketch-Based Wireframing Tool. Human-computer Interaction Series, 2019, , 105-117.	0.6	0
29	Teaching Engineering Students Freehand Sketching with an Intelligent Tutoring System. Human-computer Interaction Series, 2019, , 135-148.	0.6	3
30	iCanTrace: Avatar Personalization Through Selfie Sketches. Human-computer Interaction Series, 2019, , 163-180.	0.6	0
31	Inspiring Students Through Digital Ink: An Introduction. Human-computer Interaction Series, 2019, , 3-11.	0.6	0
32	DyGazePass: A gaze gesture-based dynamic authentication system to counter shoulder surfing and video analysis attacks. , 2018, , .		13
33	Back to Basics: Sketching, Not CAD, Is the Key to Improving Essential Engineering Design Skills. , 2018, , .		5
34	Eye Tracking- Single Technology to Handle Multiple Domains. , 2018, , .		0
35	A Fitts' law evaluation of gaze input on large displays compared to touch and mouse inputs. , 2018, , .		6
36	The Impact of Natural Disasters on Domestic Violence: An Analysis of Reports of Simple Assault in Florida (1999â€“2007). Violence and Gender, 2018, 5, 87-92.	1.6	67

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37	A gaze gesture-based paradigm for situational impairments, accessibility, and rich interactions. , 2018, , .		6
38	Itâ€™s Not Just about Accuracy. ACM Transactions on Interactive Intelligent Systems, 2018, 8, 1-47.	3.7	16
39	Fractal analysis of visual search activity for mass detection during mammographic screening. Medical Physics, 2017, 44, 832-846.	3.0	11
40	SketchSeeker: Finding Similar Sketches. IEEE Transactions on Human-Machine Systems, 2017, 47, 194-205.	3.5	5
41	A Gaze Gesture-Based User Authentication System to Counter Shoulder-Surfing Attacks. , 2017, , .		23
42	Developing a CASPER Survey to Assess the Prevalence of Risk Factors for Neglected Tropical Diseases in Texas. Health Security, 2017, 15, 238-243.	1.8	6
43	InvisiShapes: A Recognition System for Sketched 3D Primitives in Continuous Interaction Spaces. Lecture Notes in Computer Science, 2017, , 63-74.	1.3	1
44	Conquering the cube. , 2017, , .		20
45	Flow2Code. , 2017, , .		5
46	ZenSketch. , 2017, , .		13
47	Did you remember to brush?. , 2017, , .		15
48	DCSR: A Digital Circuit Sketch Recognition System for Education. Human-computer Interaction Series, 2017, , 137-146.	0.6	1
49	CPTTE Research Panel: Frontiers in Pen & Touch Research. Human-computer Interaction Series, 2017, , 277-300.	0.6	0
50	An Intelligent Sketching Interface for Education Using Geographic Information Systems. Human-computer Interaction Series, 2017, , 147-163.	0.6	1
51	A Multilingual Sketch-Based Sudoku Game with Real-Time Recognition. Human-computer Interaction Series, 2017, , 187-196.	0.6	1
52	Learning Through the Lens of Sketch. Human-computer Interaction Series, 2017, , 301-341.	0.6	0
53	Assessing the Prevalence of Risk Factors for Neglected Tropical Diseases in Brazos County, Texas. PLOS Currents, 2017, 9, .	1.4	4
54	SmartStrokes: Digitizing Paper-Based Neuropsychological Tests. Human-computer Interaction Series, 2016, , 163-175.	0.6	5

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55	Leveraging Trends in Student Interaction to Enhance the Effectiveness of Sketch-Based Educational Software. Human-computer Interaction Series, 2016, , 103-114.	0.6	4
56	PerSketchTivity: An Intelligent Pen-Based Educational Application for Design Sketching Instruction. Human-computer Interaction Series, 2016, , 115-127.	0.6	11
57	A Stylus-Driven Intelligent Tutoring System for Music Education Instruction. Human-computer Interaction Series, 2016, , 141-161.	0.6	7
58	GAWSCHI. , 2016, , .		13
59	Exploring users' perceived activities in a sketch-based intelligent tutoring system through eye movement data. , 2016, , .		2
60	Shapelet analysis of pupil dilation for modeling visuo-cognitive behavior in screening mammography. Proceedings of SPIE, 2016, , .	0.8	2
61	RÃ©suMatcher: A personalized rÃ©sumÃ©-job matching system. Expert Systems With Applications, 2016, 60, 169-182.	7.6	59
62	KinoHaptics: An Automated, Wearable, Haptic Assisted, Physio-therapeutic System for Post-surgery Rehabilitation and Self-care. Journal of Medical Systems, 2016, 40, 60.	3.6	29
63	Persketchtivity: An Intelligent Pen-Based Online Education Platform for Sketching Instruction. , 2016, , .		3
64	WIPTTE 2015 High School Contest. Human-computer Interaction Series, 2016, , 345-364.	0.6	0
65	An Intelligent Sketch-Based Educational Interface for Learning Complex Written East Asian Phonetic Symbols. Human-computer Interaction Series, 2016, , 129-140.	0.6	2
66	An Analysis of Participation, Identity Conversations, and Social Networking Affordances on an Online Social Network for Children. Journal of Media Innovations, 2016, 3, 41-62.	0.5	0
67	Frontier. , 2015, , .		1
68	Mechanix. , 2015, , .		9
69	EasySketch: A Sketch-based Educational Interface to Support Childrenâ€™s Self-regulation and School Readiness. Human-computer Interaction Series, 2015, , 35-46.	0.6	5
70	Mechanix: A Sketch-Based Tutoring System that Automatically Corrects Hand-Sketched Statics Homework. Human-computer Interaction Series, 2015, , 91-103.	0.6	4
71	BopoNoto: An Intelligent Sketch Education Application for Learning Zhuyin Phonetic Script. , 2015, , .		6
72	Let Me Relax: Toward Automated Sedentary State Recognition and Ubiquitous Mental Wellness Solutions. , 2015, , .		3

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73	Dialectical Creativity: Sketch-Negate-Create. , 2015, , 91-108.		2
74	Design Computing and Cognition (DCC'12). Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2014, 28, 113-114.	1.1	0
75	HaptiGo: A navigational ‘tap on the shoulder’. , 2014, , .		7
76	Developing sketch recognition and interaction techniques for intelligent surfaceless sketching user interfaces. , 2014, , .		5
77	Step up life. , 2014, , .		15
78	Mechanix: A natural sketch interface tool for teaching truss analysis and free-body diagrams. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2014, 28, 169-192.	1.1	18
79	KimCHI. , 2013, , .		13
80	World of workout. , 2013, , .		18
81	Multi-tap sliders. , 2013, , .		5
82	<i>AI EDAM</i> Special Issue, May 2014, Vol. 28, No. 2. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2013, 27, 183-184.	1.1	0
83	Mechanix: A Sketchâ€Based Tutoring and Grading System for Freeâ€Body Diagrams. AI Magazine, 2013, 34, 55-66.	1.6	27
84	GestureCommander. , 2012, , .		9
85	Initial approaches for extending sketch recognition to beyond-surface environments. , 2012, , .		4
86	<i>AI EDAM</i> Special Issue, May 2014, Vol. 28, No. 2. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2012, 26, 445-446.	1.1	0
87	Observational study on teaching artifacts created using tablet PC. , 2012, , .		4
88	Using scribble gestures to enhance editing behaviors of sketch recognition systems. , 2012, , .		3
89	Sketch-based interface for interaction with unmanned air vehicles. , 2012, , .		5
90	GeoTrooper. , 2012, , .		2

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91	Haptic and AR interface for paratrooper coordination. , 2012, , .		5
92	Object interaction detection using hand posture cues in an office setting. International Journal of Human Computer Studies, 2011, 69, 19-29.	5.6	30
93	Combining corners from multiple segmenters. , 2011, , .		5
94	Defining precise measurements with sketched annotations. , 2011, , .		7
95	Evaluation of a natural sketch interface for truss FBDs and analysis. , 2011, , .		9
96	Recognizing sketched multistroke primitives. ACM Transactions on Interactive Intelligent Systems, 2011, 1, 1-34.	3.7	53
97	Mechanix: A Sketch Recognition Truss Tutoring System. , 2011, , .		7
98	LAMPS: A sketch recognition-based teaching tool for Mandarin Phonetic Symbols I. Journal of Visual Languages and Computing, 2010, 21, 109-120.	1.8	12
99	JVLC special issue on sketch computation. Journal of Visual Languages and Computing, 2010, 21, 67-68.	1.8	1
100	iCanDraw. , 2010, , .		81
101	A sketch recognition interface that recognizes hundreds of shapes in course-of-action diagrams. , 2010, , .		8
102	Creating the perception-based LADDER sketch recognition language. , 2010, , .		1
103	SkCHI. , 2010, , .		1
104	Art 101: Learning to Draw through Sketch Recognition. Lecture Notes in Computer Science, 2010, , 277-280.	1.3	2
105	A surfaceless pen-based interface. , 2009, , .		2
106	MARQS: retrieving sketches learned from a single example using a dual-classifier. Journal on Multimodal User Interfaces, 2008, 2, 3-11.	2.9	8
107	PaleoSketch. , 2008, , .		124
108	Free-sketch recognition. , 2008, , .		10

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109	Workshop - integrating sketch recognition technologies into your classroom. , 2008, , .		1
110	Sketch-based educational games. , 2008, , .		18
111	Workshop on Sketch tools for diagramming. Visual Languages and Human-Centric Computing, 2009 VL/HCC 2009 IEEE Symposium on, 2008, , .	0.0	0
112	Getting Started with Sketch Tools. Lecture Notes in Computer Science, 2008, , 9-12.	1.3	1
113	Gesture Recognition Based on Manifold Learning. Lecture Notes in Computer Science, 2008, , 247-256.	1.3	4
114	LADDER, a sketching language for user interface developers. , 2007, , .		21
115	Enabling instructors to develop sketch recognition applications for the classroom. Proceedings - Frontiers in Education Conference, FIE, 2007, , .	0.0	3
116	Tahuti. , 2006, , .		68
117	LADDER. , 2006, , .		11
118	Interactive learning of structural shape descriptions from automatically generated near-miss examples. , 2006, , .		10
119	LADDER, a sketching language for user interface developers. Computers and Graphics, 2005, 29, 518-532.	2.5	129
120	Office Activity Recognition using Hand Posture Cues. , 0, , .		2
121	Board # 52:Engineering Drawing for the Next Generation: Students Gaining Additional Skills in the Same Timeframe. , 0, , .		2
122	Impact of a Sketch-based Tutoring System at Multiple Universities. , 0, , .		1
123	Using Natural Sketch Recognition Software to Provide Instant Feedback on Statics Homework (Truss) Tj ETQq1 1 0.784314 rgBT /Ove		3
124	Closing the Gender Gap in Natural Hazards Education for Young Adults. Journal for STEM Education Research, 0, , 1.	1.5	0
125	Mechanix: Evaluating the Effectiveness of a Sketch Recognition Truss Tutoring Program against other Truss Programs. , 0, , .		2
126	Board 65: Changing Homework Achievement with Mechanix Pedagogy. , 0, , .		0

#	ARTICLE	IF	CITATIONS
127	Automatic Identification of Student Misconceptions and Errors for Truss Analysis. , 0, , .		3
128	Mechanix: The Development of a Sketch Recognition Truss Tutoring System. , 0, , .		3