Kun-Pyo Lee

List of Publications by Year
in descending order

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50 papers	473 citations	1307594 7 h-index	1199594 12 g-index
52 all docs	52 docs citations	52 times ranked	339 citing authors

#	Article	IF	Citations
1	Transdisciplinary Teaching and Learning in UX Design: A Program Review and AR Case Studies. Applied Sciences (Switzerland), 2021, 11, 10648.	2.5	17
2	Design Research, for What?. , 2018, , .		1
3	Validating an emerging tool based on auditory scale for decoding usersâ€™ emotional desires. Journal of Mechanical Science and Technology, 2018, 32, 4245-4254.	1.5	0
4	Curiosity or Certainty?. , 2017, , .		8
5	Beauty and the Beast. , 2017, , .		5
6	Designing Intelligent Assistant through User Participations. , 2017, , .		14
7	Sensors Know Which Photos Are Memorable. , 2017, , .		4
8	Sonic-Badminton. , 2016, , .		16
9	Timelessness. , 2016, , .		4
10	Collaborative product design processes of industrial design and engineering design in consumer product companies. Design Studies, 2016, 46, 226-260.	3.1	44
11	What makes readers laugh?. , 2016, , .		1
12	Social or Financial Goals?. , 2016, , .		23
13	Activity-Driven PSS Design Method based on Emotional Customer Activity Modeling Integrating Expectation and Experience Factors. International Journal of Affective Engineering, 2016, 15, 265-277.	0.5	0
14	Express Driver's Emotion with Emoticons in Driving Contexts. , 2015, , .		6
15	The Elders Preference for Skeuomorphism as App Icon Style. , 2015, , .		15
16	Understanding User's Behavior for Developing Webtoon Rating System Based on Laugh Reaction Sensing through Smartphone. , 2015, , .		3
17	Transdisciplinary Interaction Design in Design Education. , 2015, , .		10
18	HCI in Korea. Interactions, 2015, 22, 48-51.	1.0	1

#	Article	IF	Citations
19	Continuous Time Experience: Conceptualizing the Memory gaps of Smartphone use for UX Design. Archives of Design Research, 2015, 28, 91.	0.3	0
20	Understanding notification stress of smartphone messenger app. , 2014, , .		18
21	Holistic web accessibility in a society of technology convergence. , 2014, , .		0
22	Towards more natural digital content manipulation via user freehand gestural interaction in a living room. , 2013, , .		30
23	National Cultural Interpretations of Mobile Phone Design and Usage and Development of Cultural Design Framework: A Cross-Cultural Survey among Korea, China, and Japan. International Journal of Affective Engineering, 2013, 12, 27-36.	0.5	0
24	Interaction-driven design. , 2012, , .		6
25	Exploring the effects of size on deformable user interfaces. , 2012, , .		18
26	Considerations of applying surface-based phone gestures to natural context. , 2011, , .		2
27	A long-term study of user experience towards interaction designs that support behavior change. , 2011, , .		6
28	Designing of an Effective Monitor Partitioning System with Adjustable Virtual Bezel. Lecture Notes in Computer Science, 2011, , 537-546.	1.3	1
29	Identifying Product Opportunity Based on Interactivity. Communications in Computer and Information Science, 2011, , 67-71.	0.5	0
30	Ethnographic Research of User Behavior of Mobile Devices of China, Korea, India, and The Netherlands. Lecture Notes in Computer Science, 2011, , 294-302.	1.3	0
31	Developing Idea Generation for the Interface Design Process with Mass Collaboration System. Lecture Notes in Computer Science, 2011, , 69-76.	1.3	1
32	Digital user research in Korea. , 2010, , .		0
33	Wearable-object-based interaction for a mobile audio device. , 2010, , .		14
34	How users manipulate deformable displays as input devices. , 2010, , .		106
35	Culture, Interface Design, and Design Methods for Mobile Devices. Human-computer Interaction Series, 2010, , 37-66.	0.6	3
36	Editorial: Human-centered product design and development. Advanced Engineering Informatics, 2009, 23, 140-141.	8.0	13

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37	Attention to Effects of Different Cross-Cultural Levels in User Research Methodâ€™s Interface: Discipline or Nationality â€“ Which Has Stronger Force?. Lecture Notes in Computer Science, 2009, , 127-134.	1.3	0
38	APPLICATION OF CONTEXTUAL SCENARIO TO DEFINE AN EMOTION SPACE FOR FACIAL EXPRESSIONS OF HUMANOIDS. KANSEI Engineering International, 2009, 8, 127-136.	0.2	0
39	Cultural Dimensions in User Preferences and Behaviors of Mobile Phones and Interpretation of National Cultural Differences. Lecture Notes in Computer Science, 2009, , 29-38.	1.3	2
40	A participatory design approach to information architecture design for children. CoDesign, 2008, 4, 173-191.	2.0	15
41	Cultural differences and design methods for user experience research. , 2007, , .		7
42	Correlation Between Cognitive Style and Structure and Flow in Mobile Phone Interface: Comparing Performance and Preference of Korean and Dutch Users. Lecture Notes in Computer Science, 2007, , 531-540.	1.3	7
43	Development of Integrated Analysis System and Tool of Perception, Recognition, and Behavior for Web Usability Test: With Emphasis on Eye-Tracking, Mouse-Tracking, and Retrospective Think Aloud. Lecture Notes in Computer Science, 2007, , 113-121.	1.3	12
44	Cultural Difference and Its Effects on User Research Methodologies. Lecture Notes in Computer Science, 2007, , 122-129.	1.3	4
45	Folksonomy-Based Collaborative Tagging System for Classifying Visualized Information in Design Practice. Lecture Notes in Computer Science, 2007, , 298-306.	1.3	1
46	MEASUREMENT OF USER'S EMOTIONS (KANSEI) EXPRESSED WHILE INTERACTING WITH A PRODUCT with Emphasis on Development of a Tool for Measuring User's Emotions (KANSEI). KANSEI Engineering International, 2006, 6, 19-29.	0.2	1
47	Three factors for contextmapping in East Asia: Trust, control and nunchi. CoDesign, 2006, 2, 157-177.	2.0	18
48	Participatory design approach to information architecture design for children. , 2003, , .		0
49	Cultural effects on subjective preference. Cross-Cultural Study between Korea and Japan.. KANSEI Engineering International, 2000, 1, 51-60.	0.2	4
50	DEVELOPMENT OF A TOOL FOR VISUALIZING USER'S KANSEI ON THE WEB. KANSEI Engineering International, 2000, 2, 9-16.	0.2	0