

Stephen A Brewster

List of Publications by Year in descending order

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Version: 2024-02-01

262
papers

8,338
citations

159585

30
h-index

189892

50
g-index

272
all docs

272
docs citations

272
times ranked

3604
citing authors

#	ARTICLE	IF	CITATIONS
1	Investigating the effectiveness of tactile feedback for mobile touchscreens. , 2008, , .		304
2	Overcoming the Lack of Screen Space on Mobile Computers. Personal and Ubiquitous Computing, 2002, 6, 188-205.	2.8	247
3	Usable gestures for mobile interfaces. , 2010, , .		239
4	Tactile feedback for mobile interactions. , 2007, , .		200
5	Multidimensional tactons for non-visual information presentation in mobile devices. , 2006, , .		185
6	Multimodal 'eyes-free' interaction techniques for wearable devices. , 2003, , .		167
7	Gestural and audio metaphors as a means of control for mobile devices. , 2002, , .		146
8	Non-visual information display using tactons. , 2004, , .		140
9	Language-based multimodal displays for the handover of control in autonomous cars. , 2015, , .		132
10	A Dose of Reality. , 2015, , .		132
11	Putting the feel in "look and feel". , 2000, , .		124
12	Increasing physical activity in stroke survivors using STARFISH, an interactive mobile phone application: a pilot study. Topics in Stroke Rehabilitation, 2016, 23, 170-177.	1.9	119
13	Investigating touchscreen accessibility for people with visual impairments. , 2008, , .		116
14	An evaluation of earcons for use in auditory human-computer interfaces. , 1993, , .		114
15	Usability Evaluation of Web Mapping Sites. Cartographic Journal, 2008, 45, 129-138.	1.5	114
16	Using nonspeech sounds to provide navigation cues. ACM Transactions on Computer-Human Interaction, 1998, 5, 224-259.	5.7	105
17	Multimodal feedback for the acquisition of small targets. Ergonomics, 2005, 48, 1129-1150.	2.1	104
18	The Challenge of Mobile Devices for Human Computer Interaction. Personal and Ubiquitous Computing, 2002, 6, 235-236.	2.8	102

#	ARTICLE	IF	CITATIONS
19	The efficacy of cognitive prosthetic technology for people with memory impairments: A systematic review and meta-analysis. <i>Neuropsychological Rehabilitation</i> , 2014, 24, 419-444.	1.6	98
20	Some like it hot. , 2011, , .		96
21	Evaluation of multimodal graphs for blind people. <i>Universal Access in the Information Society</i> , 2003, 2, 105-124.	3.0	91
22	A Survey of Mid-Air Ultrasound Haptics and Its Applications. <i>IEEE Transactions on Haptics</i> , 2021, 14, 2-19.	2.7	91
23	How can we best use landmarks to support older people in navigation?. <i>Behaviour and Information Technology</i> , 2005, 24, 3-20.	4.0	88
24	Clutching at straws. , 2010, , .		86
25	I Am The Passenger. , 2017, , .		86
26	Sensory substitution using tactile pin arrays: Human factors, technology and applications. <i>Signal Processing</i> , 2006, 86, 3674-3695.	3.7	81
27	The effects of walking speed on target acquisition on a touchscreen interface. , 2011, , .		77
28	Integrating a Bovine Rectal Palpation Simulator into an Undergraduate Veterinary Curriculum. <i>Journal of Veterinary Medical Education</i> , 2005, 32, 79-85.	0.6	75
29	Feeling what you hear. , 2006, , .		73
30	Evaluating multimodal driver displays under varying situational urgency. , 2014, , .		73
31	Physical activity profiles and sedentary behaviour in people following stroke: a cross-sectional study. <i>Disability and Rehabilitation</i> , 2016, 38, 362-367.	1.8	72
32	Using non-speech sound to overcome information overload. <i>Displays</i> , 1997, 17, 179-189.	3.7	69
33	User-centred multimodal reminders for assistive living. , 2011, , .		68
34	Designing audio and tactile crossmodal icons for mobile devices. , 2007, , .		67
35	Investigating the effects of encumbrance on one- and two- handed interactions with mobile devices. , 2014, , .		65
36	Haptic graphs for blind computer users. <i>Lecture Notes in Computer Science</i> , 2001, , 41-51.	1.3	63

#	ARTICLE	IF	CITATIONS
37	Wrist rotation for interaction in mobile contexts. , 2008, , .		63
38	Audio or tactile feedback. , 2009, , .		63
39	Understanding concurrent earcons. ACM Transactions on Applied Perception, 2004, 1, 130-155.	1.9	63
40	Perception of ultrasonic haptic feedback on the hand. , 2014, , .		62
41	Hot Under the Collar. , 2016, , .		60
42	Auditory display design for exploration in mobile audio-augmented reality. Personal and Ubiquitous Computing, 2012, 16, 987-999.	2.8	57
43	Multimodal collaborative handwriting training for visually-impaired people. , 2008, , .		56
44	Pressure-based text entry for mobile devices. , 2009, , .		55
45	Pressure-based menu selection for mobile devices. , 2010, , .		53
46	Evaluating multimodal driver displays of varying urgency. , 2013, , .		51
47	Towards the Temporally Perfect Virtual Button: Touch-Feedback Simultaneity and Perceived Quality in Mobile Touchscreen Press Interactions. ACM Transactions on Applied Perception, 2014, 11, 1-25.	1.9	51
48	Mobile Multi-actuator Tactile Displays. , 2007, , 22-33.		51
49	May the Force Be with You. , 2018, , .		50
50	Multi-moji. , 2017, , .		49
51	Using Multimodal Displays to Signify Critical Handovers of Control to Distracted Autonomous Car Drivers. International Journal of Mobile Human Computer Interaction, 2017, 9, 1-16.	0.4	49
52	Thermal icons. , 2012, , .		48
53	Expanding the Bounds of Seated Virtual Workspaces. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-40.	5.7	48
54	The design and evaluation of an auditory-enhanced scrollbar. , 1994, , .		47

#	ARTICLE	IF	CITATIONS
55	New parameters for tacton design. , 2007, , .		44
56	Tac-tiles. , 2006, , .		42
57	"Baby it's cold outside". , 2012, , .		42
58	Tactile Feedback for Above-Device Gesture Interfaces. , 2014, , .		42
59	Gestures all around us. , 2009, , .		40
60	Multimodal Trajectory Playback for Teaching Shape Information and Trajectories to Visually Impaired Computer Users. ACM Transactions on Accessible Computing, 2008, 1, 1-34.	2.4	39
61	Evaluating an Automated Haptic Simulator Designed for Veterinary Students to Learn Bovine Rectal Palpation. Simulation in Healthcare, 2010, 5, 261-266.	1.2	39
62	Visualization tools for blind people using multiple modalities. Disability and Rehabilitation, 2002, 24, 613-621.	1.8	38
63	Challenges in passenger use of mixed reality headsets in cars and other transportation. Virtual Reality, 2020, 24, 583-603.	6.1	38
64	Solving multi-target haptic problems in menu interaction. , 2001, , .		37
65	Do That, There. , 2016, , .		37
66	Head tilting for interaction in mobile contexts. , 2009, , .		36
67	Parallel earcons: reducing the length of audio messages. International Journal of Human Computer Studies, 1995, 43, 153-175.	5.6	35
68	Audible Beacons and Wearables in Schools. , 2017, , .		35
69	Effects of feedback, mobility and index of difficulty on deictic spatial audio target acquisition in the horizontal plane. , 2006, , .		34
70	Multimodal mobile interactions. , 2011, , .		34
71	In the Heat of the Moment. , 2015, , .		34
72	Examining The Role of Smart TVs and VR HMDs in Synchronous At-a-Distance Media Consumption. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-57.	5.7	34

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73	Gait phase effects in mobile interaction. , 2005, , .		33
74	Crossmodal congruence. , 2008, , .		33
75	The effects of walking, feedback and control method on pressure-based interaction. , 2011, , .		33
76	Technological memory aid use by people with acquired brain injury. Neuropsychological Rehabilitation, 2017, 27, 919-936.	1.6	33
77	The design of sonically-enhanced widgets. Interacting With Computers, 1998, 11, 211-235.	1.5	32
78	Social gravity. , 2010, , .		32
79	To Beep or Not to Beep?. , 2015, , .		32
80	Mapping information to audio and tactile icons. , 2009, , .		32
81	Signing on the tactile line. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-29.	5.7	31
82	Novel Multimodal Feedback Techniques for In-Car Mid-Air Gesture Interaction. , 2017, , .		31
83	Guidelines for the Design of Haptic Widgets. , 2002, , 195-211.		31
84	The Effects of Encumbrance and Mobility on Touch-Based Gesture Interactions for Mobile Phones. , 2015, , .		30
85	Validation of a bovine rectal palpation simulator for training veterinary students. Studies in Health Technology and Informatics, 2005, 111, 33-6.	0.3	30
86	The Role of Modality in Notification Performance. Lecture Notes in Computer Science, 2011, , 572-588.	1.3	29
87	Tactile crescendos and sforzandos. , 2006, , .		28
88	Feedback is... late. , 2010, , .		28
89	Increasing physical activity in older adults using STARFISH, an interactive smartphone application (app); a pilot study. Journal of Rehabilitation and Assistive Technologies Engineering, 2017, 4, 205566831769623.	0.9	28
90	An Investigation into the Use of Tactons to Present Progress Information. Lecture Notes in Computer Science, 2005, , 6-17.	1.3	28

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91	Correcting menu usability problems with sound. Behaviour and Information Technology, 1999, 18, 165-177.	4.0	27
92	T-Bars. , 2008, , .		27
93	Virtual reality passenger experiences. , 2019, , .		27
94	Gesture and voice prototyping for early evaluations of social acceptability in multimodal interfaces. , 2010, , .		26
95	Point-and-Shake. , 2018, , .		26
96	Setting the Standards for Haptic and Tactile Interactions: ISOâ€™s Work. Lecture Notes in Computer Science, 2010, , 353-358.	1.3	26
97	Maximising screen-space on mobile computing devices. , 1999, , .		25
98	The effect of clothing on thermal feedback perception. , 2011, , .		25
99	Eyes-free multitasking. , 2011, , .		25
100	Thermal Feedback Identification in a Mobile Environment. Lecture Notes in Computer Science, 2013, , 10-19.	1.3	25
101	Multiple notification modalities and older users. , 2013, , .		24
102	Textured surfaces for ultrasound haptic displays. , 2017, , .		24
103	Making Progress With Sounds - The Design & Evaluation Of An Audio Progress Bar. , 1998, , .		24
104	An initial investigation into non-visual computer supported collaboration. , 2007, , .		23
105	Creating Usable Pin Array Tactons for Nonvisual Information. IEEE Transactions on Haptics, 2009, 2, 61-72.	2.7	23
106	Designing Home Care Reminder Systems: Lessons Learned Through Co-Design with Older Users. , 2012, , .		23
107	Speech Tactons Improve Speech Warnings for Drivers. , 2014, , .		23
108	An Evaluation of Input Controls for In-Car Interactions. , 2017, , .		23

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109	The Effect of Thermal Stimuli on the Emotional Perception of Images. , 2016, , .		23
110	Acoustic Transparency and the Changing Soundscape of Auditory Mixed Reality. , 2020, , .		23
111	SoundBar. , 2006, , .		22
112	Exploring future challenges for haptic, audio and visual interfaces for mobile maps and location based services. , 2009, , .		21
113	Crosstrainer. , 2010, , .		21
114	The effect of aesthetically pleasing composition on visual search performance. , 2010, , .		21
115	Name that tune. , 2011, , .		21
116	A review of collocated multi-user TV. Personal and Ubiquitous Computing, 2015, 19, 743-759.	2.8	21
117	Augmenting Media with Thermal Stimulation. Lecture Notes in Computer Science, 2012, , 91-100.	1.3	20
118	Sonification of Astronomical Data. Proceedings of the International Astronomical Union, 2011, 7, 133-136.	0.0	19
119	MultiVis. , 2006, , .		18
120	The impact of unwanted multimodal notifications. , 2011, , .		18
121	Towards utilising one-handed multi-digit pressure input. , 2013, , .		18
122	Comparing evaluation methods for encumbrance and walking on interaction with touchscreen mobile devices. , 2014, , .		18
123	The use of a smartwatch as a prompting device for people with acquired brain injury: a single case experimental design study. Neuropsychological Rehabilitation, 2019, 29, 513-533.	1.6	18
124	Diary in the Sky: A Spatial Audio Display for a Mobile Calendar. , 2001, , 531-539.		18
125	Crossmodal icons for information display. , 2006, , .		17
126	Non-visual overviews of complex data sets. , 2006, , .		17

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127	Transient and transitional states. , 2014, , .		17
128	Evaluating mapping designs for conveying data through tactons. , 2018, , .		17
129	HaptiGlow: Helping Users Position their Hands for Better Mid-Air Gestures and Ultrasound Haptic Feedback. , 2019, , .		17
130	Two-handed navigation in a haptic virtual environment. , 2006, , .		16
131	We need to talk. , 2013, , .		16
132	Designing speech and language interactions. , 2014, , .		16
133	Rhythmic micro-gestures: discreet interaction on-the-go. , 2017, , .		16
134	The Impact of Encumbrance on Mobile Interactions. Lecture Notes in Computer Science, 2013, , 92-109.	1.3	16
135	Presenting Dynamic Information on Mobile Computers. Personal and Ubiquitous Computing, 2000, 4, 209-212.	0.6	15
136	Perception of thermal stimuli for continuous interaction. , 2013, , .		15
137	Evaluation of Haptic Patterns on a Steering Wheel. , 2016, , .		15
138	Chalk sounds. , 2011, , .		14
139	Shaking the dead. , 2012, , .		14
140	Mo!Games. , 2013, , .		14
141	Studying digital graffiti as a location-based social network. , 2014, , .		14
142	Design principles to support older adults. Universal Access in the Information Society, 2004, 3, 111-113.	3.0	13
143	A comparison of feedback cues for enhancing pointing efficiency in interaction with spatial audio displays. , 2005, , .		13
144	Designing for performative interactions in public spaces. , 2010, , .		13

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145	Investigating and supporting undirected navigation for runners. , 2013, , .		13
146	Towards usable and acceptable above-device interactions. , 2014, , .		13
147	Evaluating Haptic Feedback on a Steering Wheel in a Simulated Driving Scenario. , 2016, , .		13
148	ForgetMeNot. , 2017, , .		13
149	Using mobile phones to interact with tabletop computers. , 2011, , .		12
150	Investigating Pressure Input and Haptic Feedback for In-Car Touchscreens and Touch Surfaces. , 2016, , .		12
151	An Evaluation of Touch and Pressure-Based Scrolling and Haptic Feedback for In-Car Touchscreens. , 2017, , .		12
152	Evaluation of psychoacoustic sound parameters for sonification. , 2017, , .		12
153	Investigating Perceptual Congruence between Data and Display Dimensions in Sonification. , 2018, , .		12
154	Haptic Navigation Cues on the Steering Wheel. , 2019, , .		12
155	Haptic perception of virtual roughness. , 2001, , .		11
156	Performative interaction in public space. , 2011, , .		11
157	Mirror, mirror, on the wall. , 2014, , .		11
158	Bimanual Input for Tablet Devices with Pressure and Multi-Touch Gestures. , 2015, , .		11
159	Using Dynamic Audio Feedback to Support Peripersonal Reaching in Young Visually Impaired People. , 2016, , .		11
160	Investigation of Thermal Stimuli for Lane Changes. , 2018, , .		11
161	AutoWork 2019. , 2019, , .		11
162	Navigating Telephone-Based Interfaces with Earcons. , 1997, , 39-56.		11

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163	Using Earcons to Improve the Usability of a Graphics Package. , 1998, , 287-302.		11
164	Messy tabletops. , 2013, , .		10
165	How to lose friends & alienate people. , 2014, , .		10
166	Designing Vibrotactile Widgets with Printed Actuators and Sensors. , 2017, , .		10
167	Technology to encourage meaningful activities following brain injury. Disability and Rehabilitation: Assistive Technology, 2020, 15, 453-466.	2.2	10
168	Gesture-Based Interfaces: Practical Applications of Gestures in Real World Mobile Settings. Human-computer Interaction Series, 2011, , 173-186.	0.6	10
169	Issues influencing the Uptake of Smartphone Reminder apps for People with Acquired Brain Injury. , 2015, , .		10
170	The design and evaluation of a sonically enhanced tool palette. ACM Transactions on Applied Perception, 2005, 2, 455-461.	1.9	9
171	Using multimodal interactions for 3D television and multimedia browsing. , 2011, , .		9
172	A Dose of Reality. , 2015, , .		9
173	Automating the Administration and Analysis of Psychiatric Tests. , 2019, , .		9
174	Exploring Geometric Shapes with Touch. Lecture Notes in Computer Science, 2009, , 145-148.	1.3	9
175	Creating and Augmenting Keyboards for Extended Reality with the <u>K</u> eyboard <u>A</u> ugmentation <u>T</u> toolkit. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-39.	5.7	9
176	Providing external memory aids in haptic visualisations for blind computer users. International Journal on Disability and Human Development, 2005, 4, .	0.2	8
177	AudioFeeds. , 2010, , .		8
178	Transparency in mobile navigation. , 2011, , .		8
179	Multimodal affective feedback: combining thermal, vibrotactile, audio and visual signals. , 2016, , .		8
180	Validation of smartphone step count algorithm used in STARFISH smartphone application. Technology and Health Care, 2017, 25, 1157-1162.	1.2	8

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181	I Am The Passenger. , 2017, , .		8
182	Levitating Particle Displays with Interactive Voxels. , 2018, , .		8
183	Designing ApplTree: usable scheduling software for people with cognitive impairments. Disability and Rehabilitation: Assistive Technology, 2022, 17, 338-348.	2.2	8
184	Making menus musical. , 1997, , 389-396.		8
185	Graph Builder: Constructing Non-visual Visualizations. , 2007, , 263-278.		8
186	Crossmodal spatial location. , 2006, , .		7
187	Investigating background & foreground interactions using spatial audio cues. , 2009, , .		7
188	Designing spatial audio interfaces to support multiple audio streams. , 2010, , .		7
189	A study of on-device gestures. , 2012, , .		7
190	Designing multimodal reminders for the home. , 2012, , .		7
191	Investigating one-handed multi-digit pressure input for mobile devices. , 2012, , .		7
192	The relationship between encumbrance and walking speed on mobile interactions. , 2013, , .		7
193	Designing a smartpen reminder system for older adults. , 2013, , .		7
194	Text Entry on the Edge. , 2015, , .		7
195	Mapping Abstract Visual Feedback to a Dimensional Model of Emotion. , 2016, , .		7
196	Designing Interactions with Multilevel Auditory Displays in Mobile Audio-Augmented Reality. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-30.	5.7	7
197	Evaluating Ultrasonic Tactile Feedback Stimuli. Lecture Notes in Computer Science, 2020, , 253-261.	1.3	7
198	Purring Wheel: Thermal and Vibrotactile Notifications on the Steering Wheel. , 2020, , .		7

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199	Haptic human-computer interaction. , 2003, , .		6
200	Multimodal interfaces for camera phones. , 2008, , .		6
201	Grand challenges in text entry. , 2013, , .		6
202	Multilevel auditory displays for mobile eyes-free location-based interaction. , 2014, , .		6
203	Who's the Fairest of Them All. , 2015, , .		6
204	How Visual Motion Cues Can Influence Sickness For In-Car VR. , 2017, , .		6
205	Bimodal feedback for in-car mid-air gesture interaction. , 2017, , .		6
206	Novel interfaces for digital cameras and camera phones. , 2010, , .		5
207	Artex. , 2010, , .		5
208	Effects of Sound Type on Recreating the Trajectory of a Moving Source. , 2015, , .		5
209	Caring, Sharing Widgets: A Toolkit of Sensitive Widgets. , 2000, , 257-270.		5
210	Editorial: design of haptic user-interfaces and applications. Virtual Reality, 2006, 9, 95-96.	6.1	4
211	It Takes Two (To Co-View). , 2015, , .		4
212	Levitate. , 2017, , .		4
213	Mid-Air Haptics for Control Interfaces. , 2018, , .		4
214	Mobile human-computer interaction. International Journal of Human Computer Studies, 2008, 66, 833-837.	5.6	3
215	Reminders that Make Sense: Designing Multimodal Notifications for the Home. , 2011, , .		3
216	Mobile phones as a tactile display for tabletop typing. , 2011, , .		3

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217	The usability of text entry systems now and in the future. , 2014, , .		3
218	Automatically Adapting Home Lighting to Assist Visually Impaired Children. , 2016, , .		3
219	Floating Widgets. , 2017, , .		3
220	Modulating Personal Audio to Convey Information. , 2019, , .		3
221	Novel Modalities for Bimanual Scrolling on Tablet Devices. Lecture Notes in Computer Science, 2013, , 229-246.	1.3	3
222	A Review of Electrostimulation-based Cybersickness Mitigations. , 2020, , .		3
223	SAM. , 2017, , .		3
224	Investigating the effect of tactile input and output locations for driversâ€™ hands on in-car tasks performance. , 2020, , .		3
225	Instrumented Usability Analysis for Mobile Devices. International Journal of Mobile Human Computer Interaction, 2009, 1, 1-19.	0.4	3
226	Guest editorial: Human computer interaction with mobile devices. Personal and Ubiquitous Computing, 2000, 4, 71-72.	0.6	2
227	Effects of reproduction equipment on interaction with a spatial audio interface. , 2005, , .		2
228	Hands-on haptics. , 2005, , .		2
229	Interactive generation of overview information using speech. , 2007, , .		2
230	The effects of walking and control method on pressure-based interaction. , 2011, , .		2
231	Investigating Pressure-based Interactions with Mobile Phones While Walking and Encumbered. , 2015, , .		2
232	Evaluating multimodal driver displays of varying urgency for drivers on the autistic spectrum. , 2015, , .		2
233	Touching the invisible: Localizing ultrasonic haptic cues. , 2015, , .		2
234	Using Sound to Help Visually Impaired Children Play Independently. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
235	Increasing physical activity in stroke survivors using STARFISH, an interactive smartphone application: Protocol for a randomised controlled trial. <i>Technology and Disability</i> , 2018, 30, 77-82.	0.6	2
236	Usability Evaluation of Web Mapping Sites. , 0, , 379-386.		2
237	Using Dynamic Audio Feedback to Support Peripersonal Reaching in Visually Impaired People. , 2015, , .		2
238	Interactive Light Feedback: Illuminating Above-Device Gesture Interfaces. <i>Lecture Notes in Computer Science</i> , 2015, , 478-481.	1.3	2
239	Thermal Feedback for Simulated Lane Change Scenarios. <i>International Journal of Mobile Human Computer Interaction</i> , 2019, 11, 39-57.	0.4	2
240	Haptic Feedback for the Transfer of Control in Autonomous Vehicles. , 2020, , .		2
241	Supporting People with Acquired Brain Injury to Use a Reminding App; Narrow-deep vs. Broad-shallow User Interfaces. <i>ACM Transactions on Accessible Computing</i> , 2022, 15, 1-23.	2.4	2
242	Sonically-enhanced widgets. <i>ACM Transactions on Applied Perception</i> , 2005, 2, 462-466.	1.9	1
243	Exploration de formes géométriques par le toucher. , 2009, , .		1
244	Ambient Haptic Systems. <i>IEEE Transactions on Haptics</i> , 2009, 2, 121-122.	2.7	1
245	We need to talk. , 2011, , .		1
246	Multimodal feedback for tabletop interactions. , 2011, , .		1
247	Older users, multimodal reminders and assisted living technology. <i>Health Informatics Journal</i> , 2012, 18, 181-190.	2.1	1
248	Changing requirements to HCI funding. , 2012, , .		1
249	What colour is 'exercise?'. , 2012, , .		1
250	Rethinking camera user interfaces. , 2012, , .		1
251	Nonspeech Auditory and Crossmodal Output. <i>Human Factors and Ergonomics</i> , 2012, , 211-236.	0.0	1
252	Can you handle it?. , 2013, , .		1

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253	Design-for-error for a Stand-alone Child Attachment Assessment Tool. , 2019, , .		1
254	The School Attachment Monitor“ A novel computational tool for assessment of attachment in middle childhood. PLoS ONE, 2021, 16, e0240277.	2.5	1
255	Visuo-Haptic Interaction. , 2022, , .		1
256	Eyes-free overviews for mobile map applications. , 2009, , .		0
257	Investigating Phicon feedback in non-visual tangible user interfaces. , 2011, , .		0
258	Towards a multimodal adaptive lighting system for visually impaired children. , 2016, , .		0
259	Designing an Engaging Story-stem taken from the MCAST test. , 2021, , .		0
260	Investigating the Effect of Polarity in Auditory and Vibrotactile Displays Under Cognitive Load. , 2021, , .		0
261	Instrumented Usability Analysis for Mobile Devices. , 2011, , 1-19.		0
262	Augmented, Virtual and Mixed Reality Passenger Experiences. Studies in Computational Intelligence, 2022, , 445-475.	0.9	0