

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	Designing ApplTree: usable scheduling software for people with cognitive impairments. Disability and Rehabilitation: Assistive Technology, 2022, 17, 338-348.	2.2	8
2	Augmented, Virtual and Mixed Reality Passenger Experiences. Studies in Computational Intelligence, 2022, , 445-475.	0.9	0
3	Creating and Augmenting Keyboards for Extended Reality with the <u>K</u> eyboard <u>A</u> ugmentation <u>T</u> oolkit. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-39.	5.7	9
4	Supporting People with Acquired Brain Injury to Use a Reminding App; Narrow-deep vs. Broad-shallow User Interfaces. ACM Transactions on Accessible Computing, 2022, 15, 1-23.	2.4	2
5	Visuo-Haptic Interaction. , 2022, , .		1
6	A Survey of Mid-Air Ultrasound Haptics and Its Applications. IEEE Transactions on Haptics, 2021, 14, 2-19.	2.7	91
7	Designing an Engaging Story-stem taken from the MCAST test. , 2021, , .		0
8	The School Attachment Monitorâ€™A novel computational tool for assessment of attachment in middle childhood. PLoS ONE, 2021, 16, e0240277.	2.5	1
9	Investigating the Effect of Polarity in Auditory and Vibrotactile Displays Under Cognitive Load. , 2021, , .		0
10	Technology to encourage meaningful activities following brain injury. Disability and Rehabilitation: Assistive Technology, 2020, 15, 453-466.	2.2	10
11	Challenges in passenger use of mixed reality headsets in cars and other transportation. Virtual Reality, 2020, 24, 583-603.	6.1	38
12	A Review of Electrostimulation-based Cybersickness Mitigations. , 2020, , .		3
13	Expanding the Bounds of Seated Virtual Workspaces. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-40.	5.7	48
14	Investigating the effect of tactile input and output locations for driversâ€™ hands on in-car tasks performance. , 2020, , .		3
15	Evaluating Ultrasonic Tactile Feedbackâ€™Stimuli. Lecture Notes in Computer Science, 2020, , 253-261.	1.3	7
16	Acoustic Transparency and the Changing Soundscape of Auditory Mixed Reality. , 2020, , .		23
17	Purring Wheel: Thermal and Vibrotactile Notifications on the Steering Wheel. , 2020, , .		7
18	Haptic Feedback for the Transfer of Control in Autonomous Vehicles. , 2020, , .		2

#	ARTICLE	IF	CITATIONS
19	Virtual reality passenger experiences. , 2019, , .		27
20	Modulating Personal Audio to Convey Information. , 2019, , .		3
21	HaptiGlow: Helping Users Position their Hands for Better Mid-Air Gestures and Ultrasound Haptic Feedback. , 2019, , .		17
22	Haptic Navigation Cues on the Steering Wheel. , 2019, , .		12
23	Design-for-error for a Stand-alone Child Attachment Assessment Tool. , 2019, , .		1
24	Automating the Administration and Analysis of Psychiatric Tests. , 2019, , .		9
25	AutoWork 2019. , 2019, , .		11
26	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
27	Thermal Feedback for Simulated Lane Change Scenarios. International Journal of Mobile Human Computer Interaction, 2019, 11, 39-57.	0.4	2
28	Investigation of Thermal Stimuli for Lane Changes. , 2018, , .		11
29	Evaluating mapping designs for conveying data through tactons. , 2018, , .		17
30	May the Force Be with You. , 2018, , .		50
31	Increasing physical activity in stroke survivors using STARFISH, an interactive smartphone application: Protocol for a randomised controlled trial. Technology and Disability, 2018, 30, 77-82.	0.6	2
32	Point-and-Shake. , 2018, , .		26
33	Mid-Air Haptics for Control Interfaces. , 2018, , .		4
34	Levitating Particle Displays with Interactive Voxels. , 2018, , .		8
35	Investigating Perceptual Congruence between Data and Display Dimensions in Sonification. , 2018, , .		12
36	Technological memory aid use by people with acquired brain injury. Neuropsychological Rehabilitation, 2017, 27, 919-936.	1.6	33

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37	Multi-moji. , 2017, , .		49
38	An Evaluation of Input Controls for In-Car Interactions. , 2017, , .		23
39	ForgetMeNot. , 2017, , .		13
40	Novel Multimodal Feedback Techniques for In-Car Mid-Air Gesture Interaction. , 2017, , .		31
41	Levitate. , 2017, , .		4
42	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
43	Validation of smartphone step count algorithm used in STARFISH smartphone application. Technology and Health Care, 2017, 25, 1157-1162.	1.2	8
44	How Visual Motion Cues Can Influence Sickness For In-Car VR. , 2017, , .		6
45	I Am The Passenger. , 2017, , .		86
46	An Evaluation of Touch and Pressure-Based Scrolling and Haptic Feedback for In-Car Touchscreens. , 2017, , .		12
47	Textured surfaces for ultrasound haptic displays. , 2017, , .		24
48	Rhythmic micro-gestures: discreet interaction on-the-go. , 2017, , .		16
49	Bimodal feedback for in-car mid-air gesture interaction. , 2017, , .		6
50	Floating Widgets. , 2017, , .		3
51	Designing Vibrotactile Widgets with Printed Actuators and Sensors. , 2017, , .		10
52	Evaluation of psychoacoustic sound parameters for sonification. , 2017, , .		12
53	I Am The Passenger. , 2017, , .		8
54	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

#	ARTICLE	IF	CITATIONS
55	Audible Beacons and Wearables in Schools. , 2017, , .		35
56	SAM. , 2017, , .		3
57	Hot Under the Collar. , 2016, , .		60
58	Automatically Adapting Home Lighting to Assist Visually Impaired Children. , 2016, , .		3
59	Investigating Pressure Input and Haptic Feedback for In-Car Touchscreens and Touch Surfaces. , 2016, , .		12
60	Using Dynamic Audio Feedback to Support Peripersonal Reaching in Young Visually Impaired People. , 2016, , .		11
61	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
62	Using Sound to Help Visually Impaired Children Play Independently. , 2016, , .		2
63	Mapping Abstract Visual Feedback to a Dimensional Model of Emotion. , 2016, , .		7
64	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
65	Towards a multimodal adaptive lighting system for visually impaired children. , 2016, , .		0
66	Multimodal affective feedback: combining thermal, vibrotactile, audio and visual signals. , 2016, , .		8
67	Evaluation of Haptic Patterns on a Steering Wheel. , 2016, , .		15
68	Evaluating Haptic Feedback on a Steering Wheel in a Simulated Driving Scenario. , 2016, , .		13
69	Designing Interactions with Multilevel Auditory Displays in Mobile Audio-Augmented Reality. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-30.	5.7	7
70	Physical activity profiles and sedentary behaviour in people following stroke: a cross-sectional study. Disability and Rehabilitation, 2016, 38, 362-367.	1.8	72
71	The Effect of Thermal Stimuli on the Emotional Perception of Images. , 2016, , .		23
72	Do That, There. , 2016, , .		37

#	ARTICLE	IF	CITATIONS
73	Bimanual Input for Tablet Devices with Pressure and Multi-Touch Gestures. , 2015, , .		11
74	Investigating Pressure-based Interactions with Mobile Phones While Walking and Encumbered. , 2015, , .		2
75	The Effects of Encumbrance and Mobility on Touch-Based Gesture Interactions for Mobile Phones. , 2015, , .		30
76	Evaluating multimodal driver displays of varying urgency for drivers on the autistic spectrum. , 2015, , .		2
77	Touching the invisible: Localizing ultrasonic haptic cues. , 2015, , .		2
78	Language-based multimodal displays for the handover of control in autonomous cars. , 2015, , .		132
79	A review of collocated multi-user TV. Personal and Ubiquitous Computing, 2015, 19, 743-759.	2.8	21
80	A Dose of Reality. , 2015, , .		9
81	It Takes Two (To Co-View). , 2015, , .		4
82	To Beep or Not to Beep?. , 2015, , .		32
83	In the Heat of the Moment. , 2015, , .		34
84	A Dose of Reality. , 2015, , .		132
85	Text Entry on the Edge. , 2015, , .		7
86	Effects of Sound Type on Recreating the Trajectory of a Moving Source. , 2015, , .		5
87	Who's the Fairest of Them All. , 2015, , .		6
88	Issues influencing the Uptake of Smartphone Reminder apps for People with Acquired Brain Injury. , 2015, , .		10
89	Using Dynamic Audio Feedback to Support Peripersonal Reaching in Visually Impaired People. , 2015, , .		2
90	Interactive Light Feedback: Illuminating Above-Device Gesture Interfaces. Lecture Notes in Computer Science, 2015, , 478-481.	1.3	2

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91	Evaluating multimodal driver displays under varying situational urgency. , 2014, , .		73
92	Speech Tactons Improve Speech Warnings for Drivers. , 2014, , .		23
93	Towards usable and acceptable above-device interactions. , 2014, , .		13
94	Tactile Feedback for Above-Device Gesture Interfaces. , 2014, , .		42
95	Designing speech and language interactions. , 2014, , .		16
96	How to lose friends & alienate people. , 2014, , .		10
97	Comparing evaluation methods for encumbrance and walking on interaction with touchscreen mobile devices. , 2014, , .		18
98	Studying digital graffiti as a location-based social network. , 2014, , .		14
99	Multilevel auditory displays for mobile eyes-free location-based interaction. , 2014, , .		6
100	Mirror, mirror, on the wall. , 2014, , .		11
101	Perception of ultrasonic haptic feedback on the hand. , 2014, , .		62
102	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
103	Investigating the effects of encumbrance on one- and two- handed interactions with mobile devices. , 2014, , .		65
104	The usability of text entry systems now and in the future. , 2014, , .		3
105	The efficacy of cognitive prosthetic technology for people with memory impairments: A systematic review and meta-analysis. Neuropsychological Rehabilitation, 2014, 24, 419-444.	1.6	98
106	Transient and transitional states. , 2014, , .		17
107	We need to talk. , 2013, , .		16
108	Mo!Games. , 2013, , .		14

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109	The relationship between encumbrance and walking speed on mobile interactions. , 2013, , .		7
110	Designing a smartpen reminder system for older adults. , 2013, , .		7
111	Can you handle it?. , 2013, , .		1
112	Multiple notification modalities and older users. , 2013, , .		24
113	Evaluating multimodal driver displays of varying urgency. , 2013, , .		51
114	Investigating and supporting undirected navigation for runners. , 2013, , .		13
115	Towards utilising one-handed multi-digit pressure input. , 2013, , .		18
116	Perception of thermal stimuli for continuous interaction. , 2013, , .		15
117	Messy tabletops. , 2013, , .		10
118	Grand challenges in text entry. , 2013, , .		6
119	The Impact of Encumbrance on Mobile Interactions. Lecture Notes in Computer Science, 2013, , 92-109.	1.3	16
120	Novel Modalities for Bimanual Scrolling on Tablet Devices. Lecture Notes in Computer Science, 2013, , 229-246.	1.3	3
121	Thermal Feedback Identification in a Mobile Environment. Lecture Notes in Computer Science, 2013, , 10-19.	1.3	25
122	Older users, multimodal reminders and assisted living technology. Health Informatics Journal, 2012, 18, 181-190.	2.1	1
123	Thermal icons. , 2012, , .		48
124	Shaking the dead. , 2012, , .		14
125	A study of on-device gestures. , 2012, , .		7
126	Designing multimodal reminders for the home. , 2012, , .		7

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127	Changing requirements to HCI funding. , 2012, , .		1
128	Investigating one-handed multi-digit pressure input for mobile devices. , 2012, , .		7
129	What colour is 'exercise?' . , 2012, , .		1
130	Designing Home Care Reminder Systems: Lessons Learned Through Co-Design with Older Users. , 2012, , .		23
131	Rethinking camera user interfaces. , 2012, , .		1
132	Nonspeech Auditory and Crossmodal Output. Human Factors and Ergonomics, 2012, , 211-236.	0.0	1
133	Auditory display design for exploration in mobile audio-augmented reality. Personal and Ubiquitous Computing, 2012, 16, 987-999.	2.8	57
134	"Baby it's cold outside". , 2012, , .		42
135	Augmenting Media with Thermal Stimulation. Lecture Notes in Computer Science, 2012, , 91-100.	1.3	20
136	Signing on the tactile line. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-29.	5.7	31
137	Sonification of Astronomical Data. Proceedings of the International Astronomical Union, 2011, 7, 133-136.	0.0	19
138	Reminders that Make Sense: Designing Multimodal Notifications for the Home. , 2011, , .		3
139	The effect of clothing on thermal feedback perception. , 2011, , .		25
140	We need to talk. , 2011, , .		1
141	The effects of walking, feedback and control method on pressure-based interaction. , 2011, , .		33
142	Eyes-free multitasking. , 2011, , .		25
143	Name that tune. , 2011, , .		21
144	User-centred multimodal reminders for assistive living. , 2011, , .		68

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145	Investigating Phicon feedback in non-visual tangible user interfaces. , 2011, , .		0
146	Chalk sounds. , 2011, , .		14
147	Performative interaction in public space. , 2011, , .		11
148	Transparency in mobile navigation. , 2011, , .		8
149	The effects of walking and control method on pressure-based interaction. , 2011, , .		2
150	The effects of walking speed on target acquisition on a touchscreen interface. , 2011, , .		77
151	The impact of unwanted multimodal notifications. , 2011, , .		18
152	Multimodal feedback for tabletop interactions. , 2011, , .		1
153	Mobile phones as a tactile display for tabletop typing. , 2011, , .		3
154	Using mobile phones to interact with tabletop computers. , 2011, , .		12
155	Some like it hot. , 2011, , .		96
156	Using multimodal interactions for 3D television and multimedia browsing. , 2011, , .		9
157	Multimodal mobile interactions. , 2011, , .		34
158	Gesture-Based Interfaces: Practical Applications of Gestures in Real World Mobile Settings. Human-computer Interaction Series, 2011, , 173-186.	0.6	10
159	The Role of Modality in Notification Performance. Lecture Notes in Computer Science, 2011, , 572-588.	1.3	29
160	Instrumented Usability Analysis for Mobile Devices. , 2011, , 1-19.		0
161	Evaluating an Automated Haptic Simulator Designed for Veterinary Students to Learn Bovine Rectal Palpation. Simulation in Healthcare, 2010, 5, 261-266.	1.2	39
162	Gesture and voice prototyping for early evaluations of social acceptability in multimodal interfaces. , 2010, , .		26

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163	Designing spatial audio interfaces to support multiple audio streams. , 2010, , .		7
164	Novel interfaces for digital cameras and camera phones. , 2010, , .		5
165	Pressure-based menu selection for mobile devices. , 2010, , .		53
166	Designing for performative interactions in public spaces. , 2010, , .		13
167	Feedback is... late. , 2010, , .		28
168	Crosstrainer. , 2010, , .		21
169	Social gravity. , 2010, , .		32
170	Clutching at straws. , 2010, , .		86
171	Artex. , 2010, , .		5
172	AudioFeeds. , 2010, , .		8
173	Usable gestures for mobile interfaces. , 2010, , .		239
174	The effect of aesthetically pleasing composition on visual search performance. , 2010, , .		21
175	Setting the Standards for Haptic and Tactile Interactions: ISOâ€™s Work. Lecture Notes in Computer Science, 2010, , 353-358.	1.3	26
176	Audio or tactile feedback. , 2009, , .		63
177	Exploring future challenges for haptic, audio and visual interfaces for mobile maps and location based services. , 2009, , .		21
178	Investigating background & foreground interactions using spatial audio cues. , 2009, , .		7
179	Gestures all around us. , 2009, , .		40
180	Head tilting for interaction in mobile contexts. , 2009, , .		36

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181	Eyes-free overviews for mobile map applications. , 2009, , .		0
182	Exploration de formes géométriques par le toucher. , 2009, , .		1
183	Pressure-based text entry for mobile devices. , 2009, , .		55
184	Ambient Haptic Systems. IEEE Transactions on Haptics, 2009, 2, 121-122.	2.7	1
185	Creating Usable Pin Array Tactons for Nonvisual Information. IEEE Transactions on Haptics, 2009, 2, 61-72.	2.7	23
186	Exploring Geometric Shapes with Touch. Lecture Notes in Computer Science, 2009, , 145-148.	1.3	9
187	Mapping information to audio and tactile icons. , 2009, , .		32
188	Instrumented Usability Analysis for Mobile Devices. International Journal of Mobile Human Computer Interaction, 2009, 1, 1-19.	0.4	3
189	Mobile human-computer interaction. International Journal of Human Computer Studies, 2008, 66, 833-837.	5.6	3
190	Usability Evaluation of Web Mapping Sites. Cartographic Journal, 2008, 45, 129-138.	1.5	114
191	Investigating the effectiveness of tactile feedback for mobile touchscreens. , 2008, , .		304
192	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
193	Investigating touchscreen accessibility for people with visual impairments. , 2008, , .		116
194	Multimodal interfaces for camera phones. , 2008, , .		6
195	Multimodal collaborative handwriting training for visually-impaired people. , 2008, , .		56
196	Wrist rotation for interaction in mobile contexts. , 2008, , .		63
197	T-Bars. , 2008, , .		27
198	Crossmodal congruence. , 2008, , .		33

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199	An initial investigation into non-visual computer supported collaboration. , 2007, , .		23
200	Interactive generation of overview information using speech. , 2007, , .		2
201	New parameters for tacton design. , 2007, , .		44
202	Designing audio and tactile crossmodal icons for mobile devices. , 2007, , .		67
203	Tactile feedback for mobile interactions. , 2007, , .		200
204	Graph Builder: Constructing Non-visual Visualizations. , 2007, , 263-278.		8
205	Mobile Multi-actuator Tactile Displays. , 2007, , 22-33.		51
206	Multidimensional tactons for non-visual information presentation in mobile devices. , 2006, , .		185
207	Sensory substitution using tactile pin arrays: Human factors, technology and applications. Signal Processing, 2006, 86, 3674-3695.	3.7	81
208	Editorial: design of haptic user-interfaces and applications. Virtual Reality, 2006, 9, 95-96.	6.1	4
209	Crossmodal icons for information display. , 2006, , .		17
210	Tactile crescendos and sforzandos. , 2006, , .		28
211	Non-visual overviews of complex data sets. , 2006, , .		17
212	MultiVis. , 2006, , .		18
213	Two-handed navigation in a haptic virtual environment. , 2006, , .		16
214	Crossmodal spatial location. , 2006, , .		7
215	Tac-tiles. , 2006, , .		42
216	Effects of feedback, mobility and index of difficulty on deictic spatial audio target acquisition in the horizontal plane. , 2006, , .		34

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217	Feeling what you hear. , 2006, , .		73
218	SoundBar. , 2006, , .		22
219	Integrating a Bovine Rectal Palpation Simulator into an Undergraduate Veterinary Curriculum. Journal of Veterinary Medical Education, 2005, 32, 79-85.	0.6	75
220	Providing external memory aids in haptic visualisations for blind computer users. International Journal on Disability and Human Development, 2005, 4, .	0.2	8
221	Sonically-enhanced widgets. ACM Transactions on Applied Perception, 2005, 2, 462-466.	1.9	1
222	Effects of reproduction equipment on interaction with a spatial audio interface. , 2005, , .		2
223	Hands-on haptics. , 2005, , .		2
224	A comparison of feedback cues for enhancing pointing efficiency in interaction with spatial audio displays. , 2005, , .		13
225	The design and evaluation of a sonically enhanced tool palette. ACM Transactions on Applied Perception, 2005, 2, 455-461.	1.9	9
226	Gait phase effects in mobile interaction. , 2005, , .		33
227	Multimodal feedback for the acquisition of small targets. Ergonomics, 2005, 48, 1129-1150.	2.1	104
228	How can we best use landmarks to support older people in navigation?. Behaviour and Information Technology, 2005, 24, 3-20.	4.0	88
229	An Investigation into the Use of Tactons to Present Progress Information. Lecture Notes in Computer Science, 2005, , 6-17.	1.3	28
230	Validation of a bovine rectal palpation simulator for training veterinary students. Studies in Health Technology and Informatics, 2005, 111, 33-6.	0.3	30
231	Non-visual information display using tactons. , 2004, , .		140
232	Design principles to support older adults. Universal Access in the Information Society, 2004, 3, 111-113.	3.0	13
233	Understanding concurrent earcons. ACM Transactions on Applied Perception, 2004, 1, 130-155.	1.9	63
234	Evaluation of multimodal graphs for blind people. Universal Access in the Information Society, 2003, 2, 105-124.	3.0	91

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235	Multimodal 'eyes-free' interaction techniques for wearable devices. , 2003, , .		167
236	Haptic human-computer interaction. , 2003, , .		6
237	Gestural and audio metaphors as a means of control for mobile devices. , 2002, , .		146
238	Visualization tools for blind people using multiple modalities. Disability and Rehabilitation, 2002, 24, 613-621.	1.8	38
239	Overcoming the Lack of Screen Space on Mobile Computers. Personal and Ubiquitous Computing, 2002, 6, 188-205.	2.8	247
240	The Challenge of Mobile Devices for Human Computer Interaction. Personal and Ubiquitous Computing, 2002, 6, 235-236.	2.8	102
241	Guidelines for the Design of Haptic Widgets. , 2002, , 195-211.		31
242	Solving multi-target haptic problems in menu interaction. , 2001, , .		37
243	Haptic perception of virtual roughness. , 2001, , .		11
244	Haptic graphs for blind computer users. Lecture Notes in Computer Science, 2001, , 41-51.	1.3	63
245	Diary in the Sky: A Spatial Audio Display for a Mobile Calendar. , 2001, , 531-539.		18
246	Guest editorial: Human computer interaction with mobile devices. Personal and Ubiquitous Computing, 2000, 4, 71-72.	0.6	2
247	Putting the feel in "look and feel". , 2000, , .		124
248	Presenting Dynamic Information on Mobile Computers. Personal and Ubiquitous Computing, 2000, 4, 209-212.	0.6	15
249	Caring, Sharing Widgets: A Toolkit of Sensitive Widgets. , 2000, , 257-270.		5
250	Maximising screen-space on mobile computing devices. , 1999, , .		25
251	Correcting menu usability problems with sound. Behaviour and Information Technology, 1999, 18, 165-177.	4.0	27
252	The design of sonically-enhanced widgets. Interacting With Computers, 1998, 11, 211-235.	1.5	32

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253	Using nonspeech sounds to provide navigation cues. ACM Transactions on Computer-Human Interaction, 1998, 5, 224-259.	5.7	105
254	Using Earcons to Improve the Usability of a Graphics Package. , 1998, , 287-302.		11
255	Making Progress With Sounds - The Design & Evaluation Of An Audio Progress Bar. , 1998, , .		24
256	Using non-speech sound to overcome information overload. Displays, 1997, 17, 179-189.	3.7	69
257	Making menus musical. , 1997, , 389-396.		8
258	Navigating Telephone-Based Interfaces with Earcons. , 1997, , 39-56.		11
259	Parallel earcons: reducing the length of audio messages. International Journal of Human Computer Studies, 1995, 43, 153-175.	5.6	35
260	The design and evaluation of an auditory-enhanced scrollbar. , 1994, , .		47
261	An evaluation of earcons for use in auditory human-computer interfaces. , 1993, , .		114
262	Usability Evaluation of Web Mapping Sites. , 0, , 379-386.		2