Klaus Miesenberger

List of Publications by Year
in descending order

84	394	932766	996533
papers	citations	10 h-index	15 g-index

105	105	105	208
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	More Than Just a Game: Accessibility in Computer Games. Lecture Notes in Computer Science, 2008, , 247-260.	1.0	23
2	Towards Generalised Accessibility of Computer Games. Lecture Notes in Computer Science, 2008, , 518-527.	1.0	23
3	Towards a Universal Maths Conversion Library. Lecture Notes in Computer Science, 2004, , 664-669.	1.0	22
4	Twenty five years of training and education in ICT Design for All and Assistive Technology. Technology and Disability, 2011, 23, 163-170.	0.3	20
5	A Computer Game Designed for All. Lecture Notes in Computer Science, 2008, , 585-592.	1.0	15
6	Virtual Navigation Environment for Blind and Low Vision People. Lecture Notes in Computer Science, 2018, , 114-122.	1.0	11
7	Accessibility Issues in Game-Like Interfaces. Lecture Notes in Computer Science, 2008, , 601-604.	1.0	11
8	Supporting Blind Students in Navigation and Manipulation of Mathematical Expressions: Basic Requirements and Strategies. Lecture Notes in Computer Science, 2006, , 1235-1242.	1.0	10
9	Easy to Read on the Web â€“ State of the Art and Research Directions. Procedia Computer Science, 2014, 27, 318-326.	1.2	9
10	Mathematical Working Environment for the Blind Motivation and Basic Ideas. Lecture Notes in Computer Science, 2004, , 656-663.	1.0	8
11	A software model to support collaborative mathematical work between braille and sighted users. , 2007, , .		7
12	Can We Improve App Accessibility with Advanced Development Methods?. Lecture Notes in Computer Science, 2018, , 64-70.	1.0	7
13	Design for All in Information Technology: A Universal Concern. Lecture Notes in Computer Science, 2005, , 406-420.	1.0	7
14	Raising the Expertise of Web Designers Through Training â€“ The Experience of BFWD â€“ Accessible Web Design (Barrierefreies Webdesign) in Austria. Lecture Notes in Computer Science, 2006, , 253-257.	1.0	7
15	ASVG â^' Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. Journal of Assistive Technologies, 2015, 9, 239-246.	0.9	6
16	"Easy-to-Read on the Web": State of the Art and Needed Research. Lecture Notes in Computer Science, 2014, , 161-168.	1.0	6
17	A Mobile Guidance Platform for Public Transportation. Lecture Notes in Computer Science, 2014, , 58-64.	1.0	6
18	AUDiaL: A Natural Language Interface to Make Statistical Charts Accessible to Blind Persons. Lecture Notes in Computer Science, 2020, , 373-384.	1.0	6

#	Article	IF	Citations
19	Virtual mobility trainer for visually impaired people. Technology and Disability, 2015, 26, 211-219.	0.3	5
20	Key factors in the engineering process for systems for aging in place contributing to low usability and success. Journal of Enabling Technologies, 2018, 12, 186-196.	0.7	5
21	ICT and Assistive Technology in Teachers Education and Training. Lecture Notes in Computer Science, 2002, , 107-114.	1.0	5
22	Joint Study Programme on Accessible Web Design. Lecture Notes in Computer Science, 2008, , 182-189.	1.0	5
23	Making Tabletop Interaction Accessible for Blind Users. , 2014, , .		4
24	IDMILE: An interactive didactic math inclusion learning environment for blind students. Technology and Disability, 2017, 29, 47-61.	0.3	4
25	MAPVI. , 2019, , .		4
26	Presenting Non-verbal Communication to Blind Users in Brainstorming Sessions. Lecture Notes in Computer Science, 2014, , 220-225.	1.0	4
27	TokenAccess: Improving Accessibility of Automatic Teller Machines (ATMs) by Transferring the Interface and Interaction to Personal Accessible Devices. Lecture Notes in Computer Science, 2018, , 335-342.	1.0	4
28	The Assistive Home â€“ More than Just Another Approach to Independent Living?. Lecture Notes in Computer Science, 2004, , 891-897.	1.0	4
29	Towards Generalised Accessibility of Computer Games Introduction to the Special Thematic Session. Lecture Notes in Computer Science, 2008, , 542-544.	1.0	4
30	ECDLÂ® PD â€" Using a Well Known Standard to Lift Barriers on the Labour Market. Lecture Notes in Computer Science, 2002, , 723-730.	1.0	4
31	Web Accessibility Conformity Assessment â€“ Implementation Alternatives for a Quality Mark in Austria. Lecture Notes in Computer Science, 2006, , 271-278.	1.0	4
32	MathInBraille Online Converter. Lecture Notes in Computer Science, 2012, , 196-203.	1.0	4
33	Assisting people with Nystagmus through image stabilization: Using an ARX model to overcome processing delays. , 2017, 2017, 1222-1225.		3
34	Gaze Based Magnification to Assist Visually Impaired Persons. Lecture Notes in Computer Science, 2018, , 333-337.	1.0	3
35	Interfacing the Interface: Unification Through Separation. Lecture Notes in Computer Science, 2004, , 125-132.	1.0	3
36	Chemical Workbench for Blind People â€“ Accessing the Structure of Chemical Formula. Lecture Notes in Computer Science, 2008, , 953-960.	1.0	3

#	Article	IF	Citations
37	ECDL-PD: International Co-operation to Keep the Syllabus and MQTB Open for Everybody. Lecture Notes in Computer Science, 2004, , 164-170.	1.0	3
38	Improving the Re-digitisation Process by Using Software with Automatic Metadata Detection. Lecture Notes in Computer Science, 2010, , 35-42.	1.0	3
39	Buddy - A Personal Companion toÂMatch People withÂCognitive Disabilities andÂAT. Lecture Notes in Computer Science, 2022, , 275-283.	1.0	3
40	Web Accessibility -Implementierungsstrategien fÃ¼r ein GÃ¼tesiegel. Hmd, 2009, 46, 71-79.	0.3	2
41	Postgraduate Course on Accessible Web Design. Lecture Notes in Computer Science, 2004, , 183-186.	1.0	2
42	Schulbuch Barrierefrei (Accessible School Books) â€“ Co-operation Between Publishers and Service Providers in Austria. Lecture Notes in Computer Science, 2006, , 32-39.	1.0	2
43	ECDL bf: Equal Opportunities Through Equal Access to an ECDL E-Learning Solution. Lecture Notes in Computer Science, 2006, , 560-567.	1.0	2
44	Success through Exchange: The Higher Education Accessibility Guide (HEAG). Lecture Notes in Computer Science, 2010, , 531-536.	1.0	2
45	The eAccess+ Network: Enhancing the Take-Up of eAccessibility in Europe. Lecture Notes in Computer Science, 2012, , 325-328.	1.0	2
46	ASVG â˜’ Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. Journal of Assistive Technologies, 0, , 239-246.	0.9	2
47	Personalized Computer Access for People with Severe Motor Disabilities. Lecture Notes in Computer Science, 2017, , 397-415.	1.0	2
48	Techniques for Improved Speech-Based Access to Diagrammatic Representations. Lecture Notes in Computer Science, 2018, , 636-643.	1.0	2
49	Adaptive User Interfaces for People with Cognitive Disabilities within the Easy Reading Framework. Lecture Notes in Computer Science, 2020, , 53-60.	1.0	2
50	A Comparative Study on Java Technologies for Focus and Cursor Handling in Accessible Dynamic Interactions. Studies in Health Technology and Informatics, 2015, 217, 267-73.	0.2	2
51	Accapto, a Generic Design and Development Toolkit for Accessible Mobile Apps. Studies in Health Technology and Informatics, 2017, 242, 660-664.	0.2	2
52	Using XML for Publishing on Demand in Different Output Formats. , 2006, , .		1
53	Personal access to documents using different literacy levels. Universal Access in the Information Society, 2020, 19, 527-539.	2.1	1
54	Accessible Multimodal Tool Support for Brainstorming Meetings. Lecture Notes in Computer Science, 2020, , 11-20.	1.0	1

#	Article	IF	Citations
55	ECDLÂ® PD: 15 Years Later. Lecture Notes in Computer Science, 2016, , 429-436.	1.0	1
56	Gravity Controls for Windows. Lecture Notes in Computer Science, 2012, , 157-163.	1.0	1
57	Developing Academic Skills among Print Disabled Students: IT Based Austrian-Wide Network for Service Provision. Lecture Notes in Computer Science, 2002, , 739-746.	1.0	1
58	Harmonisation of the Copyright Law throughout the European Union â€" A Challenge for All Print Disabled People. Lecture Notes in Computer Science, 2002, , 321-328.	1.0	1
59	Planning of Inclusive and Accessible Events. Lecture Notes in Computer Science, 2010, , 266-272.	1.0	1
60	Web_Access: Education on Accessible Web Design. Lecture Notes in Computer Science, 2010, , 404-407.	1.0	1
61	Analysis of Implicit Didactics in Math Schoolbooks for Interactive Non-visual User Interface Development. Lecture Notes in Computer Science, 2016, , 19-26.	1.0	1
62	Mobility Support for People with Dementia. Lecture Notes in Computer Science, 2016, , 253-256.	1.0	1
63	A LaTeX to Braille Conversion Tool for Creating Accessible Schoolbooks in Austria. Lecture Notes in Computer Science, 2016, , 397-400.	1.0	1
64	Automatic Assistance to Cognitive Disabled Web Users via Reinforcement Learning on the Browser. Lecture Notes in Computer Science, 2020, , 61-72.	1.0	1
65	AsTeRICS. , 0, , 1857-1884.		1
66	Accessibility ofÂCo-Located Meetings. Lecture Notes in Computer Science, 2022, , 289-294.	1.0	1
67	Self-Determined Easy Access to Different Literacy Levels. , 2016, , .		0
68	An Accessible User Interface Concept for Non-Verbal and Spatial Aspects of Business Meetings for Blind and Visually Impaired People. , 2021, , .		0
69	Virtual Libraries Initiatives with Usable Results for Print Disabled People. Lecture Notes in Computer Science, 2002, , 366-373.	1.0	0
70	SmartX â€" Enabling Traditional Environmental Control to Use Standard HCI. Lecture Notes in Computer Science, 2004, , 945-952.	1.0	0
71	New Production and Delivery System for Pupils with Disabilities in Austria as Chance for Higher Quality Output. Lecture Notes in Computer Science, 2010, , 43-46.	1.0	0
72	Roadmap to eAccessibility. Lecture Notes in Computer Science, 2014, , 324-331.	1.0	0

#	Article	IF	Citations
73	Gesture-Based Browsing of Mathematics. Lecture Notes in Computer Science, 2014, , 525-532.	1.0	0
74	Automated Configuration of Applications for People with Specific Needs. Lecture Notes in Computer Science, 2014, , 234-237.	1.0	0
75	AsTeRICS. Advances in Medical Technologies and Clinical Practice Book Series, 2014, , 154-179.	0.3	0
76	The conventional Braille display state of the art and future perspectives. Lecture Notes in Computer Science, 1994, , 447-454.	1.0	0
77	Modellversuch â€œInformatik fÃ¼r Blindeâ€• Lecture Notes in Computer Science, 1994, , 244-245.	1.0	0
78	Homo Informaticus: Equal Opportunities for People With Disabilities. , 0, , .		0
79	Easy Reader â€“ or the Importance of Being Understood. Lecture Notes in Computer Science, 2016, , 297-300.	1.0	0
80	Art Karshmer Lectures in Access to Mathematics, Science and Engineering. Lecture Notes in Computer Science, 2018, , 561-564.	1.0	0
81	Accessibility of Non-verbal Communication: Making Spatial Information Accessible to People with Disabilities. Lecture Notes in Computer Science, 2020, , 3-10.	1.0	0
82	User Centered Design and User Participation in Inclusive R&D. Lecture Notes in Computer Science, 2020, , 3-9.	1.0	0
83	Pointing Gesture Based User Interaction of Tool Supported Brainstorming Meetings. Lecture Notes in Computer Science, 2020, , 21-29.	1.0	0
84	Proposal for a Structure Mark-Up Supporting Accessibility for the Next Generation (X)HTML-Standards. Lecture Notes in Computer Science, 2008, , 418-425.	1.0	0