

Chris North

List of Publications by Year in descending order

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49
papers

2,580
citations

394421

19
h-index

526287

27
g-index

49
all docs

49
docs citations

49
times ranked

1447
citing authors

#	ARTICLE	IF	CITATIONS
1	An Insight-Based Methodology for Evaluating Bioinformatics Visualizations. IEEE Transactions on Visualization and Computer Graphics, 2005, 11, 443-456.	4.4	254
2	Space to think. , 2010, , .		235
3	Move to improve. , 2007, , .		192
4	Semantic interaction for visual text analytics. , 2012, , .		161
5	Information visualization on large, high-resolution displays: Issues, challenges, and opportunities. Information Visualization, 2011, 10, 341-355.	1.9	134
6	The Value of Information Visualization. Lecture Notes in Computer Science, 2008, , 1-18.	1.3	117
7	Visualizing biological data“ now and in the future. Nature Methods, 2010, 7, S2-S4.	19.0	115
8	The human is the loop: new directions for visual analytics. Journal of Intelligent Information Systems, 2014, 43, 411-435.	3.9	105
9	Observation-level interaction with statistical models for visual analytics. , 2011, , .		102
10	An Insight-Based Longitudinal Study of Visual Analytics. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 1511-1522.	4.4	101
11	Semantic Interaction for Sensemaking: Inferring Analytical Reasoning for Model Steering. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 2879-2888.	4.4	101
12	Visualizing Biological Pathways: Requirements Analysis, Systems Evaluation and Research Agenda. Information Visualization, 2005, 4, 191-205.	1.9	81
13	Beyond visual acuity. , 2007, , .		77
14	Towards a Systematic Combination of Dimension Reduction and Clustering in Visual Analytics. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 131-141.	4.4	66
15	Shaping the Display of the Future: The Effects of Display Size and Curvature on User Performance and Insights. Human-Computer Interaction, 2009, 24, 230-272.	4.4	65
16	The Perceptual Scalability of Visualization. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 837-844.	4.4	64
17	Realizing embodied interaction for visual analytics through large displays. Computers and Graphics, 2007, 31, 380-400.	2.5	51
18	Immersive Analytics: Theory and Research Agenda. Frontiers in Robotics and AI, 2019, 6, 82.	3.2	45

#	ARTICLE	IF	CITATIONS
19	Analyst's Workspace: An embodied sensemaking environment for large, high-resolution displays. , 2012, , .		40
20	Beyond Control Panels: Direct Manipulation for Visual Analytics. IEEE Computer Graphics and Applications, 2013, 33, 6-13.	1.2	38
21	Large high resolution displays for co-located collaborative sensemaking: Display usage and territoriality. International Journal of Human Computer Studies, 2013, 71, 1078-1088.	5.6	37
22	The semantics of clustering. , 2012, , .		36
23	Semantics of Directly Manipulating Spatializations. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2052-2059.	4.4	34
24	A comparison of benchmark task and insight evaluation methods for information visualization. Information Visualization, 2011, 10, 162-181.	1.9	31
25	VizCept: Supporting synchronous collaboration for constructing visualizations in intelligence analysis. , 2010, , .		30
26	Do we still need physical monitors? An evaluation of the usability of AR virtual monitors for productivity work. , 2021, , .		30
27	Designing large high-resolution display workspaces. , 2012, , .		26
28	Observation-Level and Parametric Interaction for High-Dimensional Data Analysis. ACM Transactions on Interactive Intelligent Systems, 2018, 8, 1-36.	3.7	25
29	A Survey of Software Frameworks for Cluster-Based Large High-Resolution Displays. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1158-1177.	4.4	21
30	Sensemaking Strategies with Immersive Space to Think. , 2021, , .		20
31	ChairMouse. , 2011, , .		18
32	Interactive Artificial Intelligence: Designing for the "Two Black Boxes" Problem. Computer, 2020, 53, 29-39.	1.1	13
33	Four considerations for supporting visual analysis in display ecologies. , 2015, , .		11
34	Interactive Visual Analytics for Sensemaking with Big Text. Big Data Research, 2019, 16, 49-58.	4.2	11
35	With respect to what?. , 2020, , .		11
36	Be the Data: Embodied Visual Analytics. IEEE Transactions on Learning Technologies, 2018, 11, 81-95.	3.2	10

#	ARTICLE	IF	CITATIONS
37	The Effect of Semantic Interaction on Foraging in Text Analysis. , 2018, , .		9
38	Interactive Graph Layout of a Million Nodes. Informatics, 2016, 3, 23.	3.9	8
39	Albireo: An Interactive Tool for Visually Summarizing Computational Notebook Structure. , 2019, , .		8
40	Immersive Human-Centered Computational Analytics. Lecture Notes in Computer Science, 2018, , 139-163.	1.3	8
41	An ordering of secondary task display attributes. , 2002, , .		7
42	An Examination of Grouping and Spatial Organization Tasks for High-Dimensional Data Exploration. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1742-1752.	4.4	7
43	Bridging cognitive gaps between user and model in interactive dimension reduction. Visual Informatics, 2021, 5, 13-25.	4.4	6
44	Pollux: Interactive Cluster-First Projections of High-Dimensional Data. , 2019, , .		5
45	Traces of Time through Space. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	3.3	5
46	Semantic Explanation of Interactive Dimensionality Reduction. , 2021, , .		3
47	Design guidelines for narrative maps in sensemaking tasks. Information Visualization, 0, , 147387162210795.	1.9	3
48	Narrative Sensemaking: Strategies for Narrative Maps Construction. , 2021, , .		2
49	Simultaneous interaction with dimension reduction and clustering projections. , 2019, , .		1