

# Bruce N Walker

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10425962/publications.pdf>

Version: 2024-02-01

47  
papers

1,170  
citations

623734

14  
h-index

477307

29  
g-index

48  
all docs

48  
docs citations

48  
times ranked

709  
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of specific emotions on subjective judgment, driving performance, and perceived workload. Transportation Research Part F: Traffic Psychology and Behaviour, 2014, 24, 197-209.	3.7	130
2	Navigation Performance With a Virtual Auditory Display: Effects of Beacon Sound, Capture Radius, and Practice. Human Factors, 2006, 48, 265-278.	3.5	123
3	SWAN: System for Wearable Audio Navigation. , 2007, , .		118
4	Mappings and metaphors in auditory displays. ACM Transactions on Applied Perception, 2005, 2, 407-412.	1.9	66
5	Auditory Displays for In-Vehicle Technologies. Reviews of Human Factors and Ergonomics, 2011, 7, 58-99.	0.5	66
6	Spearcons (Speech-Based Earcons) Improve Navigation Performance in Advanced Auditory Menus. Human Factors, 2013, 55, 157-182.	3.5	64
7	Magnitude estimation of conceptual data dimensions for use in sonification.. Journal of Experimental Psychology: Applied, 2002, 8, 211-221.	1.2	50
8	The effects of social interactions with in-vehicle agents on a driver's anger level, driving performance, situation awareness, and perceived workload. Applied Ergonomics, 2015, 50, 185-199.	3.1	45
9	Consistency of magnitude estimations with conceptual data dimensions used for sonification. Applied Cognitive Psychology, 2007, 21, 579-599.	1.6	41
10	Menu Navigation With In-Vehicle Technologies: Auditory Menu Cues Improve Dual Task Performance, Preference, and Workload. International Journal of Human-Computer Interaction, 2015, 31, 1-16.	4.8	39
11	CARoma Therapy: Pleasant Scents Promote Safer Driving, Better Mood, and Improved Well-Being in Angry Drivers. , 2020, , .		35
12	Enhanced auditory menu cues improve dual task performance and are preferred with in-vehicle technologies. , 2009, , .		34
13	Magnitude estimation of conceptual data dimensions for use in sonification.. Journal of Experimental Psychology: Applied, 2002, 8, 211-221.	1.2	33
14	An angry driver is not the same as a fearful driver. , 2011, , .		29
15	Anger Effects on Driver Situation Awareness and Driving Performance. Presence: Teleoperators and Virtual Environments, 2014, 23, 71-89.	0.6	29
16	Advanced auditory menus. , 2008, , .		25
17	Effects of auditory context cues and training on performance of a point estimation sonification task. Applied Cognitive Psychology, 2005, 19, 1065-1087.	1.6	20
18	Development and Preliminary Evaluation of Reliability Displays for Automated Lane Keeping. , 2017, , .		20

#	ARTICLE	IF	CITATIONS
19	Spindex (Speech Index) Improves Auditory Menu Acceptance and Navigation Performance. ACM Transactions on Accessible Computing, 2011, 3, 1-26.	2.4	19
20	BUZZ. , 2018, , .		16
21	The effects of distractor sounds presented through bone conduction headphones on the localization of critical environmental sounds. Applied Ergonomics, 2017, 61, 144-158.	3.1	15
22	Using Virtual Environments to Prototype Auditory Navigation Displays. Assistive Technology, 2005, 17, 72-81.	2.0	13
23	Spotlights and Soundscapes. ACM Transactions on Accessible Computing, 2020, 13, 1-47.	2.4	13
24	Spindex (Speech Index) Enhances Menus on Touch Screen Devices with Tapping, Wheeling, and Flicking. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-27.	5.7	12
25	Navigation Efficiency of Two Dimensional Auditory Menus Using Spearcon Enhancements. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 1262-1266.	0.3	11
26	The importance of incorporating risk into human-automation trust. Theoretical Issues in Ergonomics Science, 2022, 23, 500-516.	1.8	11
27	Data density and trend reversals in auditory graphs. ACM Transactions on Applied Perception, 2008, 5, 1-24.	1.9	9
28	Exploring Auditory Graphing Software in the Classroom. ACM Transactions on Accessible Computing, 2017, 9, 1-27.	2.4	8
29	Sonic Interaction Design for Science Education. Ergonomics in Design, 2019, 27, 5-10.	0.7	8
30	Auditory Display in Interactive Science Simulations: Description and Sonification Support Interaction and Enhance Opportunities for Learning. , 2020, , .		8
31	Sonification design and metaphors. ACM Transactions on Applied Perception, 2005, 2, 413-417.	1.9	7
32	Lateralization of Sounds Using Bone-Conduction Headsets. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1571-1575.	0.3	7
33	Risk Perceptions of Common Technologies. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 1316-1320.	0.3	6
34	The Effect of a Speech Discrimination Task on Navigation in a Virtual Environment. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1538-1541.	0.3	5
35	Mental scanning of sonifications reveals flexible encoding of nonspeech sounds and a universal per-item scanning cost. Acta Psychologica, 2011, 137, 309-317.	1.5	5
36	Flexibility of working memory encoding in a sentence "picture" sound verification task. Journal of Cognitive Psychology, 2013, 25, 800-807.	0.9	5

#	ARTICLE	IF	CITATIONS
37	Connected cane: Tactile button input for controlling gestures of iOS voiceover embedded in a white cane. <i>Assistive Technology</i> , 2018, 30, 91-99.	2.0	5
38	Measuring comprehension in sonification tasks that have multiple data streams. , 2013, , .		4
39	"Spindex": Accelerated Initial Speech Sounds Improve Navigation Performance in Auditory Menus. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2009, 53, 1081-1085.	0.3	4
40	Performance of a Sonification Task in the Presence of Verbal, Visuospatial, and Auditory Interference Tasks. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2014, 58, 1194-1198.	0.3	3
41	Performance in Noise: The Relationship Between Workload And Situation Awareness in Navy Tactical Teams. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 1585-1589.	0.3	2
42	Conceptual versus Perceptual Training for Auditory Graphs. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2005, 49, 1598-1601.	0.3	1
43	Identifying and evaluating conceptual representations for auditory-enhanced interactive physics simulations. <i>Journal on Multimodal User Interfaces</i> , 2021, 15, 323-334.	2.9	1
44	Auditory and Head-Up Displays for Eco-Driving Interfaces. , 0, , .		1
45	Designing Better Traveler Information Systems: Cognitive and Task-Related Factors. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2002, 46, 1858-1862.	0.3	0
46	14.1: <i>Invited Paper</i>: Sonification: Multimodal and Auditory Displays of Data. <i>Digest of Technical Papers SID International Symposium</i> , 2013, 44, 137-138.	0.3	0
47	Preserving auditory situation awareness in headphone-distracted persons. <i>International Journal of Human Factors and Ergonomics</i> , 2020, 7, 95.	0.3	0