

Masahiko Tsukamoto

List of Publications by Year in descending order

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Version: 2024-02-01

64
papers

282
citations

1683354

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docs citations

65
times ranked

234
citing authors

#	ARTICLE	IF	CITATIONS
1	Knowledge Engineering Framework for IoT Robotics Applied to Smart Healthcare and Emotional Well-Being. International Journal of Social Robotics, 2023, 15, 445-472.	3.1	7
2	Extensible Neck: A Gesture Input Method to Extend/Contract Neck Virtually in Video See-through AR Environment. Sensors, 2022, 22, 3559.	2.1	0
3	Dance Practice System that Shows What You Would Look Like if You Could Master the Dance. , 2022, , .		1
4	Effects of Augmented Reality Object and Texture Presentation on Walking Behavior. Electronics (Switzerland), 2021, 10, 702.	1.8	4
5	A Method for Estimating Doctor's Fatigue Level in Operating a Surgical Robot Using Wearable Sensors. , 2021, , .		1
6	A Method for Behavior Change Support by Controlling Psychological Effects on Walking Motivation Caused by Step Count Log Competition System. Sensors, 2021, 21, 8016.	2.1	6
7	Design and Implementation of Push Pass Practice Support System for Field Hockey with Auditory Feedback. , 2021, , .		0
8	A Human Thermal Comfort Level Estimating Method Using Thermal Image and Sensor Data. , 2021, , .		0
9	Method to Grasp a Feeling of Being There by Turning a Head Forcibly while Watching a Tourism Video using a VR Headset. Electronics (Switzerland), 2020, 9, 1470.	1.8	1
10	Evaluation on Context Recognition Using Temperature Sensors in the Nostrils. Sensors, 2019, 19, 1528.	2.1	5
11	Design Guidelines on LED Costumes for Dance Performances. Designs, 2019, 3, 51.	1.3	2
12	A Method for Recognizing Postures and Gestures Using Foot Pressure Sensors. Journal of Information Processing, 2019, 27, 348-358.	0.3	1
13	Assistive robots for socialization in elderly people: results pertaining to the needs of the users. Aging Clinical and Experimental Research, 2019, 31, 1313-1329.	1.4	29
14	An Auditory Feedback System to Improve the Foot Pressure Balance for Runners. , 2019, , .		5
15	A Method for Determining the Moment of Touching a Card Using Wrist-worn Sensor in Competitive Karuta. Journal of Information Processing, 2018, 26, 38-47.	0.3	1
16	A Motion Recognition Method Using Foot Pressure Sensors. , 2018, , .		9
17	A method for prevention of missing a target vehicle by using a vehicle timetable with fiction of vehicle departure time intervals. , 2018, , .		0
18	A user identification method based on features of opening/closing a refrigerator door. , 2017, , .		3

#	ARTICLE	IF	CITATIONS
19	Activity Recognition and User Identification based on Tabletop Activities with Load Cells. Journal of Information Processing, 2017, 25, 59-66.	0.3	5
20	Gesture Recognition Method Utilizing Ultrasonic Active Acoustic Sensing. Journal of Information Processing, 2017, 25, 331-340.	0.3	3
21	Screen Unlocking Method using Behavioral Characteristics when Taking Mobile Phone from Pocket. , 2016, , .		10
22	Mimebot. , 2016, , .		0
23	A Navigation System for Controlling Sightseeing Route by Changing Presenting Information. , 2016, , .		2
24	A Dance Performance Environment in which Performers Dance with Multiple Robotic Balls. , 2016, , .		5
25	An Activity Recognition Method by Measuring Circumference of Body Parts. , 2016, , .		2
26	Success Imprinter. , 2016, , .		7
27	A Lifelog System for Detecting Psychological Stress with Glass-equipped Temperature Sensors. , 2016, , .		4
28	An Evaluation and Implementation of Rule-Based Home Energy Management System Using the Rete Algorithm. Scientific World Journal, The, 2014, 2014, 1-8.	0.8	14
29	A control method of ubiquitous computers using the Rete algorithm in grid topology network. , 2014, , .		1
30	A Multi-modal Information Presentation Method for Performers in Stuffed Suits. , 2014, , .		1
31	Early Gesture Recognition Method with an accelerometer. , 2014, , .		2
32	A System for Supporting self-haircuts Using Camera Equipped Robot. , 2014, , .		1
33	Mobile Phone User Authentication with Grip Gestures using Pressure Sensors. , 2014, , .		5
34	A Method for Embedding Context to Sound-based Life Log. Journal of Information Processing, 2014, 22, 651-659.	0.3	2
35	A User Recognition Method Using Accelerometer for Electric Appliances. , 2013, , .		0
36	Method of determining training data for gesture recognition considering decay in gesture movements. , 2013, , .		2

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37	A rule-based Home Energy Management System using the Rete algorithm. , 2013, , .		10
38	A POSITION DETECTION METHOD OF DEVICES ON CONDUCTIVE CLOTHES BY CONTROLLING LED BLINKING. International Journal of Wavelets, Multiresolution and Information Processing, 2013, 11, 1350020.	0.9	0
39	A Ubiquitous Data Logger that Selects an Efficient Data Compression Method. , 2012, , .		0
40	A Context Aware System Based on Scent. , 2011, , .		9
41	A method for energy saving on context-aware system by sampling control and data complement. , 2010, , .		4
42	A Motion Recognition Method for a Wearable Dancing Musical Instrument. , 2009, , .		13
43	A sensing system for data collection with broadcasting predicted data. , 2008, , .		3
44	Reconfigurable hardware architecture for saving power consumption on a sensor node. , 2008, , .		6
45	Foot-Step Input Method for Operating Information Devices While Jogging. , 2008, , .		19
46	A Scheduling Protocol for Continuous Media Data Broadcasting With Large-Scale Data Segmentation. IEEE Transactions on Broadcasting, 2007, 53, 780-788.	2.5	18
47	Pointing with Accelerometers for Wearable Computing. , 2007, , .		2
48	A Broadcasting Scheme Considering Units to Play Continuous Media Data. IEEE Transactions on Broadcasting, 2007, 53, 628-636.	2.5	19
49	On functional properties of information filtering. Electronics and Communications in Japan, 2003, 86, 37-49.	0.2	0
50	Design and implementation of an active database system for receiving broadcast data. Electronics and Communications in Japan, Part III: Fundamental Electronic Science (English Translation of Denshi) Tj ETQqO 0 0 rgB6, Overlock 10 Tf 50 .		
51	On selection rules for database compression using KDD. Electronics and Communications in Japan, Part III: Fundamental Electronic Science (English Translation of Denshi Tsushin Gakkai Ronbunshi), 2001, 84, 11-20.	0.1	0
52	An adaptive query processing strategy for mobile databases. Electronics and Communications in Japan, 2000, 83, 34-43.	0.1	0
53	A dynamic replica allocation method based on database migration in broadband networks. Systems and Computers in Japan, 2000, 31, 22-32.	0.2	6
54	A scheduling of database migration in wide-area networks. Systems and Computers in Japan, 2000, 31, 10-19.	0.2	5

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55	Maintenance of location-dependent views in mobile database environments. Systems and Computers in Japan, 2000, 31, 70-81.	0.2	0
56	Tools for constructing pseudo-3D space on the WWW using images. New Generation Computing, 2000, 18, 391-407.	2.5	7
57	Image-Based Pseudo-3D Visualization of Real Space on WWW. Lecture Notes in Computer Science, 2000, , 288-302.	1.0	10
58	A distributed database system based on database migration and its mechanism for concurrency control. Systems and Computers in Japan, 1999, 30, 28-37.	0.2	0
59	Integrating Real Space and Virtual Space in the "Invisible Person"™ Communication Support System. Lecture Notes in Computer Science, 1999, , 59-74.	1.0	3
60	Query processing strategies for multiple mobile hosts. Electronics and Communications in Japan, 1998, 81, 1-9.	0.1	0
61	An Inheritance System with Regular Expressions and IS-A Relation. Journal of Systems Integration, 1997, 7, 349-379.	0.1	0
62	A routing policy description language for the inter-domain routing protocol. Electronics and Communications in Japan, 1997, 80, 58-65.	0.2	0
63	Location management for database migration in ATM networks. Systems and Computers in Japan, 1997, 28, 35-45.	0.2	3
64	Traffic-based performance comparison of mobile support strategies. Mobile Networks and Applications, 1996, 1, 57-65.	2.2	3