

Vincent G Duffy

List of Publications by Year in descending order

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54
papers

1,436
citations

394421

19
h-index

361022

35
g-index

58
all docs

58
docs citations

58
times ranked

1085
citing authors

#	ARTICLE	IF	CITATIONS
1	Application, Development and Future Opportunities of Collaborative Robots (Cobots) in Manufacturing: A Literature Review. <i>International Journal of Human-Computer Interaction</i> , 2024, 40, 915-932.	4.8	24
2	Evaluating users'™ preference for the appearance of humanoid robots via event-related potentials and spectral perturbations. <i>Behaviour and Information Technology</i> , 2022, 41, 1381-1397.	4.0	13
3	Digital Human Modeling: A Review and Reappraisal of Origins, Present, and Expected Future Methods for Representing Humans Computationally. <i>International Journal of Human-Computer Interaction</i> , 2022, 38, 897-937.	4.8	20
4	Influences of Color Salience and Location of Website Links on User Performance and Affective Experience with a Mobile Web Directory. <i>International Journal of Human-Computer Interaction</i> , 2021, 37, 547-559.	4.8	8
5	A bibliometric analysis of occupational low back pain studies from 2000 to 2020. <i>Archives of Environmental and Occupational Health</i> , 2021, , 1-10.	1.4	7
6	Detecting users'™ usage intentions for websites employing deep learning on eye-tracking data. <i>Information Technology and Management</i> , 2021, 22, 281-292.	2.4	6
7	Is an anthropomorphic app icon more attractive? Evidence from neuroergonomics. <i>Applied Ergonomics</i> , 2021, 97, 103545.	3.1	19
8	A Systematic Literature Review on the Interaction Between COVID-19 and Transportation. <i>Lecture Notes in Computer Science</i> , 2021, , 11-25.	1.3	1
9	Investigating the Combination of Adaptive UIs and Adaptable UIs for Improving Usability and User Performance of Complex UIs. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 82-94.	4.8	9
10	Bibliometric Analysis of Affective Computing Researches during 1999~2018. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 801-814.	4.8	49
11	An Exploratory Study Using Electroencephalography (EEG) to Measure the Smartphone User Experience in the Short Term. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 1008-1021.	4.8	19
12	Healthcare Professionals Risk Assessments for Alert Overrides in High-Risk IV Infusions Using Simulated Scenarios. <i>Risk Analysis</i> , 2020, 40, 1342-1354.	2.7	0
13	Constructing and measuring domain-specific emotions for affective design: a descriptive approach to deal with individual differences. <i>Ergonomics</i> , 2020, 63, 563-578.	2.1	8
14	It is Time to Have Rest: How do Break Types Affect Muscular Activity and Perceived Discomfort During Prolonged Sitting Work. <i>Safety and Health at Work</i> , 2020, 11, 207-214.	0.6	27
15	Measurement and identification of mental workload during simulated computer tasks with multimodal methods and machine learning. <i>Ergonomics</i> , 2020, 63, 896-908.	2.1	49
16	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1229-1269.	4.8	273
17	Bibliometric analysis of simulated driving research from 1997 to 2016. <i>Traffic Injury Prevention</i> , 2019, 20, 64-71.	1.4	14
18	The Effect of a Humanoid Robot's™ Emotional Behaviors on Users'™ Emotional Responses: Evidence from Pupillometry and Electroencephalography Measures. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1947-1959.	4.8	26

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19	Attention for Web Directory Advertisements: A Top-Down or Bottom-Up Process?. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 89-98.	4.8	20
20	Applying Intelligent Algorithms to Automate the Identification of Error Factors. <i>Journal of Patient Safety</i> , 2018, Publish Ahead of Print, e918-e928.	1.7	8
21	Applying eye tracking and electroencephalography to evaluate the effects of placement disclosures on brand responses. <i>Journal of Consumer Behaviour</i> , 2018, 17, 519-531.	4.2	31
22	Incorporating Tactile Cues into Human-Centered Virtual Product Design. <i>Human Factors and Ergonomics in Manufacturing</i> , 2017, 27, 5-16.	2.7	8
23	Occupational and lifestyle risk factors in a wellness programme associated with low back injuries in a Midwest university. <i>Theoretical Issues in Ergonomics Science</i> , 2016, 17, 239-266.	1.8	0
24	Opportunities for meeting sustainability objectives. <i>International Journal of Industrial Ergonomics</i> , 2016, 51, 73-81.	2.6	15
25	The Effects of Task Interruption on Human Performance: A Study of the Systematic Classification of Human Behavior and Interruption Frequency. <i>Human Factors and Ergonomics in Manufacturing</i> , 2015, 25, 137-152.	2.7	43
26	Evaluating Bar Coding-Aided Medication Administration through Identification of Nursing Work Deficiencies. <i>Human Factors and Ergonomics in Manufacturing</i> , 2014, 24, 468-478.	2.7	1
27	Study on the Display Positions for the Haptic Rotary Device-Based Integrated In-Vehicle Infotainment Interface. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2014, 15, 1234-1245.	8.0	16
28	Impact of dynamic virtual and real robots on perceived safe waiting time and maximum reach of robot arms. <i>International Journal of Production Research</i> , 2012, 50, 161-176.	7.5	5
29	Performing ergonomics analyses through virtual interactive design: Validity and reliability assessment. <i>Human Factors and Ergonomics in Manufacturing</i> , 2012, 22, 256-268.	2.7	11
30	Computerized task risk assessment using digital human modeling based Job Risk Classification Model. <i>Computers and Industrial Engineering</i> , 2011, 61, 1044-1052.	6.3	17
31	Improving efficiencies and patient safety in healthcare through human factors and ergonomics. <i>Journal of Intelligent Manufacturing</i> , 2011, 22, 57-64.	7.3	10
32	The effects of virtual industrial training on mental workload during task performance. <i>Human Factors and Ergonomics in Manufacturing</i> , 2010, 20, 567-578.	2.7	19
33	A Composite Measure for the Evaluation of Mental Workload. <i>Lecture Notes in Computer Science</i> , 2007, , 460-466.	1.3	10
34	Toward a hybrid model for usability resource allocation in industrial software product development. <i>Human Factors and Ergonomics in Manufacturing</i> , 2007, 17, 245-262.	2.7	0
35	Modified virtual build methodology for computer-aided ergonomics and safety. <i>Human Factors and Ergonomics in Manufacturing</i> , 2007, 17, 413-422.	2.7	33
36	A methodology for assessing industrial workstations using optical motion capture integrated with digital human models. <i>Occupational Ergonomics</i> , 2007, 7, 11-25.	0.3	38

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37	Development of a facial skin temperature-based methodology for non-intrusive mental workload measurement. <i>Occupational Ergonomics</i> , 2007, 7, 83-94.	0.3	114
38	Perception of safe robot speed in virtual and real industrial environments. <i>Human Factors and Ergonomics in Manufacturing</i> , 2006, 16, 369-383.	2.7	13
39	Impact of a simulated accident in virtual training on decision-making performance. <i>International Journal of Industrial Ergonomics</i> , 2004, 34, 335-348.	2.6	25
40	Internet marketing and product visualization (IMPV) system: development and evaluation in support of product data management. <i>International Journal of Computer Integrated Manufacturing</i> , 2004, 17, 1-15.	4.6	8
41	Development of an Internet virtual layout system for improving workplace safety. <i>Computers in Industry</i> , 2003, 50, 207-230.	9.9	33
42	Effects of training and experience on perception of hazard and risk. <i>Ergonomics</i> , 2003, 46, 114-125.	2.1	23
43	Effects of virtual lighting on visual performance and eye fatigue. <i>Human Factors and Ergonomics in Manufacturing</i> , 2002, 12, 193-209.	2.7	22
44	An Internet virtual reality collaborative environment for effective product design. <i>Computers in Industry</i> , 2001, 45, 197-213.	9.9	101
45	Aircrew Training and Assessment, Edited by Harold F. O'Neil, Jr., and Dee H. Andrews, Lawrence Erlbaum Associates, Inc., Mahwah, NJ, 356 pp., 2000. Hardcover: ISBN 08058-2977-6, \$49.95.. <i>Human Factors and Ergonomics in Manufacturing</i> , 2001, 11, 385-386.	2.7	0
46	Concurrent engineering and virtual reality for human resource planning. <i>Computers in Industry</i> , 2000, 42, 109-125.	9.9	36
47	Relating company performance to staff perceptions: The impact of concurrent engineering on time to market. <i>International Journal of Production Research</i> , 1999, 37, 821-834.	7.5	11
48	An empirical analysis of effective TQM implementation in the Hong Kong electronics manufacturing industry. <i>Human Factors and Ergonomics in Manufacturing</i> , 1999, 9, 1-25.	2.7	49
49	The impact of organizational ergonomics on work effectiveness: with special reference to concurrent engineering in manufacturing industries. <i>Ergonomics</i> , 1999, 42, 614-637.	2.1	13
50	Problem Solving in an AMT Environment: Differences in the Knowledge Requirements for an Interdisciplinary Team. <i>International Journal of Cognitive Ergonomics</i> , 1999, 3, 23-35.	0.2	3
51	Handbook of Human Factors Testing and Evaluation. <i>Human Factors and Ergonomics in Manufacturing</i> , 1998, 8, 369-370.	2.7	0
52	Product family modeling for mass customization. <i>Computers and Industrial Engineering</i> , 1998, 35, 495-498.	6.3	109
53	Concurrent engineering integrating people, organization and technology diagnostic model. <i>International Journal of Computer Integrated Manufacturing</i> , 1998, 11, 461-474.	4.6	6
54	Prediction of effectiveness of concurrent engineering in electronics manufacturing in the U.S.. <i>Human Factors and Ergonomics in Manufacturing</i> , 1997, 7, 351-373.	2.7	7