

Pourang Irani

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10655111/publications.pdf>

Version: 2024-02-01

30
papers

790
citations

1684188

5
h-index

1474206

9
g-index

30
all docs

30
docs citations

30
times ranked

475
citing authors

#	ARTICLE	IF	CITATIONS
1	Consumed endurance. , 2014, , .		264
2	Wedge. , 2008, , .		147
3	Interactive Exploration of Surveillance Video through Action Shot Summarization and Trajectory Visualization. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2119-2128.	4.4	61
4	Diagramming information structures using 3D perceptual primitives. ACM Transactions on Computer-Human Interaction, 2003, 10, 1-19.	5.7	56
5	Gluey. , 2015, , .		49
6	Combining Ring Input with Hand Tracking for Precise, Natural Interaction with Spatial Analytic Interfaces. , 2016, , .		43
7	Performer vs. observer. , 2018, , .		34
8	Comet and target ghost. , 2011, , .		31
9	ChronoTwigger: A Visual Analytics Tool for Understanding Source and Test Co-evolution. , 2014, , .		18
10	Thumbs-Up. , 2016, , .		14
11	OA-graphs. , 2010, , .		13
12	An OpenMP-based tool for finding longest common subsequence in bioinformatics. BMC Research Notes, 2019, 12, 220.	1.4	11
13	Elbow-Anchored Interaction: Designing Restful Mid-Air Input. , 2021, , .		7
14	User gesture elicitation of common smartphone tasks for hand proximate user interfaces. , 2020, , .		7
15	Human Perception of Structure in Shaded Space-Filling Visualizations. Information Visualization, 2006, 5, 47-61.	1.9	6
16	Revisiting Crisis Maps with Geo-temporal Tag Visualization. , 2014, , .		6
17	HPUI: Hand Proximate User Interfaces for One-Handed Interactions on Head Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4215-4225.	4.4	5
18	Where are the robots? In-feed embedded techniques for visualizing robot team member locations. , 2017, , .		4

#	ARTICLE	IF	CITATIONS
19	An evaluation of content browsing techniques for hierarchical spacefilling visualizations. , 0, , .		3
20	Mold-It: Understanding how Physical Shapes affect Interaction with Handheld Freeform Devices. , 2022, , .		3
21	Exploring the Need and Design for Situated Video Analytics. , 2020, , .		2
22	Visualizing the Decision-Making Process in a Face-to-Face Meeting. Proceedings / International Conference on Information Visualisation, 2007, , .	0.0	1
23	One family, many voices: Can multiple synthetic voices be used as navigational cues in hierarchical interfaces?. International Journal of Speech Technology, 2007, 9, 1-15.	2.2	1
24	FORCE REGULATING USING CONCEPTS OF HAPTIC AND VISUAL FORCE FEEDBACKS. Transactions of the Canadian Society for Mechanical Engineering, 2011, 35, 177-199.	0.8	1
25	Guidelines for Designing Awareness-Augmented Mobile DUIs. International Journal of Human-Computer Interaction, 2012, 28, 730-736.	4.8	1
26	Enabling User Interactions with Video Contents. , 2013, , .		1
27	How are Your Robot Friends Doing? A Design Exploration of Graphical Techniques Supporting Awareness of Robot Team Members in Teleoperation. International Journal of Social Robotics, 2021, 13, 725-749.	4.6	1
28	Reflections on U-PriSM 2. International Journal of Mobile Human Computer Interaction, 2014, 6, 73-78.	0.4	0
29	Control charts for chronic disease surveillance: testing algorithm sensitivity to changes in data coding. BMC Public Health, 2022, 22, 406.	2.9	0
30	Stranger Screens: Exploring the Application Themes for Interactive Freeform Devices. , 2022, , .		0