Pourang Irani

List of Publications by Year
in descending order

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	Control charts for chronic disease surveillance: testing algorithm sensitivity to changes in data coding. BMC Public Health, 2022, 22, 406.	2.9	0
2	Mold-It: Understanding how Physical Shapes affect Interaction with Handheld Freeform Devices. , 2022, , .		3
3	Stranger Screens: Exploring the Application Themes for Interactive Freeform Devices. , 2022, , .		0
4	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
5	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
6	Elbow-Anchored Interaction: Designing Restful Mid-Air Input. , 2021, , .		7
7	User gesture elicitation of common smartphone tasks for hand proximate user interfaces. , 2020, , .		7
8	Exploring the Need and Design for Situated Video Analytics. , 2020, , .		2
9	An OpenMP-based tool for finding longest common subsequence in bioinformatics. BMC Research Notes, 2019, 12, 220.	1.4	11
10	Performer vs. observer. , 2018, , .		34
11	Where are the robots? In-feed embedded techniques for visualizing robot team member locations. , 2017, , .		4
12	Combining Ring Input with Hand Tracking for Precise, Natural Interaction with Spatial Analytic Interfaces. , 2016, , .		43
13	Thumbs-Up. , 2016, , .		14
14	Gluey. , 2015, , .		49
15	ChronoTwigger: A Visual Analytics Tool for Understanding Source and Test Co-evolution. , 2014, , .		18
16	Consumed endurance. , 2014, , .		264
17	Revisiting Crisis Maps with Geo-temporal Tag Visualization. , 2014, , .		6
18	Reflections on U-PriSM 2. International Journal of Mobile Human Computer Interaction, 2014, 6, 73-78.	0.4	0

#	Article	IF	Citations
19	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
20	Enabling User Interactions with Video Contents. , 2013, , .		1
21	Guidelines for Designing Awareness-Augmented Mobile DUIs. International Journal of Human-Computer Interaction, 2012, 28, 730-736.	4.8	1
22	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
23	Comet and target ghost. , 2011, , .		31
24	OA-graphs. , 2010, , .		13
25	Wedge. , 2008, , .		147
26	Visualizing the Decision-Making Process in a Face-to-Face Meeting. Proceedings / International Conference on Information Visualisation, 2007, , .	0.0	1
27	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
28	Human Perception of Structure in Shaded Space-Filling Visualizations. Information Visualization, 2006, 5, 47-61.	1.9	6
29	Diagramming information structures using 3D perceptual primitives. ACM Transactions on Computer-Human Interaction, 2003, 10, 1-19.	5.7	56
30	An evaluation of content browsing techniques for hierarchical spacefilling visualizations. , 0, , .		3