

Stefanie Mueller

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10693215/publications.pdf>

Version: 2024-02-01

22
papers

346
citations

2258059

3
h-index

2272923

4
g-index

22
all docs

22
docs citations

22
times ranked

110
citing authors

#	ARTICLE	IF	CITATIONS
1	Personal Fabrication. Foundations and Trends in Human-Computer Interaction, 2017, 10, 165-293.	2.9	121
2	FormFab. , 2019, , .		50
3	FoodFab: Creating Food Perception Illusions using Food 3D Printing. , 2020, , .		29
4	G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		28
5	MetaSense: Integrating Sensing Capabilities into Mechanical Metamaterial. , 2021, , .		23
6	Lenticular Objects: 3D Printed Objects with Lenticular Lens Surfaces That Can Change their Appearance Depending on the Viewpoint. , 2021, , .		17
7	3D printing for human-computer interaction. Interactions, 2017, 24, 76-79.	1.0	13
8	SensiCut: Material-Aware Laser Cutting Using Speckle Sensing and Deep Learning. , 2021, , .		12
9	EIT-kit: An Electrical Impedance Tomography Toolkit for Health and Motion Sensing. , 2021, , .		11
10	Sequential Support. , 2019, , .		9
11	Fabricaide: Fabrication-Aware Design for 2D Cutting Machines. , 2021, , .		6
12	Programmable Polarities: Actuating Interactive Prototypes with Programmable Electromagnets. , 2021, , .		6
13	Fabricate It or Render It? Digital Fabrication vs. Virtual Reality for Creating Objects Instantly. , 2022, , .		6
14	Identifying Game Mechanics for Integrating Fabrication Activities within Existing Digital Games. , 2022, , .		4
15	Toward Direct Manipulation for Personal Fabrication. IEEE Pervasive Computing, 2018, 17, 75-81.	1.3	3
16	FabO: Integrating Fabrication with a Player's Gameplay in Existing Digital Games. , 2021, , .		3
17	ColorMod. , 2018, , .		2
18	Interacting with personal fabrication devices. IT - Information Technology, 2018, 60, 113-117.	0.9	1

#	ARTICLE	IF	CITATIONS
19	SIG: Towards More Personal Health Sensing. , 2022, , .		1
20	Reimagining Systems for Learning Hands-on Creative and Maker Skills. , 2022, , .		1
21	Rethinking Interaction Techniques for Personal Fabrication. IEEE Computer Graphics and Applications, 2018, 38, 18-25.	1.2	0
22	Demonstration of G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		0