Stefanie Mueller

List of Publications by Year
in descending order

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	SIG: Towards More Personal Health Sensing. , 2022, , .		1
2	Identifying Game Mechanics for Integrating Fabrication Activities within Existing Digital Games. , 2022, , .		4
3	Fabricate It or Render It? Digital Fabrication vs. Virtual Reality for Creating Objects Instantly. , 2022, , .		6
4	Reimagining Systems for Learning Hands-on Creative and Maker Skills. , 2022, , .		1
5	Fabricaide: Fabrication-Aware Design for 2D Cutting Machines. , 2021, , .		6
6	FabO: Integrating Fabrication with a Player's Gameplay in Existing Digital Games. , 2021, , .		3
7	MetaSense: Integrating Sensing Capabilities into Mechanical Metamaterial. , 2021, , .		23
8	Lenticular Objects: 3D Printed Objects with Lenticular Lens Surfaces That Can Change their Appearance Depending on the Viewpoint. , 2021, , .		17
9	EIT-kit: An Electrical Impedance Tomography Toolkit for Health and Motion Sensing. , 2021, , .		11
10	Programmable Polarities: Actuating Interactive Prototypes with Programmable Electromagnets. , 2021, , .		6
11	SensiCut: Material-Aware Laser Cutting Using Speckle Sensing and Deep Learning. , 2021, , .		12
12	G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		28
13	FoodFab: Creating Food Perception Illusions using Food 3D Printing. , 2020, , .		29
14	Demonstration of G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		0
15	Sequential Support. , 2019, , .		9
16	FormFab. , 2019, , .		50
17	Interacting with personal fabrication devices. IT - Information Technology, 2018, 60, 113-117.	0.9	1
18	Rethinking Interaction Techniques for Personal Fabrication. IEEE Computer Graphics and Applications, 2018, 38, 18-25.	1.2	0

#	Article	IF	Citations
19	ColorMod. , 2018, , .		2
20	Toward Direct Manipulation for Personal Fabrication. IEEE Pervasive Computing, 2018, 17, 75-81.	1.3	3
21	Personal Fabrication. Foundations and Trends in Human-Computer Interaction, 2017, 10, 165-293.	2.9	121
22	3D printing for human-computer interaction. Interactions, 2017, 24, 76-79.	1.0	13