SÃ©bastien Kubicki

List of Publications by Year
in descending order

11 papers	154 citations	1307594 7 h-index	1372567 10 g-index
11 all docs	11 docs citations	11 times ranked	80 citing authors

#	Article	IF	Citations
1	Using a tangible interactive tabletop to learn at school. , 2016, , .		2
2	The Stroop and Reverse Stroop Effects as Measured by an Interactive Tabletop. International Journal of Human-Computer Interaction, 2016, 32, 363-372.	4.8	4
3	RFID interactive tabletop application with tangible objects: exploratory study to observe young childrenâ€™ behaviors. Personal and Ubiquitous Computing, 2015, 19, 1259-1274.	2.8	26
4	Simulation in contexts involving an interactive table and tangible objects. Simulation Modelling Practice and Theory, 2013, 31, 116-131.	3.8	25
5	Distributed UI on Interactive Tabletops: Issues and Context Model. Human-computer Interaction Series, 2013, , 27-38.	0.6	7
6	RFID-driven situation awareness on TangiSense, a table interacting with tangible objects. Personal and Ubiquitous Computing, 2012, 16, 1079-1094.	2.8	34
7	From Centralized Interactive Tabletops to Distributed Surfaces: The Tangiget Concept. International Journal of Human-Computer Interaction, 2012, 28, 709-721.	4.8	20
8	Distributed Interactive Surfaces: A Step Towards the Distribution of Tangible and Virtual Objects. Human-computer Interaction Series, 2011, , 133-143.	0.6	5
9	Towards New Human-Machine Systems in contexts involving interactive table and tangible objects. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2010, 43, 77-82.	0.4	6
10	A Multi-Agent System Approach for Interactive Table Using RFID. Advances in Intelligent and Soft Computing, 2010, , 125-134.	0.2	10
11	New Human-Computer Interactions Using Tangible Objects: Application on a Digital Tabletop with RFID Technology. Lecture Notes in Computer Science, 2009, , 446-455.	1.3	15