I Scott Mackenzie

List of Publications by Year in descending order

68 papers	6,934 citations	361296 20 h-index	434063 31 g-index
71 all docs	71 docs citations	71 times ranked	2279 citing authors

#	Article	IF	Citations
1	Fitts' Law as a Research and Design Tool in Human-Computer Interaction. Human-Computer Interaction, 1992, 7, 91-139.	3.1	1,171
2	Towards a standard for pointing device evaluation, perspectives on 27 years of Fittsâ€™ law research in HCI. International Journal of Human Computer Studies, 2004, 61, 751-789.	3.7	769
3	Phrase sets for evaluating text entry techniques. , 2003, , .		491
4	Text Entry for Mobile Computing: Models and Methods, Theory and Practice. Human-Computer Interaction, 2002, 17, 147-198.	3.1	334
5	Extending Fitts' law to two-dimensional tasks. , 1992, , .		333
6	The design and evaluation of a high-performance soft keyboard. , 1999, , .		287
7	Accuracy measures for evaluating computer pointing devices. , 2001, , .		276
8	A Note on the Information-Theoretic Basis for Fittsâ€™ Law. Journal of Motor Behavior, 1989, 21, 323-330.	0.5	265
9	Predicting text entry speed on mobile phones. , 2000, , .		188
10	A comparison of tactile, auditory, and visual feedback in a pointing task using a mouse-type device. Ergonomics, 1995, 38, 816-827.	1.1	173
11	Text entry using soft keyboards. Behaviour and Information Technology, 1999, 18, 235-244.	2.5	162
12	Theoretical upper and lower bounds on typing speed using a stylus and a soft keyboard. Behaviour and Information Technology, 1995, 14, 370-379.	2.5	161
13	Measuring errors in text entry tasks. , 2001, , .		156
14	KSPC (Keystrokes per Character) as a Characteristic of Text Entry Techniques. Lecture Notes in Computer Science, 2002, , 195-210.	1.0	123
15	LetterWise. , 2001, , .		118
16	Fitts' throughput and the speed-accuracy tradeoff. , 2008, , .		114
17	Effects of tracking technology, latency, and spatial jitter on object movement. , 2009, , .		112
18	A character-level error analysis technique for evaluating text entry methods. , 2002, , .		106

#	Article	IF	Citations
19	Effects of feedback and dwell time on eye typing speed and accuracy. Universal Access in the Information Society, 2006, 5, 199-208.	2.1	104
20	Performance differences in the fingers, wrist, and forearm in computer input control. , 1997, , .		84
21	A comparison of three selection techniques for touchpads. , 1998, , .		72
22	Effects of output display and controlâ€"display gain on human performance in interactive systems. Behaviour and Information Technology, 1994, 13, 328-337.	2.5	70
23	An empirical investigation of the novice experience with soft keyboards. Behaviour and Information Technology, 2001, 20, 411-418.	2.5	68
24	Human performance using computer input devices in the preferred and non-preferred hands. , 1993, , .		65
25	Evaluating Eye Tracking with ISO 9241 - Part 9. Lecture Notes in Computer Science, 2007, , 779-788.	1.0	64
26	Unipad. , 2006, , .		60
27	A Fitts' law study of click and dwell interaction by gaze, head and mouse with a head-mounted display. , 2018, , .		59
28	BlinkWrite: efficient text entry using eye blinks. Universal Access in the Information Society, 2011, 10, 69-80.	2.1	55
29	Eye typing using word and letter prediction and a fixation algorithm. , 2008, , .		54
30	One-Handed Touch Typing on a QWERTY keyboard. Human-Computer Interaction, 1996, 11, 1-27.	3.1	51
31	Movement Time Prediction in Human-Computer Interfaces. , 1995, , 483-493.		46
32	Fittsâ€™ Throughput and the Remarkable Case of Touch-Based Target Selection. Lecture Notes in Computer Science, 2015, , 238-249.	1.0	41
33	1 thumb, 4 buttons, 20 words per minute. , 2011, , .		39
34	Multimodal Mouse: A Mouse-Type Device with Tactile and Force Display. Presence: Teleoperators and Virtual Environments, 1994, 3, 73-80.	0.3	37
35	Half-QWERTY. , 1993, , .		31
36	Touchpad-based remote control devices. , 1998, , .		31

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37	Generalized Fitts' law model builder. , 1995, , .		29
38	Auditory and visual feedback during eye typing. , 2003, , .		29
39	Eyes-free text entry on a touchscreen phone. , 2009, , .		29
40	Prediction of pointing and dragging times in graphical user interfaces. Interacting With Computers, 1994, 6, 213-227.	1.0	27
41	Fifty years later: a neurodynamic explanation of Fitts' law. Journal of the Royal Society Interface, 2006, 3, 649-654.	1.5	27
42	Half-QWERTY. , 1994, , .		26
43	Measuring the effective parameters of steering motions. , 2005, , .		26
44	Evaluation of Mouse and Touch Input for a Tabletop Display Using Fitts' Reciprocal Tapping Task. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 839-843.	0.2	26
45	The one-key challenge. , 2009, , .		24
46	A Comparison of three Methods of Character Entry on Pen-Based Computers. Proceedings of the Human Factors and Ergonomics Society, 1994, 38, 330-334.	0.2	21
47	Head-tracking interfaces on mobile devices: Evaluation using Fittsâ€™ law and a new multi-directional corner task for small displays. International Journal of Human Computer Studies, 2018, 112, 1-15.	3.7	20
48	Evaluating Eye Tracking Systems for Computer Input. , 0, , 205-225.		19
49	Estimation of psychomotor delay from the Fittsâ€™ law coefficients. Biological Cybernetics, 2009, 101, 279-296.	0.6	15
50	Evaluating the effectiveness of HUDs and diegetic ammo displays in first-person shooter games. , 2015, , .		15
51	A wearable computer for use in microgravity space and other non-desktop environments. , 1996, , .		13
52	Card, English, and Burr (1978). , 2003, , .		13
53	An arm-mounted inertial controller for 6DOF input: Design and evaluation. , 2017, , .		13
54	An empirical comparison of first-person shooter information displays: HUDs, diegetic displays, and spatial representations. Entertainment Computing, 2018, 26, 41-58.	1.8	12

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55	A comparison between tilt-input and facial tracking as input methods for mobile games. , 2014, , .		11
56	Tilt-Touch synergy: Input control for â€œdual-analogâ€•style mobile games. Entertainment Computing, 2017, 21, 33-43.	1.8	11
57	Evaluating fitts' law performance with a non-ISO task. , 2017, , .		11
58	Evaluation of Text Entry Techniques. , 2007, , 75-101.		11
59	Using paper mockups for evaluating soft keyboard layouts. Proceedings of CASCON, 2007, , .	0.0	10
60	A Fittsâ€™ Law Evaluation of Hands-Free and Hands-On Input on a Laptop Computer. Lecture Notes in Computer Science, 2019, , 234-249.	1.0	10
61	FittsFarm: Comparing Childrenâ€™s Drag-and-Drop Performance Using Finger and Stylus Input on Tablets. Lecture Notes in Computer Science, 2019, , 656-668.	1.0	10
62	Speed-accuracy trade-off in planned arm movements with delayed feedback. Neural Networks, 2006, 19, 582-599.	3.3	7
63	Comparing Order of Control for Tilt and Touch Games. , 2014, , .		7
64	A tool for the rapid evaluation of input devices using Fitts' law models. ACM SIGCHI Bulletin, 1993, 25, 58-63.	0.2	7
65	Combined model for text entry rate development. , 2003, , .		4
66	Gameplay evaluation of the trackball controller. , 2010, , .		4
67	Tilt-controlled mobile games: Velocity-control vs. position-control. , 2014, , .		4
68	Introduction to This Special Issue on Text Entry for Mobile Computing. Human-Computer Interaction, 2002, 17, 141-145.	3.1	3