

# Timo Partala

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1247669/publications.pdf>

Version: 2024-02-01

24  
papers

1,194  
citations

1162367

8  
h-index

1199166

12  
g-index

24  
all docs

24  
docs citations

24  
times ranked

1228  
citing authors

#	ARTICLE	IF	CITATIONS
1	Pupil size variation as an indication of affective processing. <i>International Journal of Human Computer Studies</i> , 2003, 59, 185-198.	3.7	634
2	The effects of affective interventions in human-computer interaction. <i>Interacting With Computers</i> , 2004, 16, 295-309.	1.0	141
3	Understanding the most satisfying and unsatisfying user experiences: Emotions, psychological needs, and context. <i>Interacting With Computers</i> , 2012, 24, 25-34.	1.0	109
4	Psychological needs and virtual worlds: Case Second Life. <i>International Journal of Human Computer Studies</i> , 2011, 69, 787-800.	3.7	74
5	Understanding the most influential user experiences in successful and unsuccessful technology adoptions. <i>Computers in Human Behavior</i> , 2015, 53, 381-395.	5.1	74
6	Real-time estimation of emotional experiences from facial expressions. <i>Interacting With Computers</i> , 2006, 18, 208-226.	1.0	41
7	Remote navigation of a mobile robot in an RFID-augmented environment. <i>Personal and Ubiquitous Computing</i> , 2010, 14, 125-136.	1.9	20
8	Exploring the Role of Ten Universal Values in Using Products and Services. <i>Interacting With Computers</i> , 2016, 28, 311-331.	1.0	18
9	Affective effects of agent proximity in conversational systems. , 2004, , .		15
10	User experience of photorealistic urban pedestrian navigation. , 2012, , .		12
11	Person-independent estimation of emotional experiences from facial expressions. , 2005, , .		11
12	Automatic rotation and zooming in mobile roadmaps. , 2006, , .		10
13	Speed-Dependent Camera Control in 3D Mobile Roadmaps. <i>Communications in Computer and Information Science</i> , 2009, , 143-154.	0.4	9
14	Sharing the Experience with Mobile Video: A Student Community Trial. , 2009, , .		6
15	Visualize your spatial experience (VYSE). , 2012, , .		4
16	Techniques for location selection on a mobile device. , 2007, , .		3
17	LocaweRoute. , 2008, , .		3
18	Little backpackers. , 2013, , .		3

#	ARTICLE	IF	CITATIONS
19	Improving the Remote Control of a Mobile Robot Using Positioning and Ubiquitous Techniques. , 2007, , .		2
20	On the human ability to discriminate audio ambiances from similar locations of an urban environment. Personal and Ubiquitous Computing, 2013, 17, 761-769.	1.9	2
21	Virtual Construction: Interactive Tools for Collaboration in Virtual Reality. Advances in Intelligent Systems and Computing, 2020, , 341-351.	0.5	2
22	Location-based communication techniques in parallel learning between the classroom and the field. International Journal of Continuing Engineering Education and Life-Long Learning, 2010, 20, 21.	0.1	1
23	Understanding the role of personal aspects in positive and negative meal experiences: psychological needs, values, and emotions. Scandinavian Journal of Hospitality and Tourism, 0, , 1-24.	1.4	0
24	Continuous Wellness Tracking with Firstbeat â€“ Usability, User Experience, and Subjective Wellness Impact. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 281-293.	0.2	0