

Frode Eika Sandnes

List of Publications by Year in descending order

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Version: 2024-02-01

187
papers

1,799
citations

361296

20
h-index

434063

31
g-index

201
all docs

201
docs citations

201
times ranked

743
citing authors

#	ARTICLE	IF	CITATIONS
1	Tools and Technologies for Blind and Visually Impaired Navigation Support: AÂReview. IETE Technical Review (Institution of Electronics and Telecommunication Engineers, India), 2022, 39, 3-18.	2.1	86
2	Toward a realistic task scheduling model. IEEE Transactions on Parallel and Distributed Systems, 2006, 17, 263-275.	4.0	67
3	An intelligent strategy for checking the annual inspection status of motorcycles based on license plate recognition. Expert Systems With Applications, 2009, 36, 9260-9267.	4.4	66
4	Do autocomplete functions reduce the impact of dyslexia on informationâ€searching behavior? The case of <scp>G</scp>oogle. Journal of the Association for Information Science and Technology, 2016, 67, 2320-2328.	1.5	43
5	Bimanual text entry using game controllers: Relying on usersâ€™ spatial familiarity with QWERTY. Interacting With Computers, 2007, 19, 140-150.	1.0	38
6	Efficient mining of salinity and temperature association rules from ARGO data. Expert Systems With Applications, 2008, 35, 59-68.	4.4	38
7	Dyslexic students in higher education and virtual learning environments: an exploratory study. Journal of Computer Assisted Learning, 2012, 28, 574-584.	3.3	38
8	An Interactive Color Picker that Ensures WCAG2.0 Compliant Color Contrast Levels. Procedia Computer Science, 2015, 67, 87-94.	1.2	38
9	Are electronic white canes better than traditional canes? A comparative study with blind and blindfolded participants. Universal Access in the Information Society, 2021, 20, 93-103.	2.1	38
10	Making touch-based kiosks accessible to blind users through simple gestures. Universal Access in the Information Society, 2012, 11, 421-431.	2.1	34
11	Toward accessible self-service kiosks through intelligent user interfaces. Personal and Ubiquitous Computing, 2010, 14, 715-721.	1.9	33
12	Is visual content in textual search interfaces beneficial to dyslexic users?. International Journal of Human Computer Studies, 2016, 92-93, 17-29.	3.7	31
13	What Do Low-Vision Users Really Want from Smart Glasses? Faces, Text and Perhaps No Glasses at All. Lecture Notes in Computer Science, 2016, , 187-194.	1.0	31
14	The role of electronic pocket dictionaries as an English learning tool among Chinese students. Journal of Computer Assisted Learning, 2009, 25, 503-514.	3.3	30
15	RoboGuideDog: Guiding Blind users Through Physical Environments with Laser Range Scanners. Procedia Computer Science, 2012, 14, 218-225.	1.2	30
16	A BACK PROPAGATION BASED REAL-TIME LICENSE PLATE RECOGNITION SYSTEM. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 233-251.	0.7	29
17	Aesthetics and the perceived stigma of assistive technology for visual impairment. Disability and Rehabilitation: Assistive Technology, 2022, 17, 152-158.	1.3	29
18	RFID-Based Guide Gives Museum Visitors More Freedom. IT Professional, 2011, 13, 25-29.	1.4	28

#	ARTICLE	IF	CITATIONS
19	Determining the Geographical Location of Image Scenes based on Object Shadow Lengths. Journal of Signal Processing Systems, 2011, 65, 35-47.	1.4	27
20	An Intelligent Subtitle Detection Model for Locating Television Commercials. IEEE Transactions on Systems, Man, and Cybernetics, 2007, 37, 485-492.	5.5	26
21	Evaluating mobile text entry strategies with finite state automata. , 2005, , .		24
22	An intelligent strategy for the automatic detection of highlights in tennis video recordings. Expert Systems With Applications, 2009, 36, 9907-9918.	4.4	24
23	Deployment models: Towards eliminating security concerns from cloud computing. , 2010, , .		24
24	Head-Mounted Augmented Reality Displays on the Cheap: A DIY Approach to Sketching and Prototyping Low-Vision Assistive Technologies. Lecture Notes in Computer Science, 2017, , 167-186.	1.0	21
25	Investigation into the feasibility of using tactons to provide navigation cues in pedestrian situations. , 2008, , .		20
26	Where was that photo taken? Deriving geographical information from image collections based on temporal exposure attributes. Multimedia Systems, 2010, 16, 309-318.	3.0	20
27	Twenty five years of training and education in ICT Design for All and Assistive Technology. Technology and Disability, 2011, 23, 163-170.	0.3	20
28	Authoring WCAG2.0-Compliant Texts for the Web Through Text Readability Visualization. Lecture Notes in Computer Science, 2016, , 49-58.	1.0	20
29	A new strategy for multiprocessor scheduling of cyclic task graphs. International Journal of High Performance Computing and Networking, 2005, 3, 62.	0.4	19
30	Sketching with Chinese calligraphy. Interactions, 2012, 19, 62-66.	0.8	19
31	Assessing the Reading Level of Web Texts for WCAG2.0 Compliance”Can It Be Done Automatically?. Advances in Intelligent Systems and Computing, 2016, , 361-371.	0.5	19
32	Can spatial mnemonics accelerate the learning of text input chords?. , 2006, , .		17
33	Still Not Readable? An Interactive Tool for Recommending Color Pairs with Sufficient Contrast based on Existing Visual Designs. , 2019, , .		17
34	Cultural factors influencing Eastern and Western engineering students’ choice of university. European Journal of Engineering Education, 2010, 35, 147-160.	1.5	16
35	Reference deployment models for eliminating user concerns on cloud security. Journal of Supercomputing, 2012, 61, 337-352.	2.4	16
36	A Contrast Colour Selection Scheme for WCAG2.0-Compliant Web Designs Based on HSV-Half-Planes. , 2015, , .		16

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37	Do Norwegian academics who publish more earn higher salaries?. <i>Scientometrics</i> , 2018, 115, 263-281.	1.6	16
38	A simple back-of-the-envelope test for self-citations using Google Scholar author profiles. <i>Scientometrics</i> , 2020, 124, 1685-1689.	1.6	16
39	On Students' Strategy-Preferences for Managing Difficult Course Work. <i>IEEE Transactions on Education</i> , 2008, 51, 157-165.	2.0	15
40	PanoramaGrid. , 2016, , .		15
41	A glimpse into smartphone screen reader use among blind teenagers in rural Nepal. <i>Disability and Rehabilitation: Assistive Technology</i> , 2022, 17, 875-881.	1.3	15
42	Directional bias in scrolling tasks: a study of users' scrolling behaviour using a mobile text-entry strategy. <i>Behaviour and Information Technology</i> , 2008, 27, 387-393.	2.5	14
43	A bibliometric study of human-computer interaction research activity in the Nordic-Baltic Eight countries. <i>Scientometrics</i> , 2021, 126, 4733-4767.	1.6	14
44	User Interfaces in Dark Mode During Daytime - Improved Productivity or Just Cool-Looking?. <i>Lecture Notes in Computer Science</i> , 2020, , 178-187.	1.0	14
45	Reflective Text Entry: A Simple Low Effort Predictive Input Method Based on Flexible Abbreviations. <i>Procedia Computer Science</i> , 2015, 67, 105-112.	1.2	13
46	Translating the viewing position in single equirectangular panoramic images. , 2016, , .		13
47	HIDE: Short IDs for Robust and Anonymous Linking of Users Across Multiple Sessions in Small HCI Experiments. , 2021, , .		13
48	Understanding WCAG2.0 Colour Contrast Requirements Through 3D Colour Space Visualisation. <i>Studies in Health Technology and Informatics</i> , 2016, 229, 366-75.	0.2	13
49	Toward harmonious East-West educational partnerships: a study of cultural differences between Taiwanese and Norwegian engineering students. <i>Asia Pacific Education Review</i> , 2010, 11, 585-595.	1.4	12
50	An Image-Based Visual Strategy for Working with Color Contrasts During Design. <i>Lecture Notes in Computer Science</i> , 2018, , 35-42.	1.0	12
51	Calendars for Individuals with Cognitive Disabilities. , 2015, , .		12
52	Sunlight Intensity Based Global Positioning System for Near-Surface Underwater Sensors. <i>Sensors</i> , 2012, 12, 1930-1949.	2.1	11
53	Using back-propagation to learn association rules for service personalization. <i>Expert Systems With Applications</i> , 2008, 35, 245-253.	4.4	10
54	The new Norwegian incentive system for publication: from bad to worse. <i>Scientometrics</i> , 2016, 109, 1299-1306.	1.6	10

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55	Exploring Russian Tap-Code Text Entry Adaptions for Users with Reduced Target Hitting Accuracy. , 2016, , .		10
56	UbiWheel: A simple context-aware universal control concept for smart home appliances that encourages active living. , 2017, , .		10
57	Are Split Tablet Keyboards Better? A Study of Soft Keyboard Layout and Hand Posture. Lecture Notes in Computer Science, 2019, , 647-655.	1.0	10
58	Efficient entropy-based features selection for image retrieval. , 2009, , .		9
59	User Identification Based on Touch Dynamics. , 2012, , .		9
60	Interdisciplinary-Based Development of User-Friendly Customized 3D Printed Upper Limb Prosthesis. Advances in Intelligent Systems and Computing, 2019, , 899-908.	0.5	9
61	Multimodal Navigation Systems for Users with Visual Impairmentsâ€™ A Review and Analysis. Multimodal Technologies and Interaction, 2020, 4, 73.	1.7	9
62	Smartphone Navigation Support for Blind and Visually Impaired People - A Comprehensive Analysis of Potentials and Opportunities. Lecture Notes in Computer Science, 2020, , 568-583.	1.0	9
63	Improved Static Multiprocessor Scheduling using Cyclic Task Graphs: A Genetic Approach. Advances in Parallel Computing, 1998, 12, 703-710.	0.3	8
64	Using Minimum Bounding Cube to Discover Valuable Salinity/Temperature Patterns from Ocean Science Data. , 2006, , .		8
65	Using Fuzzy Adaptive Genetic Algorithm for Function Optimization. , 2006, , .		8
66	EFFICIENT SHAPE-BASED IMAGE RETRIEVAL BASED ON GRAY RELATIONAL ANALYSIS AND ASSOCIATION RULES. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 711-732.	0.7	8
67	Measuring 2D:4D finger length ratios with Smartphone cameras. , 2014, , .		8
68	A comparison of two smartphone time-picking interfaces. , 2018, , .		8
69	Node-Disjoint Alternative Dual-Path Routing for Data Salvation in Mobile Ad hoc Networks. , 2008, , .		7
70	An Eyes-Free In-car User Interface Interaction Style Based on Visual and Textual Mnemonics, Chording and Speech. , 2008, , .		7
71	A repeating pattern based Query-by-Humming fuzzy system for polyphonic melody retrieval. Applied Soft Computing Journal, 2015, 33, 197-206.	4.1	7
72	Simple and practical skin detection with static RGB-color lookup tables: A visualization-based study. , 2016, , .		7

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73	Using Fuzzy Systems to Infer Memory Impairment from MRI. International Journal of Fuzzy Systems, 2018, 20, 913-927.	2.3	7
74	QB-Gest: Qwerty Bimanual Gestural Input for Eyes-Free Smartphone Text Input. Lecture Notes in Computer Science, 2020, , 223-242.	1.0	7
75	Supporting Collaborative Ideation Through Freehand Sketching of 3D-Shapes in 2D Using Colour. Lecture Notes in Computer Science, 2017, , 123-134.	1.0	7
76	Sketching 3D Immersed Experiences Rapidly by Hand Through 2D Cross Sections. Lecture Notes in Networks and Systems, 2018, , 1001-1013.	0.5	7
77	Experiences Using Three App Prototyping Tools with Different Levels of Fidelity from a Product Design Student's Perspective. Lecture Notes in Computer Science, 2020, , 557-566.	1.0	6
78	The Effect of Dyslexia on Searching Visual and Textual Content: Are Icons Really Useful?. Lecture Notes in Computer Science, 2015, , 616-625.	1.0	6
79	Wireless Sensor Networks and Applications. Lecture Notes in Electrical Engineering, 2008, , 199-219.	0.3	6
80	SceneRecog: A Deep Learning Scene Recognition Model for Assisting Blind and Visually Impaired Navigate using Smartphones. , 2021, , .		6
81	An Efficient Fuzzy Hashing Model for Image Retrieval. , 2006, , .		5
82	An adaptive knowledge evolution strategy for finding near-optimal solutions of specific problems. Expert Systems With Applications, 2011, 38, 3806-3818.	4.4	5
83	Visual scoping and personal space on shared tabletop surfaces. Journal of Ambient Intelligence and Humanized Computing, 2012, 3, 95-102.	3.3	5
84	An Automatic Two-Hand 2D:4D Finger-Ratio Measurement Algorithm for Flatbed Scanned Images. , 2015, , .		5
85	Associating absent frequent itemsets with infrequent items to identify abnormal transactions. Applied Intelligence, 2015, 42, 694-706.	3.3	5
86	Stochastic DFS for Multiprocessor Scheduling of Cyclic Taskgraphs. Lecture Notes in Computer Science, 2004, , 354-362.	1.0	5
87	Form Feedback on the Web: A Comparison of Popup Alerts and In-Form Error Messages. Smart Innovation, Systems and Technologies, 2019, , 369-379.	0.5	5
88	Designing GUIs for low vision by simulating reduced visual acuity: reduced resolution versus shrinking. Studies in Health Technology and Informatics, 2015, 217, 274-81.	0.2	5
89	Non-Intrusive Error-Correction of Text Input Chords: A Language Model Approach. , 0, , .		4
90	A Fuzzy Inference Method-based Fetal Distress Monitoring System. , 2006, , .		4

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91	Data mining and fuzzy inference based salinity and temperature variation prediction. , 2007, , .		4
92	Enhanced Interactivity in Learning-Guide Systems with RFID. , 2007, , .		4
93	Association Analysis of Ocean Salinity and Temperature Variations. , 2008, , .		4
94	QR Code Data Type Encoding for Ubiquitous Information Transfer Across Different Platforms. , 2009, , .		4
95	Geo-spatial Tagging of Image Collections Using Temporal Camera Usage Dynamics. , 2009, , .		4
96	Human Performance Characteristics of Three-finger Chord Sequences. Procedia Manufacturing, 2015, 3, 4228-4235.	1.9	4
97	On Online Banking Authentication for All: A Comparison of BankID Login Efficiency Using Smartphones Versus Code Generators. Lecture Notes in Computer Science, 2019, , 365-374.	1.0	4
98	Improving the Usability of Interactive Systems by Incorporating Design Thinking into the Engineering Process: Raising Computer Science Studentsâ€™ Awareness of Quality versus Quantity in Ideation. , 2019, , .		4
99	Is there an imbalance in the supply and demand for universal accessibility knowledge? Twenty years of UAIS papers viewed through the lens of WCAG. Universal Access in the Information Society, 0, , 1.	2.1	4
100	Inverse Color Contrast Checker: Automatically Suggesting Color Adjustments that meet Contrast Requirements on the Web. , 2021, , .		4
101	On the Convenience of Speeding Up Lecture Recordings: Increased Playback Speed Reduces Learning. Lecture Notes in Computer Science, 2021, , 461-469.	1.0	4
102	Search, Read and Write: An Inquiry into Web Accessibility for People with Dyslexia. Studies in Health Technology and Informatics, 2016, 229, 450-60.	0.2	4
103	Servomotor Assistance in the Improvement of Manual Wheelchair Mobility. Studies in Health Technology and Informatics, 2017, 242, 786-792.	0.2	4
104	Effects of Optimizing the Scan-Path on Scanning Keyboards with QWERTY-Layout for English Text. Studies in Health Technology and Informatics, 2017, 242, 930-938.	0.2	4
105	An Interactive Handheld Device-Based Guide System Using Innovative Techniques. , 2007, , .		3
106	An ontology oriented region-based image retrieval strategy. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	3
107	Identifying insightful salinity and temperature variations in ocean data. , 2008, , .		3
108	Experiences with RFID-based interactive learning in museums. International Journal of Autonomous and Adaptive Communications Systems, 2010, 3, 59.	0.2	3

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109	Water Quality Monitoring with Ubiquitous Computing. , 2010, , .		3
110	An Efficient Particle Swarm Optimizer with Application to Man-Day Project Scheduling Problems. Mathematical Problems in Engineering, 2014, 2014, 1-9.	0.6	3
111	A two-stage binarizing algorithm for automatic 2D:4D finger ratio measurement of hands with non-separated fingers. , 2015, , .		3
112	A framework for evaluating continuous microservice delivery strategies. , 2017, , .		3
113	Quick and Easy 3D modelling for All: A Browser-based 3D-Sketching Framework. International Journal of Online Engineering, 2017, 13, 120.	0.5	3
114	Visual Augmentation of Printed Materials with Intelligent See-Through Glass Displays: A Prototype Based on Smartphone and Pepper's Ghost. , 2018, , .		3
115	Can Automatic Abbreviation Expansion Improve the Text Entry Rates of Norwegian Text with Compound Words?. , 2018, , .		3
116	A Simple Content-Based Strategy for Estimating the Geographical Location of a Webcam. Lecture Notes in Computer Science, 2010, , 36-45.	1.0	3
117	Effects of Graph Embellishments on the Perception of System States in Mobile Monitoring Tasks. Lecture Notes in Computer Science, 2014, , 9-18.	1.0	3
118	A Simple MVC-Framework for Local Management of Online Course Material. Smart Innovation, Systems and Technologies, 2018, , 143-153.	0.5	3
119	Temporal Load-Balancing of Web-Server Traffic. , 2006, , .		2
120	INTEGRITY PROTECTION OF BINARY TEXT DOCUMENT IMAGES BASED ON IMAGE TOPOLOGIES. International Journal of Pattern Recognition and Artificial Intelligence, 2008, 22, 1599-1620.	0.7	2
121	Temporal-spatial association analysis of ocean salinity and temperature variations. , 2009, , .		2
122	Discovering fuzzy association rules from patient's daily text messages to diagnose melancholia. , 2010, , .		2
123	Unsupervised and fast continent classification of digital image collections using time. , 2010, , .		2
124	On the implications of sense of control over bicycling. , 2010, , .		2
125	Using Type-2 Fuzzy Models to Detect Fall Incidents and Abnormal Gaits among Elderly. , 2013, , .		2
126	A Computer Supported Memory Aid for Copying Prescription Parameters into Medical Equipment Based on Linguistic Phrases. , 2013, , .		2

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127	A simple browser-based 3D-sketching framework for novice and infrequent users. , 2017, , .		2
128	Multi-switch Scanning Keyboards: A Theoretical Study of Simultaneous Parallel Scans with QWERTY Layout. Lecture Notes in Computer Science, 2018, , 287-298.	1.0	2
129	Car steering in racing games. , 2019, , .		2
130	Evaluation of Orthosis Rapid Prototyping During the Design Process: Analysis of Verification Models. Advances in Intelligent Systems and Computing, 2020, , 298-307.	0.5	2
131	BRIDGE: Administering Small Anonymous Longitudinal HCI Studies with Snowball-Type Sampling. Lecture Notes in Computer Science, 2021, , 287-297.	1.0	2
132	Towards Independent Navigation with Visual Impairment: A Prototype of a Deep Learning and Smartphone-based Assistant. , 2021, , .		2
133	On the Understandability of Public Domain Icons: Effects of Gender and Age. Lecture Notes in Computer Science, 2015, , 387-396.	1.0	2
134	An Error Tolerant Memory Aid for Reduced Cognitive Load in Number Copying Tasks. Lecture Notes in Computer Science, 2013, , 614-623.	1.0	2
135	The exploration of non-visual interaction for social proximity applications in a Taiwanese night market. , 2009, , .		2
136	Searching for Extreme Portions in Distributions: A Comparison of Pie and Bar Charts. Lecture Notes in Computer Science, 2020, , 342-351.	1.0	2
137	LiDAR-Based Obstacle Detection and Distance Estimation in Navigation Assistance for Visually Impaired. Lecture Notes in Computer Science, 2022, , 479-491.	1.0	2
138	Self-designing user interfaces. , 0, , .		1
139	The Intelligent Numpad: Detection of Mode from Spatial and Temporal Keystroke Characteristics. , 2006, , .		1
140	Efficient Layout of Multisensors Using Fuzzy Adaptive Genetic Algorithm. , 2007, , .		1
141	Discriminating important ocean salinity and temperature patterns in argo data. Conference Proceedings IEEE International Conference on Systems, Man, and Cybernetics, 2008, , .	0.0	1
142	Taiwanese and Norwegian Engineering students' self-image of academic abilities, grades and course satisfaction. , 2009, , .		1
143	Evolutionary Optimization Algorithms for Sunlight-Based Positioning Sensor Networks. International Journal of Distributed Sensor Networks, 2014, 10, 564072.	1.3	1
144	An Area-Based Prior Value Method for Detection of Micro Contamination in Hard Disk Drives. IEEE Access, 2017, 5, 10017-10023.	2.6	1

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145	Drawing Abrasive Hologram Animations with Auto-Generated Scratch Patterns. , 2017, , .		1
146	Hostage of the Software: Experiences in Teaching Inferential Statistics to Undergraduate Human-Computer Interaction Students and a Survey of the Literature. , 2018, , 167-183.		1
147	Using Virtual Reality and Rapid Prototyping to Co-create Together with Hospitalized Children. Advances in Intelligent Systems and Computing, 2020, , 279-288.	0.5	1
148	Users Perceptions of Headphones and Earbuds in Norway and Brazil: An Empirical Study Based on a Kahoot Quiz. Lecture Notes in Computer Science, 2021, , 153-165.	1.0	1
149	Image Search Versus Text Search Revisited: A Simple Experiment Using a Kahoot Quiz. Lecture Notes in Computer Science, 2021, , 186-196.	1.0	1
150	Everyone onboard? Participation ratios as a metric for research activity assessments within young universities. Scientometrics, 2021, 126, 6105-6113.	1.6	1
151	Distance Estimation Methods for Smartphone-Based Navigation Support Systems. Lecture Notes in Networks and Systems, 2022, , 658-673.	0.5	1
152	Joystick versus Mouse in First Person Shooters: Mouse Is Faster than Joystick. Advances in Intelligent Systems and Computing, 2020, , 378-382.	0.5	1
153	Statistics-IDE: Supporting the Design of Empirical Experiments for Non-experts During Early Stages of Research Projects. Advances in Intelligent Systems and Computing, 2018, , 502-507.	0.5	1
154	Improving the Robustness to Input Errors on Touch-Based Self-service Kiosks and Transportation Apps. Lecture Notes in Computer Science, 2018, , 311-319.	1.0	1
155	Towards a Framework for the Design of Quantitative Experiments: Human-Computer Interaction and Accessibility Research. Lecture Notes in Computer Science, 2018, , 107-120.	1.0	1
156	Modelling 3D Objects Using 2D Sketches Through Radial Renderings of Curvature Maps. Advances in Intelligent Systems and Computing, 2019, , 203-213.	0.5	1
157	Strategies for Developing Students' Empathy and Awareness for the Needs of People with Disabilities: Contributions to Design Education. Studies in Health Technology and Informatics, 2018, 256, 137-147.	0.2	1
158	CANDIDATE: A tool for generating anonymous participant-linking IDs in multi-session studies. PLoS ONE, 2021, 16, e0260569.	1.1	1
159	Effect of Manual Wheelchair Type on Mobility Performance, Cardiorespiratory Responses, and Perceived Exertion. Rehabilitation Research and Practice, 2022, 2022, 1-11.	0.5	1
160	A graph transformational approach to the multiprocessor scheduling of iterative computations. , 0, , .		0
161	Gracefully Degrading Battery-Aware Static Multiprocessor Schedules Based on Symmetric Task Fusion. , 2005, , .		0
162	Improving image retrieval efficiency using a fuzzy inference model and genetic algorithm. , 2005, , .		0

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163	Note-Taking on the ipod. , 2007, , .		0
164	An Efficient Image Retrieval Model Using Fuzzy Semantic Concepts. , 2007, , .		0
165	Browsing of Large Video Collections on Personal Video Recorders with Remote Control Navigation Keys. , 2008, , .		0
166	IMIS 2008 - Message from the Workshop Organizers. , 2008, , .		0
167	Extracting spatial semantics in association rules for ocean image retrieval. , 2009, , .		0
168	A robust knowledge-based plant searching strategy. Expert Systems With Applications, 2009, 36, 675-682.	4.4	0
169	Preface of USST 2010. , 2010, , .		0
170	Special issue on multimodal systems, services and interfaces for ubiquitous computing. Personal and Ubiquitous Computing, 2010, 14, 681-683.	1.9	0
171	QoS Control Framework for Ubiquitous Multimedia Computing. , 2010, , .		0
172	Fuzzy environment mapping for robot navigation based on grid computing. , 2010, , .		0
173	A fuzzy ART2 model for finding association rules in medical data. , 2010, , .		0
174	Visual Scoping of Private Information Displayed on Shared Tabletop Surfaces. , 2010, , .		0
175	A Configurable Photo Browser Framework for Large Image Collections. Lecture Notes in Computer Science, 2011, , 643-652.	1.0	0
176	USST 2011 Message from the Workshop Chairs. , 2011, , .		0
177	Discovering Abiotic Interactions between Bird Habitat and Water Quality through Ubiquitous Computing. , 2011, , .		0
178	Message from the USMAP 2012 Workshop Chairs. , 2012, , .		0
179	Universal technologies in ICT. Universal Access in the Information Society, 2012, 11, 345-346.	2.1	0
180	Preface to special issue on Advances in Cloud Computing. Journal of Supercomputing, 2012, 61, 249-250.	2.4	0

#	ARTICLE	IF	CITATIONS
181	A Novel Non-Decreasing Temperature Based Simulated Annealing for Flow Shop Problems. Applied Mechanics and Materials, 2015, 764-765, 1390-1394.	0.2	0
182	Software for enhancing accessibility and fighting info-exclusion. Universal Access in the Information Society, 2015, 14, 1-3.	2.1	0
183	Reducing Scanning Keyboard Input Errors with Extended Start Dwell-Time. Advances in Intelligent Systems and Computing, 2019, , 808-817.	0.5	0
184	Designing Copresent Cycling Experience. Lecture Notes in Computer Science, 2013, , 20-25.	1.0	0
185	Equal Pay for Knowledge Workers in Academia: An Unrealistic Proposition. Palgrave Debates in Business and Management, 2021, , 71-82.	0.2	0
186	A Comparative Study of Three Sudoku Input Methods for Touch Displays. Lecture Notes in Computer Science, 2020, , 211-222.	1.0	0
187	Where Are the Students? A Study of Norwegian Technology Students's Perceptions of Emerging Trends in Higher Education. Lecture Notes in Computer Science, 2020, , 206-215.	1.0	0