Ilsun Rhiu

List of Publications by Year
in descending order

29 papers	391 citations	932766 10 h-index	794141 19 g-index
30 all docs	30 docs citations	30 times ranked	344 citing authors

#	Article	IF	Citations
1	A systematic review of hybrid brain-computer interfaces: Taxonomy and usability perspectives. PLoS ONE, 2017, 12, e0176674.	1.1	90
2	A Systematic Review of a Virtual Reality System from the Perspective of User Experience. International Journal of Human-Computer Interaction, 2020, 36, 893-910.	3.3	78
3	Mining affective experience for a kansei design study on a recliner. Applied Ergonomics, 2019, 74, 145-153.	1.7	47
4	Research Issues in Smart Vehicles and Elderly Drivers: A Literature Review. International Journal of Human-Computer Interaction, 2015, 31, 635-666.	3.3	28
5	The evaluation of user experience of a human walking and a driving simulation in the virtual reality. International Journal of Industrial Ergonomics, 2020, 79, 103002.	1.5	26
6	A comparative study on subjective feeling of engine acceleration sound by automobile types. International Journal of Industrial Ergonomics, 2019, 74, 102843.	1.5	22
7	A comparative study of navigation interfaces in virtual reality environments: A mixed-method approach. Applied Ergonomics, 2021, 96, 103482.	1.7	22
8	A Persona-Based Approach for Identifying Accessibility Issues in Elderly and Disabled Users' Interaction with Home Appliances. Applied Sciences (Switzerland), 2021, 11, 368.	1.3	14
9	Exploring User Experience of Smartphones in Social Media: A Mixed-Method Analysis. International Journal of Human-Computer Interaction, 2018, 34, 960-969.	3.3	12
10	Evaluation of locomotion methods in virtual reality navigation environments: An involuntary position shift and task performance. International Journal of Human Computer Studies, 2021, 155, 102691.	3.7	12
11	Estimation of stature from finger and phalange lengths in a Korean adolescent. Journal of Physiological Anthropology, 2019, 38, 13.	1.0	10
12	The Effect of Stimulus Size and Position on the Task Performance of an Eye Mouse: Comparing Blink and Dwell Methods in a Click Task. International Journal of Human-Computer Interaction, 2018, 34, 603-620.	3.3	7
13	User centered gesture development for smart lighting. , 2016, , .		5
14	Affective experience of physical user interfaces: Similarities and differences among control types. Human Factors and Ergonomics in Manufacturing, 2018, 28, 56-68.	1.4	3
15	Semantic Scene Graph Generation Using RDF Model and Deep Learning. Applied Sciences (Switzerland), 2021, 11, 826.	1.3	3
16	An Analysis of User Experience of Smartphone based on Product Smartness utilizing Social Media Data. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1198-1199.	0.2	2
17	Current State of User Experience Evaluation in Virtual Reality: A Systematic Review from an Ergonomic Perspective. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 1274-1275.	0.2	2
18	A Novel Framework for Identifying Customers' Unmet Needs on Online Social Media Using Context Tree. Applied Sciences (Switzerland), 2020, 10, 8473.	1.3	2

#	Article	IF	Citations
19	An evaluation metric on human-service interactivity of ubiquitous services. , 2010, , 347-352.		2
20	Generating a research keyword structure on human haptic interaction using a social network analysis tool. , 2013, , .		1
21	1C2-1 Cluster Analysis on Self-reported Emotional Experiences of Smart TV-viewing. Ningen Kogaku = the Japanese Journal of Ergonomics, 2015, 51, S410-S413.	0.0	1
22	Identifying the Risk Factors in the Context-of-Use of Electric Kick Scooters Based on a Latent Dirichlet Allocation. Applied Sciences (Switzerland), 2020, 10, 8447.	1.3	1
23	Analysis of Customer Satisfaction on the Stiffness of Outside Panels of Passenger Cars. Lecture Notes in Computer Science, 2011, , 257-265.	1.0	1
24	Observing the Smart TV-Viewing Experience by a Diary-Based Observation Method. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1209-1213.	0.2	0
25	1G-12ã€€An Analysis of Relationship among Ubiquitous Service Attributes, Usability Factors and SERVQUAL Dimensions. Ningen Kogaku = the Japanese Journal of Ergonomics, 2013, 49, S467-S471.	0.0	0
26	B4-1ã€€Analysis of the optimal ranges of tilting angles for vertically arranged displays. Ningen Kogaku = the Japanese Journal of Ergonomics, 2017, 53, S470-S473.	0.0	0
27	Usability Study on the Use of Eye Mouse Based on All the Functions of Conventional Mouse. Journal of Cognitive Science, 2017, 18, 153-173.	0.2	0
28	Exploring the Relationship between Idea Quality and Satisfaction on New Ideas for Smart Products. Industrial Engineering and Management Systems, 2019, 18, 163-172.	0.3	0
29	AI in human behavior analysis. , 2022, , 191-204.		0