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	AI in human behavior analysis. , 2022, , 191-204.		0
2	A comparative study of navigation interfaces in virtual reality environments: A mixed-method approach. Applied Ergonomics, 2021, 96, 103482.	1.7	22
3	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
4	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
5	Semantic Scene Graph Generation Using RDF Model and Deep Learning. Applied Sciences (Switzerland), 2021, 11, 826.	1.3	3
6	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
7	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
8	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
9	A Novel Framework for Identifying Customers' Unmet Needs on Online Social Media Using Context Tree. Applied Sciences (Switzerland), 2020, 10, 8473.	1.3	2
10	A comparative study on subjective feeling of engine acceleration sound by automobile types. International Journal of Industrial Ergonomics, 2019, 74, 102843.	1.5	22
11	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
12	Estimation of stature from finger and phalange lengths in a Korean adolescent. Journal of Physiological Anthropology, 2019, 38, 13.	1.0	10
13	Mining affective experience for a kansei design study on a recliner. Applied Ergonomics, 2019, 74, 145-153.	1.7	47
14	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
15	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
16	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
17	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
18	A systematic review of hybrid brain-computer interfaces: Taxonomy and usability perspectives. PLoS ONE, 2017, 12, e0176674.	1.1	90

#	Article	IF	Citations
19	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
20	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
21	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
22	User centered gesture development for smart lighting. , 2016, , .		5
23	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
24	Research Issues in Smart Vehicles and Elderly Drivers: A Literature Review. International Journal of Human-Computer Interaction, 2015, 31, 635-666.	3.3	28
25	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
26	Generating a research keyword structure on human haptic interaction using a social network analysis tool. , 2013, , .		1
27	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
28	Analysis of Customer Satisfaction on the Stiffness of Outside Panels of Passenger Cars. Lecture Notes in Computer Science, 2011, , 257-265.	1.0	1
29	An evaluation metric on human-service interactivity of ubiquitous services. , 2010, , 347-352.		2