Marcos Serrano

List of Publications by Year
in descending order

65 papers	904 citations	1683934 5 h-index	1474057 9 g-index
65 all docs	65 docs citations	65 times ranked	389 citing authors

#	Article	IF	Citations
1	Exploring the use of hand-to-face input for interacting with head-worn displays. , 2014, , .		89
2	Grand Challenges in Immersive Analytics. , 2021, , .		82
3	Movement qualities as interaction modality. , 2012, , .		65
4	Tangible Reels. , 2016, , .		57
5	The openinterface framework. , 2008, , .		55
6	Robots for Inclusive Play: Co-designing an Educational Game With Visually Impaired and sighted Children. , 2020, , .		50
7	Gluey. , 2015, , .		49
8	Bezel-Tap gestures. , 2013, , .		40
9	The Roly-Poly Mouse. , 2015, , .		34
10	Review of Quantitative Empirical Evaluations of Technology for People with Visual Impairments. , 2020, , .		31
11	Exploring smartphone-based interaction with overview+detail interfaces on 3D public displays. , 2014, , .		22
12	Inclusive Education Technologies. , 2018, , .		21
13	From tactile to virtual. , 2016, , .		20
14	Multimodal signal processing and interaction for a driving simulator: Component-based architecture. Journal on Multimodal User Interfaces, 2007, 1, 49-58.	2.0	19
15	TDome. , 2017, , .		19
16	Identifying how Visually Impaired People Explore Raised-line Diagrams to Improve the Design of Touch Interfaces. , 2017, , .		18
17	Multimodal interaction on mobile phones. , 2006, , .		17
18	Visual Composition of Graphical Elements on Non-Rectangular Displays. , 2017, , .		17

#	Article	IF	Citations
19	Toward classroom experiences inclusive of students with disabilities. Interactions, 2018, 26, 40-45.	0.8	13
20	A three-dimensional characterization space of software components for rapidly developing multimodal interfaces. , 2008, , .		12
21	A wizard of oz component-based approach for rapidly prototyping and testing input multimodal interfaces. Journal on Multimodal User Interfaces, 2010, 3, 215-225.	2.0	12
22	HoloBar: Rapid Command Execution for Head-Worn AR Exploiting Around the Field-of-View Interaction. , 2021, , .		12
23	Investigating Text Legibility on Non-Rectangular Displays. , 2016, , .		12
24	From dance to touch. , 2011, , .		11
25	Identifying suitable projection parameters and display configurations for mobile true-3D displays. , 2014, , .		11
26	Temporal aspects of CARE-based multimodal fusion. , 2009, , .		11
27	On-Body Tangible Interaction: Using the Body to Support Tangible Manipulations for Immersive Environments. Lecture Notes in Computer Science, 2019, , 471-492.	1.0	8
28	Investigating the effects of splitting detailed views in Overview+Detail interfaces. , 2016, , .		7
29	Finding Information on Non-Rectangular Interfaces. , 2019, , .		7
30	Tactile Fixations: A Behavioral Marker on How People with Visual Impairments Explore Raised-line Graphics. , 2021, , .		7
31	Quick-glance and in-depth exploration of a tabletop map for visually impaired people. , 2014, , .		6
32	Investigating the design space of smartwatches combining physical rotary inputs. , 2017, , .		5
33	Interaction Design & Prototyping for Immersive Analytics. , 2019, , .		5
34	Investigating Screen Reachability on an Articulated Dual-Display Smartphone. Lecture Notes in Computer Science, 2019, , 476-485.	1.0	5
35	Combining Tablets with Smartphones for Data Analytics. Lecture Notes in Computer Science, 2019, , 439-460.	1.0	5
36	Dynamic Decals. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-27.	2.5	5

#	Article	IF	Citations
37	VibHand: On-Hand Vibrotactile Interface Enhancing Non-Visual Exploration of Digital Graphics. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-19.	2.5	5
38	DECO. , 2016, , .		4
39	Rolling-Menu. , 2018, , .		4
40	Investigating Feedback for Two-Handed Exploration of Digital Maps Without Vision. Lecture Notes in Computer Science, 2019, , 305-324.	1.0	4
41	Bonjour! Greeting Gestures for Collocated Interaction with Wearables. , 2015, , .		3
42	Interaction techniques for mobile collocation. , 2016, , .		3
43	On-Body tangible interaction. , 2018, , .		3
44	KeyTch: Combining the Keyboard with a Touchscreen for Rapid Command Selection on Toolbars. , 2021, , .		3
45	Envisioning Future Productivity for Immersive Analytics. , 2020, , .		3
46	Mold-It: Understanding how Physical Shapes affect Interaction with Handheld Freeform Devices. , 2022, , .		3
47	OpenWizard. , 2009, , .		2
48	Towards Proxemic Mobile Collocated Interactions. International Journal of Mobile Human Computer Interaction, 2017, 9, 15-24.	0.1	2
49	Desktop-Gluey. , 2015, , .		2
50	Designing an input device to interact with multidimensional data : disco. , 2014, , .		1
51	Multi-device interaction for spreadsheet on tablets. , 2017, , .		1
52	A pen-based bimanual approach for interaction in multi-display environments. , 2018, , .		1
53	TouchGlass: Raycasting from a Glass Surface to Point at Physical Objects in Public Exhibits. Lecture Notes in Computer Science, 2019, , 249-269.	1.0	1
54	OIDE. , 2007, , .		0

#	Article	IF	Citations
55	Multimodal slideshow. , 2008, , .		0
56	Taking advantage of rolling gestures on a multidimensionnal mouse for interacting with a menubar. , 2017, , .		0
57	Using everyday objects to interact with multi-display environments. , 2017, , .		0
58	Design and evaluation of a design space of visual feedback for phygital models. , 2017, , .		0
59	A new approach for spatio-temporal data mining. , 2018, , .		0
60	Combination of tactile devices to interact with a spreadsheet on tablet. , 2018, , .		0
61	Cell Selection for Spreadsheets on Tablets. , 2018, , .		0
62	Vibrotactile cues for conveying directional information during blind exploration of digital graphics. , 2019, , .		0
63	Accessibility study for augmented keyboard for input interaction techniques. , 2019, , .		0
64	SmartCom: Exploiter un Smartphone pour Interagir avec les Barres d'Outils. , 2021, , .		0
65	Stranger Screens: Exploring the Application Themes for Interactive Freeform Devices. , 2022, , .		0