

# Marcos Serrano

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

45  
papers

486  
citations

13  
h-index

20  
g-index

65  
ext. papers

750  
ext. citations

1.4  
avg, IF

3.81  
L-index

#	Paper	IF	Citations
45	Dynamic Decals. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 5, 1-27	3.4	0
44	Grand Challenges in Immersive Analytics <b>2021</b> ,		14
43	Robots for Inclusive Play: Co-designing an Educational Game With Visually Impaired and sighted Children <b>2020</b> ,		13
42	Review of Quantitative Empirical Evaluations of Technology for People with Visual Impairments <b>2020</b> ,		7
41	Envisioning Future Productivity for Immersive Analytics <b>2020</b> ,		1
40	VibHand: On-Hand Vibrotactile Interface Enhancing Non-Visual Exploration of Digital Graphics. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2020</b> , 4, 1-19	3.4	2
39	Finding Information on Non-Rectangular Interfaces <b>2019</b> ,		1
38	Interaction Design & Prototyping for Immersive Analytics <b>2019</b> ,		2
37	TouchGlass: Raycasting from a Glass Surface to Point at Physical Objects in Public Exhibits. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 249-269	0.9	
36	On-Body Tangible Interaction: Using the Body to Support Tangible Manipulations for Immersive Environments. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 471-492	0.9	2
35	Investigating Feedback for Two-Handed Exploration of Digital Maps Without Vision. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 305-324	0.9	3
34	Investigating Screen Reachability on an Articulated Dual-Display Smartphone. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 476-485	0.9	0
33	Combining Tablets with Smartphones for Data Analytics. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 439-460		2
32	Inclusive Education Technologies <b>2018</b> ,		17
31	Toward classroom experiences inclusive of students with disabilities. <i>Interactions</i> , <b>2018</b> , 26, 40-45	1	10
30	A pen-based bimanual approach for interaction in multi-display environments <b>2018</b> ,		1
29	Rolling-Menu <b>2018</b> ,		1

28	TDome <b>2017</b> ,	9
27	Visual Composition of Graphical Elements on Non-Rectangular Displays <b>2017</b> ,	11
26	Investigating the design space of smartwatches combining physical rotary inputs <b>2017</b> ,	2
25	Identifying how Visually Impaired People Explore Raised-line Diagrams to Improve the Design of Touch Interfaces <b>2017</b> ,	7
24	Towards Proxemic Mobile Collocated Interactions. <i>International Journal of Mobile Human Computer Interaction</i> , <b>2017</b> , 9, 15-24	0.8 0
23	From tactile to virtual <b>2016</b> ,	13
22	Investigating Text Legibility on Non-Rectangular Displays <b>2016</b> ,	7
21	Tangible Reels <b>2016</b> ,	39
20	DECO <b>2016</b> ,	3
19	Interaction techniques for mobile collocation <b>2016</b> ,	2
18	Investigating the effects of splitting detailed views in Overview+Detail interfaces <b>2016</b> ,	3
17	The Roly-Poly Mouse <b>2015</b> ,	13
16	Bonjour! Greeting Gestures for Collocated Interaction with Wearables <b>2015</b> ,	3
15	Gluey <b>2015</b> ,	25
14	Identifying suitable projection parameters and display configurations for mobile true-3D displays <b>2014</b> ,	6
13	Quick-glance and in-depth exploration of a tabletop map for visually impaired people <b>2014</b> ,	4
12	Exploring the use of hand-to-face input for interacting with head-worn displays <b>2014</b> ,	53
11	Exploring smartphone-based interaction with overview+detail interfaces on 3D public displays <b>2014</b> ,	16

10	Bezel-Tap gestures <b>2013</b> ,		29
9	Movement qualities as interaction modality <b>2012</b> ,		46
8	From dance to touch <b>2011</b> ,		10
7	A wizard of oz component-based approach for rapidly prototyping and testing input multimodal interfaces. <i>Journal on Multimodal User Interfaces</i> , <b>2010</b> , 3, 215-225	1.7	12
6	OpenWizard <b>2009</b> ,		2
5	Temporal aspects of CARE-based multimodal fusion <b>2009</b> ,		9
4	The openinterface framework <b>2008</b> ,		45
3	A three-dimensional characterization space of software components for rapidly developing multimodal interfaces <b>2008</b> ,		9
2	Multimodal signal processing and interaction for a driving simulator: Component-based architecture. <i>Journal on Multimodal User Interfaces</i> , <b>2007</b> , 1, 49-58	1.7	16
1	Multimodal interaction on mobile phones <b>2006</b> ,		13