Myung Hwan Yun

List of Publications by Year
in descending order

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125 papers	1,580 citations	394286 19 h-index	345118 36 g-index
128 all docs	128 docs citations	128 times ranked	1256 citing authors

#	Article	IF	Citations
1	Evaluation of product usability: development and validation of usability dimensions and design elements based on empirical models. International Journal of Industrial Ergonomics, 2000, 26, 477-488.	1.5	190
2	Usability of consumer electronic products. International Journal of Industrial Ergonomics, 2001, 28, 143-151.	1.5	142
3	A Usability Checklist for the Usability Evaluation of Mobile Phone User Interface. International Journal of Human-Computer Interaction, 2006, 20, 207-231.	3.3	131
4	Incorporating user satisfaction into the look-and-feel of mobile phone design. Ergonomics, 2003, 46, 1423-1440.	1.1	90
5	A systematic review of hybrid brain-computer interfaces: Taxonomy and usability perspectives. PLoS ONE, 2017, 12, e0176674.	1.1	90
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	Incorporating affective customer needs for luxuriousness into product design attributes. Human Factors and Ergonomics in Manufacturing, 2009, 19, 105-127.	1.4	52
8	Mining affective experience for a kansei design study on a recliner. Applied Ergonomics, 2019, 74, 145-153.	1.7	47
9	Classification of Childrenâ€™s Sitting Postures Using Machine Learning Algorithms. Applied Sciences (Switzerland), 2018, 8, 1280.	1.3	39
10	An anthropometric survey of Korean hand and hand shape types. International Journal of Industrial Ergonomics, 2016, 53, 10-18.	1.5	34
11	Estimation of stature from hand and foot dimensions in a Korean population. Journal of Clinical Forensic and Legal Medicine, 2018, 55, 87-92.	0.5	34
12	Estimation of stature from diversified hand anthropometric dimensions from Korean population. Journal of Clinical Forensic and Legal Medicine, 2015, 35, 9-14.	0.5	32
13	Affective evaluation of user impressions using virtual product prototyping. Human Factors and Ergonomics in Manufacturing, 2011, 21, 1-13.	1.4	29
14	Research Issues in Smart Vehicles and Elderly Drivers: A Literature Review. International Journal of Human-Computer Interaction, 2015, 31, 635-666.	3.3	28
15	The effect of psychosocial stress on muscle activity during computer work: Comparative study between desktop computer and mobile computing products. Work, 2016, 54, 543-555.	0.6	27
16	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
17	Determination of sex from various hand dimensions of Koreans. Forensic Science International, 2015, 257, 521.e1-521.e10.	1.3	22
18	A comparative study on subjective feeling of engine acceleration sound by automobile types. International Journal of Industrial Ergonomics, 2019, 74, 102843.	1.5	22

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19	Development of a job rotation scheduling algorithm for minimizing accumulated work load per body parts. Work, 2016, 53, 511-521.	0.6	21
20	Evaluation of customer impressions using virtual prototypes in the internet environment. International Journal of Industrial Ergonomics, 2011, 41, 118-127.	1.5	20
21	A comparative study on designer and customer preference models of leather for vehicle. International Journal of Industrial Ergonomics, 2018, 65, 110-121.	1.5	19
22	A Research on Curved Display Comparing to Flat Display Regarding Posture, Tilt Angle, Focusing Area and Satisfaction. Journal of the Ergonomics Society of Korea, 2014, 33, 191-202.	0.1	19
23	The effects of physical and psychosocial factors and ergonomic conditions on the prevalence of musculoskeletal disorders among dentists in Malaysia. Work, 2017, 57, 297-308.	0.6	17
24	A Study on Affective Dimensions to Engine Acceleration Sound Quality Using Acoustic Parameters. Applied Sciences (Switzerland), 2019, 9, 604.	1.3	16
25	Effects of Grip Curvature and Hand Anthropometry for the Unimanual Operation of Touchscreen Handheld Devices. Human Factors and Ergonomics in Manufacturing, 2016, 26, 367-380.	1.4	15
26	Evaluation of Methodologies and Measures on the Usability of Social Robots: A Systematic Review. Applied Sciences (Switzerland), 2021, 11, 1388.	1.3	15
27	A Persona-Based Approach for Identifying Accessibility Issues in Elderly and Disabled Usersâ€™ Interaction with Home Appliances. Applied Sciences (Switzerland), 2021, 11, 368.	1.3	14
28	Anthropometric mismatch between furniture height and anthropometric measurement: A case study of Korean primary schools. International Journal of Industrial Ergonomics, 2018, 68, 260-269.	1.5	13
29	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
30	Designing of smart chair for monitoring of sitting posture using convolutional neural networks. Data Technologies and Applications, 2019, 53, 142-155.	0.9	12
31	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
32	Wearable Technologies: Acceptance Model for Smartwatch Adoption Among Older Adults. Lecture Notes in Computer Science, 2020, , 303-315.	1.0	12
33	Design specifications for Multi-Function Consoles for use in submarines using anthropometric data of South Koreans. International Journal of Industrial Ergonomics, 2017, 59, 8-19.	1.5	11
34	Using Physiological Recordings for Studying User Experience: Case of Conversational Agent-Equipped TV. International Journal of Human-Computer Interaction, 2020, 36, 815-827.	3.3	11
35	Affective Evaluation of Vehicle Interior Craftsmanship: Systematic Checklists for Touch/Feel Quality of Surface-Covering Material. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 971-975.	0.2	10
36	A systematic framework for evaluating design concepts of a new product. Human Factors and Ergonomics in Manufacturing, 2010, 20, 424-442.	1.4	10

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37	A study on the relationships among hand muscles and form factors of large-screen curved mobile devices. International Journal of Industrial Ergonomics, 2016, 56, 17-24.	1.5	10
38	A Research on Brand Sound Positioning and Implementing with Active Sound Design. , 0, , .		8
39	Understanding the Relationship between Userâ€™s Subjective Feeling and the Degree of Side Curvature in Smartphone. Applied Sciences (Switzerland), 2020, 10, 3320.	1.3	8
40	The Effects of Visual Complexity and Decluttering Methods on Visual Search and Target Detection in Cockpit Displays. International Journal of Human-Computer Interaction, 2021, 37, 588-600.	3.3	8
41	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
42	Personal Mobility Device and User Experience: A State-of-the-art Literature Review. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1336-1337.	0.2	7
43	Verbal Reports Influence on Pilot Flight Performance and Mental Stress Under Spatial Disorientation. Aerospace Medicine and Human Performance, 2020, 91, 948-955.	0.2	7
44	A Systematic Procedure for Modeling Usability Based on Product Design Variables: A Case Study in Audiovisual Consumer Electronic Products. International Journal of Occupational Safety and Ergonomics, 2002, 8, 387-406.	1.1	6
45	Performance analysis of text entry with preferred one hand using smartphone touch keyboard. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 1289-1292.	0.2	6
46	Queueing Network Based Driver Model for Varying Levels of Information Processing. IEEE Transactions on Human-Machine Systems, 2019, 49, 508-517.	2.5	6
47	Wearing comfort and perceived heaviness of smart glasses. Human Factors and Ergonomics in Manufacturing, 2021, 31, 484-495.	1.4	6
48	Contextual risk factors in the use of electric kick scooters: An episode sampling inquiry. Safety Science, 2021, 139, 105233.	2.6	6
49	Cultural differences in conceptual models of ride comfort for highâ€speed trains. Human Factors and Ergonomics in Manufacturing, 2009, 19, 128-144.	1.4	5
50	Analysis of Consumer Value Using Semantic Network: The Comparison of Hierarchical and Nonhierarchical Value Structures. Human Factors and Ergonomics in Manufacturing, 2016, 26, 393-407.	1.4	5
51	Analysis of stature prediction from foot anthropometry: a South Korean case study. Australian Journal of Forensic Sciences, 2017, 49, 9-21.	0.7	5
52	Understanding the impression of product sounds by integrating quantitative and qualitative findings. International Journal of Industrial Ergonomics, 2018, 63, 98-109.	1.5	5
53	A Statistical Model of Relationship Between Affective Responses and Product Design Attributes for Capturing User Needs. Lecture Notes in Computer Science, 2007, , 305-313.	1.0	5
54	User centered gesture development for smart lighting. , 2016, , .		5

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55	Finding the Latent Semantics of Haptic Interaction Research: A Systematic Literature Review of Haptic Interaction Using Content Analysis and Network Analysis. Human Factors and Ergonomics in Manufacturing, 2016, 26, 577-594.	1.4	4
56	Evaluating Representativeness of Qualitative Text Data in Identifying UX Issues. International Journal of Human-Computer Interaction, 2017, 33, 868-881.	3.3	4
57	Comparing Semantic Differential Methods in Affective Engineering Processes: A Case Study on Vehicle Instrument Panels. Applied Sciences (Switzerland), 2020, 10, 4751.	1.3	4
58	Data-Driven Design Solution of a Mismatch Problem between the Specifications of the Multi-Function Console in a Jangbogo Class Submarine and the Anthropometric Dimensions of South Koreans Users. Applied Sciences (Switzerland), 2020, 10, 415.	1.3	4
59	Design Optimization Of Control Layout For Naval Mfc (Multi-Function Console) Using A Modified Layout Analysis Method. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1351-1355.	0.2	3
60	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
61	Evaluation of the guidelines and childrenâ€™s ability to select the anthropometrically recommendable height of school furniture: A case study of Korean primary school children. Work, 2019, 64, 427-438.	0.6	3
62	Active Sound Design Development Based on the Harmonics of Main Order from Engine Sound. AES: Journal of the Audio Engineering Society, 2020, 68, 532-544.	0.8	3
63	Development of a sitting posture monitoring system for children using pressure sensors: An application of convolutional neural network. Work, 2022, 72, 351-366.	0.6	3
64	The Development of Human-System Interactivity Metrics for Ubiquitous Service Applying User-Centered Design Methodology. , 2009, , .		2
65	2C2-2 Modelling of the Auditory Satisfaction Function for the Automobile Door Opening Quality. Ningen Kogaku = the Japanese Journal of Ergonomics, 2015, 51, S478-S483.	0.0	2
66	1C1-2 Analysis and Usability Testing of the 3D Scanning Method for Anthropometric Measurement of the Elderly. Ningen Kogaku = the Japanese Journal of Ergonomics, 2015, 51, S394-S397.	0.0	2
67	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
68	Selection of Anthropometric Variables and Methods for Classification of Obesity: In a case of Korean Females. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1267-1268.	0.2	2
69	The Effects of Curvature of Edge Screen on Subjective Feelings in Smartphone Usage. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1269-1270.	0.2	2
70	Behavioral and Neural Correlates of Hysteresis Effects during Multitasking. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 11-13.	0.2	2
71	Exploring the relationship between psychoacoustic and affective variables in a shutterâ€press sound. Human Factors and Ergonomics in Manufacturing, 2019, 29, 372-386.	1.4	2
72	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

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73	A Novel Framework for Identifying Customersâ€™ Unmet Needs on Online Social Media Using Context Tree. Applied Sciences (Switzerland), 2020, 10, 8473.	1.3	2
74	The effect of font and display sizes on the readability for mobile devices. , 2016, , .		2
75	Development of structural models of ride comfort for high speed rail passengers using a quantification method. Ningen Kogaku = the Japanese Journal of Ergonomics, 2006, 42, 596-599.	0.0	2
76	A Review of Haptic Perception: Focused on Sensation and Application. Journal of the Ergonomics Society of Korea, 2012, 31, 715-723.	0.1	2
77	Against the leans: Overcoming spatial disorientation through galvanic vestibular stimulation. Proceedings of the Human Factors and Ergonomics Society, 2021, 65, 1421-1424.	0.2	2
78	Evaluation of Product Preference Using Virtual Prototyping: Case Study of an Automobile Interior. Proceedings of the Human Factors and Ergonomics Society, 2002, 46, 740-744.	0.2	1
79	Development of Satisfaction Models for Passenger Car Interior Materials considering Statistical and Engineering Aspects of Design Variables. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 821-825.	0.2	1
80	Evaluation of Mobile Based Consumer Products: Key Usability Factors and Evaluation Framework. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 985-989.	0.2	1
81	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
82	Anthropometric Classification of Human Hand Shapes in Korean Population. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1200-1204.	0.2	1
83	A Study on Developing Customer Groups in Consolidated Financial Services Using Qualitative and Quantitative Analysis. , 2018, , .		1
84	1H3-3â€€A Systematic Review of Extended Reality (XR)â€™s Head-Mounted Display (HMD) Hardware Design Factors from the Perspective of Usability. Ningen Kogaku = the Japanese Journal of Ergonomics, 2019, 55, 1H3-3-1H3-3.	0.0	1
85	Effects of Visual Complexity Levels and Information Decluttering Methods for Cockpit Displays on Human Search Performance. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 96-100.	0.2	1
86	Creating Personas with Identified Accessibility Issues for People with Disabilities: Refrigerator Usage Case. Advances in Intelligent Systems and Computing, 2019, , 1428-1431.	0.5	1
87	Usability evaluation for South Korean military backpack based on â€œcontext of useâ€• Human Factors and Ergonomics in Manufacturing, 2020, 30, 402-417.	1.4	1
88	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
89	Understanding Balance Control in the Context of Riding a Personal Mobility Device. Applied Sciences (Switzerland), 2021, 11, 4173.	1.3	1
90	Analysis of Customer Satisfaction on the Stiffness of Outside Panels of Passenger Cars. Lecture Notes in Computer Science, 2011, , 257-265.	1.0	1

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91	Mapping Studies on Visual Search, Eye Movement, and Eye track by Bibliometric Analysis. Journal of the Ergonomics Society of Korea, 2015, 34, 377-399.	0.1	1
92	Incorporating JND into the Design of Mobile Device Display. Lecture Notes in Computer Science, 2007, , 541-549.	1.0	1
93	Effect of Automobile Exterior Panel Stiffness on Customers' Affect : Focused on Hood and Door of Mid-Size Passenger Cars. Journal of Korean Institute of Industrial Engineers, 2016, 42, 360-369.	0.1	1
94	Association between Psychosocial Factors and the Prevalence of Musculoskeletal Disorders among Internship Doctors in Malaysia. International Journal of Engineering and Technology(UAE), 2018, 7, 8.	0.2	1
95	Investigation of Accessibility Issues for Visually Impaired People When Using Washing Machines. Advances in Intelligent Systems and Computing, 2019, , 1456-1464.	0.5	1
96	INTERACTIVE TV USER EXPERIENCE IN BEHAVIORAL SITUATIONS. , 2019, , .		1
97	A template-based concept generation tool for mobile service development. , 2008, , .		0
98	Affective Characterization of Touch and Look-and-Feel from Multivariate Analysis of Questionnaire Responses. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 1391-1395.	0.2	0
99	Gesture interface appropriateness analysis on smart TV functions. , 2014, , .		0
100	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
101	Development of an UX Assessment Model Based on Network Analysis. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1443-1446.	0.2	0
102	Use of Hand Biometric Information in Gender Identification. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 851-854.	0.2	0
103	B8-1â€€An Analysis of Characteristics of Korean Females' Lower Body Shape Using Fuzzy Logic and Classification Methods. Ningen Kogaku = the Japanese Journal of Ergonomics, 2017, 53, S632-S635.	0.0	0
104	Hand Classification by Comparing Three Clustering Methods. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 1508-1509.	0.2	0
105	Grasp Behavior Analysis Using Muscle and Postural Hand Synergies for Smartphones. International Journal of Precision Engineering and Manufacturing, 2021, 22, 697-707.	1.1	0
106	Investigation of usability problems of electronic medical record systems in the emergency department. Work, 2021, , 1-18.	0.6	0
107	Evaluation of Two Pointing Control Devices for a Cellular Phone. Lecture Notes in Computer Science, 2007, , 559-565.	1.0	0
108	1G-2â€€Study on Characteristic of Emotional Response related to Kinesthetic Stimulation. Ningen Kogaku = the Japanese Journal of Ergonomics, 2013, 49, S428-S431.	0.0	0

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109	1G-12â€€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
110	2C2-1 Comparisons of driver distraction from in-vehicle device use: rotary controllers and touch screens. Ningen Kogaku = the Japanese Journal of Ergonomics, 2015, 51, S474-S477.	0.0	0
111	Application possibility of web based model house to real model house. , 2016, , .		0
112	Information and Communication Technology in Active Aging With a Focus on User Interfaces. , 2016, , .		0
113	B4-1â€€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
114	P-23â€€Smart TV GUI Design Guidelines Considering Usage Context and Cognitive Ability. Ningen Kogaku = the Japanese Journal of Ergonomics, 2017, 53, S746-S747.	0.0	0
115	P-2â€€Acceptability of a Robotic Agent in Older People using ICT ability. Ningen Kogaku = the Japanese Journal of Ergonomics, 2017, 53, S696-S698.	0.0	0
116	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
117	EEG-based neural correlates of ACT-R model for multitasking. Frontiers in Human Neuroscience, 0, 12, .	1.0	0
118	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
119	1H1-5â€€A study on the optimal dimension design of a Military Backpack considering body size characteristics. Ningen Kogaku = the Japanese Journal of Ergonomics, 2019, 55, 1H1-5-1H1-5.	0.0	0
120	1H3-1â€€Affective qualities in in-vehicle interiors ? a case study on instrument panel via semantic network analysis. Ningen Kogaku = the Japanese Journal of Ergonomics, 2019, 55, 1H3-1-1H3-1.	0.0	0
121	Cross-Cultural Difference in Product Preference in Consumer Review-Based Text Mining Methods: a Case Study on Smart Band. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1383-1387.	0.2	0
122	Flight Performance and Mental Stress of Pilots by Verbal Reports and Spatial Disorientation. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 134-138.	0.2	0
123	Visual Search and Decluttering in Tactical Situation Displays: A Computational Modeling Approach. Proceedings of the Human Factors and Ergonomics Society, 2021, 65, 1425-1431.	0.2	0
124	Development of A User Experience (UX) Testing Database and System for Personal Mobility Devices (PMDs). Ningen Kogaku = the Japanese Journal of Ergonomics, 2021, 57, K2-K2.	0.0	0
125	AI in human behavior analysis. , 2022, , 191-204.		0