

Myung Hwan Yun

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.

110
papers

1,078
citations

16
h-index

30
g-index

128
ext. papers

1,300
ext. citations

1.7
avg, IF

4.71
L-index

#	Paper	IF	Citations
110	AI in human behavior analysis 2022 , 191-204		
109	Against the leans: Overcoming spatial disorientation through galvanic vestibular stimulation. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2021 , 65, 1421-1424	0.4	0
108	Visual Search and Decluttering in Tactical Situation Displays: A Computational Modeling Approach. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2021 , 65, 1425-1431	0.4	
107	Wearing comfort and perceived heaviness of smart glasses. <i>Human Factors and Ergonomics in Manufacturing</i> , 2021 , 31, 484-495	1.4	3
106	Understanding Balance Control in the Context of Riding a Personal Mobility Device. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 4173	2.6	1
105	Evaluation of Methodologies and Measures on the Usability of Social Robots: A Systematic Review. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 1388	2.6	1
104	Grasp Behavior Analysis Using Muscle and Postural Hand Synergies for Smartphones. <i>International Journal of Precision Engineering and Manufacturing</i> , 2021 , 22, 697-707	1.7	
103	The Effects of Visual Complexity and Decluttering Methods on Visual Search and Target Detection in Cockpit Displays. <i>International Journal of Human-Computer Interaction</i> , 2021 , 37, 588-600	3.6	4
102	Contextual risk factors in the use of electric kick scooters: An episode sampling inquiry. <i>Safety Science</i> , 2021 , 139, 105233	5.8	0
101	Evaluation of locomotion methods in virtual reality navigation environments: An involuntary position shift and task performance. <i>International Journal of Human Computer Studies</i> , 2021 , 155, 102694	4.6	0
100	A Persona-Based Approach for Identifying Accessibility Issues in Elderly and Disabled Users' Interaction with Home Appliances. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 368	2.6	5
99	Understanding the Relationship between User's Subjective Feeling and the Degree of Side Curvature in Smartphone. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 3320	2.6	4
98	Using Physiological Recordings for Studying User Experience: Case of Conversational Agent-Equipped TV. <i>International Journal of Human-Computer Interaction</i> , 2020 , 36, 815-827	3.6	5
97	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. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 415	2.6	2
96	Verbal Reports Influence on Pilot Flight Performance and Mental Stress Under Spatial Disorientation. <i>Aerospace Medicine and Human Performance</i> , 2020 , 91, 948-955	1.1	1
95	Cross-Cultural Difference in Product Preference in Consumer Review-Based Text Mining Methods: a Case Study on Smart Band. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 1383-1387	0.4	
94	Flight Performance and Mental Stress of Pilots by Verbal Reports and Spatial Disorientation. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020 , 64, 134-138	0.4	

93	Wearable Technologies: Acceptance Model for Smartwatch Adoption Among Older Adults. <i>Lecture Notes in Computer Science</i> , 2020 , 303-315	0.9	3
92	A Systematic Review of a Virtual Reality System from the Perspective of User Experience. <i>International Journal of Human-Computer Interaction</i> , 2020 , 36, 893-910	3.6	31
91	Usability evaluation for South Korean military backpack based on "context of use" <i>Human Factors and Ergonomics in Manufacturing</i> , 2020 , 30, 402-417	1.4	1
90	Comparing Semantic Differential Methods in Affective Engineering Processes: A Case Study on Vehicle Instrument Panels. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 4751	2.6	2
89	The evaluation of user experience of a human walking and a driving simulation in the virtual reality. <i>International Journal of Industrial Ergonomics</i> , 2020 , 79, 103002	2.9	9
88	Identifying the Risk Factors in the Context-of-Use of Electric Kick Scooters Based on a Latent Dirichlet Allocation. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 8447	2.6	0
87	A Novel Framework for Identifying Customers' Unmet Needs on Online Social Media Using Context Tree. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 8473	2.6	2
86	A comparative study on subjective feeling of engine acceleration sound by automobile types. <i>International Journal of Industrial Ergonomics</i> , 2019 , 74, 102843	2.9	11
85	Designing of smart chair for monitoring of sitting posture using convolutional neural networks. <i>Data Technologies and Applications</i> , 2019 , 53, 142-155	1.6	9
84	A Study on Affective Dimensions to Engine Acceleration Sound Quality Using Acoustic Parameters. <i>Applied Sciences (Switzerland)</i> , 2019 , 9, 604	2.6	9
83	1H3-3 A Systematic Review of Extended Reality (XR)'s Head-Mounted Display (HMD) Hardware Design Factors from the Perspective of Usability. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2019 , 55, 1H3-3-1H3-3	0	0
82	Investigation of Accessibility Issues for Visually Impaired People When Using Washing Machines. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 1456-1464	0.4	0
81	1H1-5 A study on the optimal dimension design of a Military Backpack considering body size characteristics. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2019 , 55, 1H1-5-1H1-5	0	
80	1H3-1 Affective qualities in in-vehicle interiors? a case study on instrument panel via semantic network analysis. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2019 , 55, 1H3-1-1H3-1	0	
79	Exploring the relationship between psychoacoustic and affective variables in a shutter-press sound. <i>Human Factors and Ergonomics in Manufacturing</i> , 2019 , 29, 372-386	1.4	2
78	Evaluation of the guidelines and children's ability to select the anthropometrically recommendable height of school furniture: A case study of Korean primary school children. <i>Work</i> , 2019 , 64, 427-438	1.6	0
77	Current State of User Experience Evaluation in Virtual Reality: A Systematic Review from an Ergonomic Perspective. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019 , 63, 1274-1275	0.4	0
76	Effects of Visual Complexity Levels and Information Decluttering Methods for Cockpit Displays on Human Search Performance. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019 , 63, 96-100	0.4	1

75	Hand Classification by Comparing Three Clustering Methods. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019 , 63, 1508-1509	0.4	
74	Mining affective experience for a kansei design study on a recliner. <i>Applied Ergonomics</i> , 2019 , 74, 145-153	3.2	27
73	Creating Personas with Identified Accessibility Issues for People with Disabilities: Refrigerator Usage Case. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 1428-1431	0.4	
72	Queueing Network Based Driver Model for Varying Levels of Information Processing. <i>IEEE Transactions on Human-Machine Systems</i> , 2019 , 49, 508-517	4.1	3
71	Estimation of stature from hand and foot dimensions in a Korean population. <i>Journal of Clinical Forensic and Legal Medicine</i> , 2018 , 55, 87-92	1.7	28
70	Understanding the impression of product sounds by integrating quantitative and qualitative findings. <i>International Journal of Industrial Ergonomics</i> , 2018 , 63, 98-109	2.9	4
69	The Effect of Stimulus Size and Position on the Task Performance of an Eye Mouse: Comparing Blink and Dwell Methods in a Click Task. <i>International Journal of Human-Computer Interaction</i> , 2018 , 34, 603-620	3.6	4
68	Affective experience of physical user interfaces: Similarities and differences among control types. <i>Human Factors and Ergonomics in Manufacturing</i> , 2018 , 28, 56-68	1.4	3
67	Classification of Children's Sitting Postures Using Machine Learning Algorithms. <i>Applied Sciences (Switzerland)</i> , 2018 , 8, 1280	2.6	28
66	Toward Usability Evaluation for Brain-Computer Interfaces 2018 , 563-584		2
65	A comparative study on designer and customer preference models of leather for vehicle. <i>International Journal of Industrial Ergonomics</i> , 2018 , 65, 110-121	2.9	13
64	Anthropometric mismatch between furniture height and anthropometric measurement: A case study of Korean primary schools. <i>International Journal of Industrial Ergonomics</i> , 2018 , 68, 260-269	2.9	7
63	Behavioral and Neural Correlates of Hysteresis Effects during Multitasking. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018 , 62, 11-13	0.4	2
62	Personal Mobility Device and User Experience: A State-of-the-art Literature Review. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018 , 62, 1336-1337	0.4	4
61	Exploring User Experience of Smartphones in Social Media: A Mixed-Method Analysis. <i>International Journal of Human-Computer Interaction</i> , 2018 , 34, 960-969	3.6	7
60	Analysis of stature prediction from foot anthropometry: a South Korean case study. <i>Australian Journal of Forensic Sciences</i> , 2017 , 49, 9-21	1.1	4
59	Design specifications for Multi-Function Consoles for use in submarines using anthropometric data of South Koreans. <i>International Journal of Industrial Ergonomics</i> , 2017 , 59, 8-19	2.9	9
58	Selection of Anthropometric Variables and Methods for Classification of Obesity: In a case of Korean Females. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017 , 61, 1267-1268	0.4	1

57	The Effects of Curvature of Edge Screen on Subjective Feelings in Smartphone Usage. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017 , 61, 1269-1270	0.4	1
56	A systematic review of hybrid brain-computer interfaces: Taxonomy and usability perspectives. <i>PLoS ONE</i> , 2017 , 12, e0176674	3.7	56
55	Evaluating Representativeness of Qualitative Text Data in Identifying UX Issues. <i>International Journal of Human-Computer Interaction</i> , 2017 , 33, 868-881	3.6	2
54	The effects of physical and psychosocial factors and ergonomic conditions on the prevalence of musculoskeletal disorders among dentists in Malaysia. <i>Work</i> , 2017 , 57, 297-308	1.6	12
53	B8-1 An Analysis of Characteristics of Korean Females' Lower Body Shape Using Fuzzy Logic and Classification Methods. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2017 , 53, S632-S635	0	
52	A Research on Brand Sound Positioning and Implementing with Active Sound Design 2017 ,		2
51	B4-1 Analysis of the optimal ranges of tilting angles for vertically arranged displays. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2017 , 53, S470-S473	0	
50	P-23 Smart TV GUI Design Guidelines Considering Usage Context and Cognitive Ability. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2017 , 53, S746-S747	0	
49	P-2 Acceptability of a Robotic Agent in Older People using ICT ability. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2017 , 53, S696-S698	0	
48	A study on the relationships among hand muscles and form factors of large-screen curved mobile devices. <i>International Journal of Industrial Ergonomics</i> , 2016 , 56, 17-24	2.9	10
47	The effect of psychosocial stress on muscle activity during computer work: Comparative study between desktop computer and mobile computing products. <i>Work</i> , 2016 , 54, 543-55	1.6	21
46	Analysis of Consumer Value Using Semantic Network: The Comparison of Hierarchical and Nonhierarchical Value Structures. <i>Human Factors and Ergonomics in Manufacturing</i> , 2016 , 26, 393-407	1.4	4
45	An anthropometric survey of Korean hand and hand shape types. <i>International Journal of Industrial Ergonomics</i> , 2016 , 53, 10-18	2.9	26
44	Effect of Automobile Exterior Panel Stiffness on Customers' Affect : Focused on Hood and Door of Mid-Size Passenger Cars. <i>Journal of Korean Institute of Industrial Engineers</i> , 2016 , 42, 360-369	0.8	0
43	Finding the Latent Semantics of Haptic Interaction Research: A Systematic Literature Review of Haptic Interaction Using Content Analysis and Network Analysis. <i>Human Factors and Ergonomics in Manufacturing</i> , 2016 , 26, 577-594	1.4	3
42	Effects of Grip Curvature and Hand Anthropometry for the Unimanual Operation of Touchscreen Handheld Devices. <i>Human Factors and Ergonomics in Manufacturing</i> , 2016 , 26, 367-380	1.4	13
41	Use of Hand Biometric Information in Gender Identification: Integration of Anthropometric and Electromyographic Data. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 851-854	0.4	
40	An Analysis of User Experience of Smartphone based on Product Smartness utilizing Social Media Data. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 1198-1199	0.4	1

39	Anthropometric Classification of Human Hand Shapes in Korean Population. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 1200-1204	0.4	0
38	Research Issues in Smart Vehicles and Elderly Drivers: A Literature Review. <i>International Journal of Human-Computer Interaction</i> , 2015 , 31, 635-666	3.6	20
37	Estimation of stature from diversified hand anthropometric dimensions from Korean population. <i>Journal of Clinical Forensic and Legal Medicine</i> , 2015 , 35, 9-14	1.7	23
36	Determination of sex from various hand dimensions of Koreans. <i>Forensic Science International</i> , 2015 , 257, 521.e1-521.e10	2.6	15
35	Development of an UX Assessment Model Based on Network Analysis. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015 , 59, 1443-1446	0.4	
34	2C2-2 Modelling of the Auditory Satisfaction Function for the Automobile Door Opening Quality. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2015 , 51, S478-S483	0	1
33	1C2-1 Cluster Analysis on Self-reported Emotional Experiences of Smart TV-viewing. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2015 , 51, S410-S413	0	1
32	1C1-2 Analysis and Usability Testing of the 3D Scanning Method for Anthropometric Measurement of the Elderly. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2015 , 51, S394-S397	0	2
31	Design Optimization Of Control Layout For Naval Mfc (Multi-Function Console) Using A Modified Layout Analysis Method. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015 , 59, 1351-1355	0.4	3
30	Mapping Studies on Visual Search, Eye Movement, and Eye track by Bibliometric Analysis. <i>Journal of the Ergonomics Society of Korea</i> , 2015 , 34, 377-399	1.7	1
29	2C2-1 Comparisons of driver distraction from in-vehicle device use: rotary controllers and touch screens. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2015 , 51, S474-S477	0	
28	Development of a job rotation scheduling algorithm for minimizing accumulated work load per body parts. <i>Work</i> , 2015 , 53, 511-21	1.6	14
27	Observing the Smart TV-Viewing Experience by a Diary-Based Observation Method. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2014 , 58, 1209-1213	0.4	
26	A Research on Curved Display Comparing to Flat Display Regarding Posture, Tilt Angle, Focusing Area and Satisfaction. <i>Journal of the Ergonomics Society of Korea</i> , 2014 , 33, 191-202	1.7	16
25	1G-2 Study on Characteristic of Emotional Response related to Kinesthetic Stimulation. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2013 , 49, S428-S431	0	
24	1G-12 An Analysis of Relationship among Ubiquitous Service Attributes, Usability Factors and SERVQUAL Dimensions. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2013 , 49, S467-S471	0	
23	A Review of Haptic Perception: Focused on Sensation and Application. <i>Journal of the Ergonomics Society of Korea</i> , 2012 , 31, 715-723	1.7	2
22	Performance analysis of text entry with preferred one hand using smartphone touch keyboard. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2011 , 55, 1289-1292	0.4	3

21	Affective evaluation of user impressions using virtual product prototyping. <i>Human Factors and Ergonomics in Manufacturing</i> , 2011 , 21, 1-13	1.4	21
20	Evaluation of customer impressions using virtual prototypes in the internet environment. <i>International Journal of Industrial Ergonomics</i> , 2011 , 41, 118-127	2.9	16
19	Analysis of Customer Satisfaction on the Stiffness of Outside Panels of Passenger Cars. <i>Lecture Notes in Computer Science</i> , 2011 , 257-265	0.9	1
18	Affective Characterization of Touch and Look-and-Feel from Multivariate Analysis of Questionnaire Responses. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2010 , 54, 1391-1395	0.4	
17	A systematic framework for evaluating design concepts of a new product. <i>Human Factors and Ergonomics in Manufacturing</i> , 2010 , 20, 424-442	1.4	9
16	Incorporating affective customer needs for luxuriousness into product design attributes. <i>Human Factors and Ergonomics in Manufacturing</i> , 2009 , 19, 105-127	1.4	39
15	Cultural differences in conceptual models of ride comfort for high-speed trains. <i>Human Factors and Ergonomics in Manufacturing</i> , 2009 , 19, 128-144	1.4	3
14	The Development of Human-System Interactivity Metrics for Ubiquitous Service Applying User-Centered Design Methodology 2009 ,		2
13	Evaluation of Two Pointing Control Devices for a Cellular Phone. <i>Lecture Notes in Computer Science</i> , 2007 , 559-565	0.9	
12	Incorporating JND into the Design of Mobile Device Display. <i>Lecture Notes in Computer Science</i> , 2007 , 541-549	0.9	0
11	A Statistical Model of Relationship Between Affective Responses and Product Design Attributes for Capturing User Needs. <i>Lecture Notes in Computer Science</i> , 2007 , 305-313	0.9	4
10	A Usability Checklist for the Usability Evaluation of Mobile Phone User Interface. <i>International Journal of Human-Computer Interaction</i> , 2006 , 20, 207-231	3.6	96
9	Development of structural models of ride comfort for high speed rail passengers using a quantification method. <i>Ningen Kogaku = the Japanese Journal of Ergonomics</i> , 2006 , 42, 596-599	0	1
8	Affective Evaluation of Vehicle Interior Craftsmanship: Systematic Checklists for Touch/Feel Quality of Surface-Covering Material. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2004 , 48, 971-975	0.4	6
7	Evaluation of Mobile Based Consumer Products: Key Usability Factors and Evaluation Framework. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2004 , 48, 985-989	0.4	1
6	Development of Satisfaction Models for Passenger Car Interior Materials considering Statistical and Engineering Aspects of Design Variables. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2003 , 47, 821-825	0.4	1
5	Incorporating user satisfaction into the look-and-feel of mobile phone design. <i>Ergonomics</i> , 2003 , 46, 1423-40	2.9	71
4	Evaluation of Product Preference Using Virtual Prototyping: Case Study of an Automobile Interior. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2002 , 46, 740-744	0.4	0

- 3 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 2.1 5
- 2 Usability of consumer electronic products. *International Journal of Industrial Ergonomics*, **2001**, 28, 143-151 123
- 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 2.9 161