

Daniel Buschek

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

784
citations

1684188

5
h-index

1474206

9
g-index

34
all docs

34
docs citations

34
times ranked

612
citing authors

#	ARTICLE	IF	CITATIONS
1	Predicting personality from patterns of behavior collected with smartphones. Proceedings of the National Academy of Sciences of the United States of America, 2020, 117, 17680-17687.	7.1	152
2	Improving Accuracy, Applicability and Usability of Keystroke Biometrics on Mobile Touchscreen Devices. , 2015, , .		87
3	HeartChat. , 2017, , .		74
4	Guidance in Cinematic Virtual Reality-Taxonomy, Research Status and Challenges. Multimodal Technologies and Interaction, 2019, 3, 19.	2.5	65
5	The Impact of Multiple Parallel Phrase Suggestions on Email Input and Composition Behaviour of Native and Non-Native English Writers. , 2021, , .		29
6	What is "intelligent" in intelligent user interfaces?. , 2020, , .		29
7	Evaluating the Influence of Targets and Hand Postures on Touch-based Behavioural Biometrics. , 2016, , .		28
8	TouchML. , 2015, , .		21
9	Personal Mobile Messaging in Context. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-33.	5.7	21
10	Understanding Emoji Interpretation through User Personality and Message Context. , 2019, , .		19
11	User-specific touch models in a cross-device context. , 2013, , .		17
12	Social viewing in cinematic virtual reality: a design space for social movie applications. Virtual Reality, 2021, 25, 613-630.	6.1	17
13	ProbUI. , 2017, , .		15
14	There is more to Typing than Speed. , 2015, , .		13
15	Attention, please!. , 2016, , .		11
16	Sparse selection of training data for touch correction systems. , 2013, , .		10
17	â€œYour Eyes Tell You Have Used This Password Beforeâ€ Identifying Password Reuse from Gaze and Keystroke Dynamics. , 2022, , .		7
18	GANSlider: How Users Control Generative Models for Images using Multiple Sliders with and without Feedforward Information. , 2022, , .		6

#	ARTICLE	IF	CITATIONS
19	EyePACT. , 2018, 1, 1-18.		5
20	A toolkit for analysis and prediction of touch targeting behaviour on mobile websites. , 2015, , .		4
21	GestureMap: Supporting Visual Analytics and Quantitative Analysis of Motion Elicitation Data by Learning 2D Embeddings. , 2021, , .		3
22	Introduction to Intelligent User Interfaces. , 2021, , .		3
23	Conversations with GUIs. , 2021, , .		3
24	Comparing Concepts for Embedding Second-Language Vocabulary Acquisition into Everyday Smartphone Interactions. , 2021, , .		3
25	A Comparative Evaluation of Spatial Targeting Behaviour Patterns for Finger and Stylus Tapping on Mobile Touchscreen Devices. , 2018, 1, 1-21.		2
26	<i>Paper2Wire</i> – A Case Study of User-Centred Development of Machine Learning Tools for UX Designers. I-com, 2021, 20, 19-32.	1.3	2
27	Examining Autocompletion as a Basic Concept for Interaction with Generative AI. I-com, 2021, 19, 251-264.	1.3	2
28	Designing for Continuous Interaction with Artificial Intelligence Systems. , 2022, , .		2
29	A Day in the Life: Exploring the Use of Scheduled Mobile Chat Messages for Career Guidance. , 2021, , .		1
30	SummaryLens – A Smartphone App for Exploring Interactive Use of Automated Text Summarization in Everyday Life. , 2022, , .		1
31	UnlockLearning – Investigating the Integration of Vocabulary Learning Tasks into the Smartphone Authentication Process. I-com, 2022, 21, 157-174.	1.3	1
32	How to Support Users in Understanding Intelligent Systems? An Analysis and Conceptual Framework of User Questions Considering User Mindsets, Involvement, and Knowledge Outcomes. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-27.	3.7	1