

# Daniel Buschek

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2401002/publications.pdf>

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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	SummaryLens â€“ A Smartphone App for Exploring Interactive Use of Automated Text Summarization in Everyday Life. , 2022, , .		1
2	UnlockLearning â€“ Investigating the Integration of Vocabulary Learning Tasks into the Smartphone Authentication Process. I-com, 2022, 21, 157-174.	1.3	1
3	Designing for Continuous Interaction with Artificial Intelligence Systems. , 2022, , .		2
4	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
5	GANSlider: How Users Control Generative Models for Images using Multiple Sliders with and without Feedforward Information. , 2022, , .		6
6	â€œYour Eyes Tell You Have Used This Password Beforeâ€• Identifying Password Reuse from Gaze and Keystroke Dynamics. , 2022, , .		7
7	Social viewing in cinematic virtual reality: a design space for social movie applications. Virtual Reality, 2021, 25, 613-630.	6.1	17
8	<i>Paper2Wire</i> â€“ A Case Study of User-Centred Development of Machine Learning Tools for UX Designers. I-com, 2021, 20, 19-32.	1.3	2
9	GestureMap: Supporting Visual Analytics and Quantitative Analysis of Motion Elicitation Data by Learning 2D Embeddings. , 2021, , .		3
10	The Impact of Multiple Parallel Phrase Suggestions on Email Input and Composition Behaviour of Native and Non-Native English Writers. , 2021, , .		29
11	Introduction to Intelligent User Interfaces. , 2021, , .		3
12	Conversations with GUIs. , 2021, , .		3
13	Comparing Concepts for Embedding Second-Language Vocabulary Acquisition into Everyday Smartphone Interactions. , 2021, , .		3
14	Examining Autocompletion as a Basic Concept for Interaction with Generative AI. I-com, 2021, 19, 251-264.	1.3	2
15	A Day in the Life: Exploring the Use of Scheduled Mobile Chat Messages for Career Guidance. , 2021, , .		1
16	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
17	What is "intelligent" in intelligent user interfaces?. , 2020, , .		29
18	Understanding Emoji Interpretation through User Personality and Message Context. , 2019, , .		19

#	ARTICLE	IF	CITATIONS
19	Guidance in Cinematic Virtual Reality-Taxonomy, Research Status and Challenges. Multimodal Technologies and Interaction, 2019, 3, 19.	2.5	65
20	EyePACT. , 2018, 1, 1-18.		5
21	A Comparative Evaluation of Spatial Targeting Behaviour Patterns for Finger and Stylus Tapping on Mobile Touchscreen Devices. , 2018, 1, 1-21.		2
22	Personal Mobile Messaging in Context. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-33.	5.7	21
23	HeartChat. , 2017, , .		74
24	ProbUI. , 2017, , .		15
25	Evaluating the Influence of Targets and Hand Postures on Touch-based Behavioural Biometrics. , 2016, , .		28
26	Attention, please!. , 2016, , .		11
27	There is more to Typing than Speed. , 2015, , .		13
28	A toolkit for analysis and prediction of touch targeting behaviour on mobile websites. , 2015, , .		4
29	Improving Accuracy, Applicability and Usability of Keystroke Biometrics on Mobile Touchscreen Devices. , 2015, , .		87
30	TouchML. , 2015, , .		21
31	User-specific touch models in a cross-device context. , 2013, , .		17
32	Sparse selection of training data for touch correction systems. , 2013, , .		10