

Tiago J V Guerreiro

List of Publications by Citations

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Version: 2024-04-27

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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.

76
papers

669
citations

14
h-index

22
g-index

100
ext. papers

927
ext. citations

1.9
avg, IF

4.01
L-index

#	Paper	IF	Citations
76	Blind people and mobile touch-based text-entry 2011 ,		63
75	From Tapping to Touching: Making Touch Screens Accessible to Blind Users. <i>IEEE MultiMedia</i> , 2008 , 15, 48-50	2.1	60
74	Getting Smartphones to Talkback 2015 ,		42
73	BrailleType: Unleashing Braille over Touch Screen Mobile Phones. <i>Lecture Notes in Computer Science</i> , 2011 , 100-107	0.9	39
72	Towards accessible touch interfaces 2010 ,		34
71	UbiBraille 2013 ,		30
70	A Web-based Application to Address Individual Interests of Children with Autism Spectrum Disorders. <i>Procedia Computer Science</i> , 2012 , 14, 20-27	1.6	23
69	Typing Performance of Blind Users 2015 ,		20
68	HoliBraille 2015 ,		19
67	B# 2014 ,		18
66	Blobby 2009 ,		18
65	NavTap 2009 ,		16
64	Usage of Subjective Scales in Accessibility Research 2015 ,		15
63	Blind People Interacting with Large Touch Surfaces 2015 ,		15
62	Tablets Get Physical 2015 ,		14
61	Mobile touchscreen user interfaces: bridging the gap between motor-impaired and able-bodied users. <i>Universal Access in the Information Society</i> , 2014 , 13, 303-313	2.5	14
60	Friendsourcing the unmet needs of people with dementia 2014 ,		14

59	What My Eyes Can't See, A Robot Can Show Me 2018 ,		12
58	Gait Kinematic Parameters in Parkinson's Disease: A Systematic Review. <i>Journal of Parkinsons Disease</i> , 2020 , 10, 843-853	5.3	10
57	In-context Q&A to Support Blind People Using Smartphones 2017 ,		9
56	Hybrid-Braille 2018 ,		9
55	Vulnerability & Blame 2019 ,		8
54	Mobile text-entry models for people with disabilities 2008 ,		8
53	Exploring accessible programming with educators and visually impaired children 2020 ,		8
52	Mobile text-entry and visual demands: reusing and optimizing current solutions. <i>Universal Access in the Information Society</i> , 2014 , 13, 291-301	2.5	7
51	Characterizing Social Insider Attacks on Facebook 2017 ,		7
50	Proficient blind users and mobile text-entry 2010 ,		7
49	Mnemonic body shortcuts 2008 ,		6
48	TinyBlackBox 2015 ,		6
47	A Tangible Math Game for Visually Impaired Children 2019 ,		6
46	Effect of target size on non-visual text-entry 2016 ,		6
45	Improving Smartphone Accessibility with Personalizable Static Overlays 2017 ,		5
44	Open Challenges of Blind People Using Smartphones. <i>International Journal of Human-Computer Interaction</i> , 2020 , 36, 1605-1622	3.6	5
43	Measuring snooping behavior with surveys 2014 ,		5
42	Augmenting braille input through multitouch feedback 2013 ,		5

41	Mnemonical Body Shortcuts for Interacting with Mobile Devices. <i>Lecture Notes in Computer Science</i> , 2009 , 261-271	0.9	5
40	Investigating Laboratory and Everyday Typing Performance of Blind Users. <i>ACM Transactions on Accessible Computing</i> , 2017 , 10, 1-26	2.7	4
39	Identifying the relevant individual attributes for a successful non-visual mobile experience 2010 ,		4
38	The key role of touch in non-visual mobile interaction 2010 ,		4
37	An haptic-based immersive environment for shape analysis and modelling. <i>Journal of Real-Time Image Processing</i> , 2010 , 5, 73-90	1.9	4
36	Extensible middleware framework for multimodal interfaces in distributed environments 2007 ,		4
35	TACTOPI: a Playful Approach to Promote Computational Thinking for Visually Impaired Children 2020 ,		4
34	TROCAS: Communication Skills Development in Children with Autism Spectrum Disorders via ICT. <i>Lecture Notes in Computer Science</i> , 2011 , 644-647	0.9	4
33	Blind People and Mobile Keypads: Accounting for Individual Differences. <i>Lecture Notes in Computer Science</i> , 2011 , 65-82	0.9	4
32	Photo-Realistic Interactive Virtual Environments for Neurorehabilitation in Mild Cognitive Impairment (NeuroVRRehab.PT): A Participatory Design and Proof-of-Concept Study. <i>Journal of Clinical Medicine</i> , 2020 , 9,	5.1	4
31	Accemby at Home: Accessible Spatial Programming for Children with Visual Impairments and their Families 2021 ,		4
30	MATY 2019 ,		3
29	Optimus web 2015 ,		3
28	Designing Free-Living Reports for Parkinson's Disease 2019 ,		3
27	The Design Space of Nonvisual Word Completion 2019 ,		3
26	Third mobile accessibility workshop 2013 ,		3
25	Articulations toward a crisp HCI. <i>Interactions</i> , 2021 , 28, 28-37	1	3
24	Aidme 2018 ,		3

23	Designing Personalized Therapy Tools for People with Dementia 2019 ,		2
22	Playing With Others: Depicting Multiplayer Gaming Experiences of People With Visual Impairments 2020 ,		2
21	BloNo: A New Mobile Text-Entry Interface for the Visually Impaired. <i>Lecture Notes in Computer Science</i> , 2007 , 908-917	0.9	2
20	Understanding the Authoring and Playthrough of Nonvisual Smartphone Tutorials. <i>Lecture Notes in Computer Science</i> , 2019 , 42-62	0.9	2
19	Enabling Biographical Cognitive Stimulation for People with Dementia 2018 ,		1
18	Realfind 2008 ,		1
17	Carrier-pigeon Robot 2020 ,		1
16	This Just In! Your Life in the Newspaper. <i>Lecture Notes in Computer Science</i> , 2009 , 279-292	0.9	1
15	Kinematic and Clinical Outcomes to Evaluate the Efficacy of a Multidisciplinary Intervention on Functional Mobility in Parkinson's Disease. <i>Frontiers in Neurology</i> , 2021 , 12, 637620	4.1	1
14	LEGOWorld: Repurposing Commodity Tools & Technologies to Create an Accessible and Customizable Programming Environment 2021 ,		1
13	Nipping Inaccessibility in the Bud: Opportunities and Challenges of Accessible Media Content Authoring 2021 ,		1
12	Learning maths with a tangible user interface: Lessons learned through participatory design with children with visual impairments and their educators. <i>International Journal of Child-Computer Interaction</i> , 2021 , 100382	3.7	1
11	Mobile Web. <i>Human-computer Interaction Series</i> , 2019 , 737-754	0.6	0
10	Accessibility layers. <i>ACM SIGACCESS Accessibility and Computing</i> , 2015 , 22-28	0.7	0
9	SmartFeeding4Kids, an online self-guided parenting intervention to promote positive feeding practices and healthy diet in young children: study protocol for a randomized controlled trial.. <i>Trials</i> , 2021 , 22, 930	2.8	0
8	Promoting Self-Efficacy Through an Effective Human-Powered Nonvisual Smartphone Task Assistant. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-19	3.4	0
7	Exploring How a Digitized Program Can Support Parents to Improve Their Children's Nutritional Habits. <i>Lecture Notes in Computer Science</i> , 2021 , 211-220	0.9	0
6	Personalised Gait Recognition for People with Neurological Conditions. <i>Sensors</i> , 2022 , 22, 3980	3.8	0

- 5 Social Impact - Identifying Quotes of Literary Works in Social Networks. *Lecture Notes in Computer Science*, **2015**, 789-795 0.9
- 4 Technical perspective: Eyelid gestures enhance mobile interaction. *Communications of the ACM*, **2022**, 65, 107-107 2.5
- 3 Using Autobiographic Information to Retrieve Real and Electronic Documents. *Lecture Notes in Computer Science*, **2007**, 427-436 0.9
- 2 Designing TV Interaction for the Elderly [A Case Study of the Design for All Approach]. *Human-computer Interaction Series*, **2015**, 69-89 0.6
- 1 Defining a Design Space for Persuasive Cooperative Interactions in Mobile Exertion Applications. *Lecture Notes in Computer Science*, **2014**, 105-112 0.9