Christophe Jouffrais

List of Publications by Citations

59 papers	1,105 citations	18 h-index	31 g-index
65 ext. papers	1,346 ext. citations	2.2 avg, IF	4.39 L-index

#	Paper	IF	Citations
59	Eye position effects on the neuronal activity of dorsal premotor cortex in the macaque monkey. *Journal of Neurophysiology*, **1998**, 80, 1132-50	3.2	136
58	Interactivity Improves Usability of Geographic Maps for Visually Impaired People. *Human-Computer Interaction*, **2015**, 30, 156-194	2.9	84
57	NAVIG: augmented reality guidance system for the visually impaired. *Virtual Reality*, **2012**, 16, 253-269	6	84
56	Hand kinematics during reaching and grasping in the macaque monkey. *Behavioural Brain Research*, **2000**, 117, 75-82	3.4	68
55	MapSense **2016**,		49
54	Navigation and space perception assistance for the visually impaired: The NAVIG project. *Irbm*, **2012** , 33, 182-189	4.8	43
53	Tangible Reels **2016**,		39
52	Accessible Interactive Maps for Visually Impaired Users **2018**, 537-584		36
51	Neuronal activity related to eye-hand coordination in the primate premotor cortex. *Experimental Brain Research*, **1999**, 128, 205-9	2.3	35
50	Map Learning with a 3D Printed Interactive Small-Scale Model: Improvement of Space and Text Memorization in Visually Impaired Students. *Frontiers in Psychology*, **2017**, 8, 930	3.4	34
49	Fusion of Artificial Vision and GPS to Improve Blind Pedestrian Positioning **2011**,		30
48	Natural textures classification in area V4 of the macaque monkey. *Experimental Brain Research*, **2008**, 189, 109-20	2.3	30
47	Single-unit responses in the auditory cortex of monkeys performing a conditional acousticomotor task. *Experimental Brain Research*, **2003**, 153, 614-27	2.3	30
46	Usage of multimodal maps for blind people **2010**,		24
45	NAVIG: Guidance system for the visually impaired using virtual augmented reality. *Technology and Disability*, **2012**, 24, 163-178	0.7	23
44	Neuronal activity in primate striatum and pallidum related to bimanual motor actions. *NeuroReport*, **2002**, 13, 143-7	1.7	22
43	Haptic recognition of two-dimensional raised-line patterns by early-blind, late-blind, and blindfolded sighted adults. *Perception*, **2010**, 39, 224-35	1.2	20

42	Design and User Satisfaction of Interactive Maps for Visually Impaired People. *Lecture Notes in Computer Science*, **2012**, 544-551	0.9	19
41	Inclusive Education Technologies **2018**,		17
40	The Role of Cognitive and Perceptual Loads in Inattentional Deafness. *Frontiers in Human Neuroscience*, **2016**, 10, 344	3.3	17
39	Somatosensory-guided tool use modifies arm representation for action. *Scientific Reports*, **2019**, 9, 5517	4.9	16
38	Interactive audio-tactile maps for visually impaired people. *ACM SIGACCESS Accessibility and Computing*, **2015**, 3-12	0.7	16
37	Reaching nearby sources: comparison between real and virtual sound and visual targets. *Frontiers in Neuroscience*, **2014**, 8, 269	5.1	15
36	From tactile to virtual **2016**,		13
35	Using wrist vibrations to guide hand movement and whole body navigation. *I-com*, **2014**, 13, 19-28	1	13
34	Assistive device for the blind based on object recognition **2009**,		13
33	ARTIFICIAL VISION FOR THE BLIND: A BIO-INSPIRED ALGORITHM FOR OBJECTS AND OBSTACLES DETECTION. *International Journal of Image and Graphics*, **2010**, 10, 531-544	0.5	12
32	Ultra-rapid categorisation in non-human primates. *Animal Cognition*, **2008**, 11, 485-93	3.1	12
31	Allocentric coding: spatial range and combination rules. *Vision Research*, **2015**, 109, 87-98	2.1	10
30	Haptic identification of raised-line drawings: high visuospatial imagers outperform low visuospatial imagers. *Psychological Research*, **2012**, 76, 667-75	2.5	10
29	MÉthodes et outils de conception participative avec des utilisateurs non-voyants **2010**,		10
28	Simplification of Visual Rendering in Simulated Prosthetic Vision Facilitates Navigation. *Artificial Organs*, **2017**, 41, 852-861	2.6	9
27	Coding of shape from shading in area V4 of the macaque monkey. *BMC Neuroscience*, **2009**, 10, 140	3.2	9
26	Toward a Better Guidance in Wearable Electronic Orientation Aids. *Lecture Notes in Computer Science*, **2011**, 624-627	0.9	8
25	An Exploratory Study of the Uses of a Multisensory Map With Visually Impaired Children. *Multimodal Technologies and Interaction*, **2018**, 2, 36	1.7	7

24	Identifying how Visually Impaired People Explore Raised-line Diagrams to Improve the Design of Touch Interfaces **2017**,		7
23	Wayfinding with simulated prosthetic vision: performance comparison with regular and structure-enhanced renderings. *Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference*, **2014**, 2014, 2585-8	0.9	7
22	Review of Quantitative Empirical Evaluations of Technology for People with Visual Impairments **2020**,		7
21	BotMap. *ACM Transactions on Computer-Human Interaction*, **2018**, 25, 1-42	4.7	7
20	Simulated prosthetic vision: improving text accessibility with retinal prostheses. *Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference*, **2014**, 2014, 1719-22	0.9	6
19	Haptic Recognition of Emotions in Raised-Line Drawings by Congenitally Blind and Sighted Adults. *IEEE Transactions on Haptics*, **2011**, 4, 67-71	2.7	6
18	Empowering Low-Vision Rehabilitation Professionals with Do-It-Yourself Methods. *Lecture Notes in Computer Science*, **2016**, 61-68	0.9	6
17	Simulated Prosthetic Vision: The Benefits of Computer-Based Object Recognition and Localization. *Artificial Organs*, **2015**, 39, E102-13	2.6	5
16	A case of polymicrogyria in macaque monkey: impact on anatomy and function of the motor system. *BMC Neuroscience*, **2009**, 10, 155	3.2	5
15	Representing Children Living with Visual Impairments in the Design Process: A Case Study with Personae **2016**, 23-32		5
14	DIY Prototyping of Teaching Materials for Visually Impaired Children: Usage and Satisfaction of Professionals. *Lecture Notes in Computer Science*, **2017**, 515-524	0.9	5
13	Comparing Interaction Techniques to Help Blind People Explore Maps on Small Tactile Devices. *Multimodal Technologies and Interaction*, **2019**, 3, 27	1.7	4
12	Quick-glance and in-depth exploration of a tabletop map for visually impaired people **2014**,		4
11	Haptic Recognition of Non-figurative Tactile Pictures in the Blind: Does Life-Time Proportion without Visual Experience Matter?. *Lecture Notes in Computer Science*, **2010**, 412-417	0.9	4
10	Investigating Feedback for Two-Handed Exploration of Digital Maps Without Vision. *Lecture Notes in Computer Science*, **2019**, 305-324	0.9	3
9	**2010**,		2
8	ALCOVE **2020**,		2
7	VibHand: On-Hand Vibrotactile Interface Enhancing Non-Visual Exploration of Digital Graphics. *Proceedings of the ACM on Human-Computer Interaction*, **2020**, 4, 1-19	3.4	2

List of Publications

6	Robotics Insights for the Modeling of Visually Guided Hand Movements in Primates **2007**, 53-75		2
5	Tactile Cues for Improving Target Localization in Subjects with Tunnel Vision. *Multimodal Technologies and Interaction*, **2019**, 3, 26	1.7	1
4	"If you've gone straight, now, you must turn left" - Exploring the use of a tangible interface in a collaborative treasure hunt for people with visual impairments **2020**,		1
3	Creating Accessible Interactive Audio-Tactile Drawings using Spatial Augmented Reality **2019**,		1
2	Displaying easily recognizable tactile pictures: A comparison of three illustration techniques with blind and sighted children. *Journal of Applied Developmental Psychology*, **2022**, 78, 101364	2.5	0
1	Professional Report: From Tangible Objects to Interactive Maps for Moving Around and Learning an Area Two Examples with People with Visual Impairments **2022**, 95-110		