

Christophe Jouffrais

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.

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	Displaying easily recognizable tactile pictures: A comparison of three illustration techniques with blind and sighted children. <i>Journal of Applied Developmental Psychology</i> , 2022 , 78, 101364	2.5	0
58	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		
57	Review of Quantitative Empirical Evaluations of Technology for People with Visual Impairments 2020 ,		7
56	ALCOVE 2020 ,		2
55	"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
54	VibHand: On-Hand Vibrotactile Interface Enhancing Non-Visual Exploration of Digital Graphics. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-19	3.4	2
53	Tactile Cues for Improving Target Localization in Subjects with Tunnel Vision. <i>Multimodal Technologies and Interaction</i> , 2019 , 3, 26	1.7	1
52	Comparing Interaction Techniques to Help Blind People Explore Maps on Small Tactile Devices. <i>Multimodal Technologies and Interaction</i> , 2019 , 3, 27	1.7	4
51	Somatosensory-guided tool use modifies arm representation for action. <i>Scientific Reports</i> , 2019 , 9, 5517	4.9	16
50	Investigating Feedback for Two-Handed Exploration of Digital Maps Without Vision. <i>Lecture Notes in Computer Science</i> , 2019 , 305-324	0.9	3
49	Creating Accessible Interactive Audio-Tactile Drawings using Spatial Augmented Reality 2019 ,		1
48	Accessible Interactive Maps for Visually Impaired Users 2018 , 537-584		36
47	An Exploratory Study of the Uses of a Multisensory Map With Visually Impaired Children. <i>Multimodal Technologies and Interaction</i> , 2018 , 2, 36	1.7	7
46	Inclusive Education Technologies 2018 ,		17
45	BotMap. <i>ACM Transactions on Computer-Human Interaction</i> , 2018 , 25, 1-42	4.7	7
44	Simplification of Visual Rendering in Simulated Prosthetic Vision Facilitates Navigation. <i>Artificial Organs</i> , 2017 , 41, 852-861	2.6	9
43	Identifying how Visually Impaired People Explore Raised-line Diagrams to Improve the Design of Touch Interfaces 2017 ,		7

42	Map Learning with a 3D Printed Interactive Small-Scale Model: Improvement of Space and Text Memorization in Visually Impaired Students. <i>Frontiers in Psychology</i> , 2017 , 8, 930	3.4	34
41	DIY Prototyping of Teaching Materials for Visually Impaired Children: Usage and Satisfaction of Professionals. <i>Lecture Notes in Computer Science</i> , 2017 , 515-524	0.9	5
40	From tactile to virtual 2016 ,		13
39	MapSense 2016 ,		49
38	Tangible Reels 2016 ,		39
37	Representing Children Living with Visual Impairments in the Design Process: A Case Study with Personae 2016 , 23-32		5
36	Empowering Low-Vision Rehabilitation Professionals with Do-It-Yourself Methods. <i>Lecture Notes in Computer Science</i> , 2016 , 61-68	0.9	6
35	The Role of Cognitive and Perceptual Loads in Inattentive Deafness. <i>Frontiers in Human Neuroscience</i> , 2016 , 10, 344	3.3	17
34	Allocentric coding: spatial range and combination rules. <i>Vision Research</i> , 2015 , 109, 87-98	2.1	10
33	Simulated Prosthetic Vision: The Benefits of Computer-Based Object Recognition and Localization. <i>Artificial Organs</i> , 2015 , 39, E102-13	2.6	5
32	Interactive audio-tactile maps for visually impaired people. <i>ACM SIGACCESS Accessibility and Computing</i> , 2015 , 3-12	0.7	16
31	Interactivity Improves Usability of Geographic Maps for Visually Impaired People. <i>Human-Computer Interaction</i> , 2015 , 30, 156-194	2.9	84
30	Reaching nearby sources: comparison between real and virtual sound and visual targets. <i>Frontiers in Neuroscience</i> , 2014 , 8, 269	5.1	15
29	Wayfinding with simulated prosthetic vision: performance comparison with regular and structure-enhanced renderings. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , 2014 , 2014, 2565-8	0.9	7
28	Using wrist vibrations to guide hand movement and whole body navigation. <i>I-com</i> , 2014 , 13, 19-28	1	13
27	Quick-glance and in-depth exploration of a tabletop map for visually impaired people 2014 ,		4
26	Simulated prosthetic vision: improving text accessibility with retinal prostheses. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , 2014 , 2014, 1719-22	0.9	6
25	Navigation and space perception assistance for the visually impaired: The NAVIG project. <i>Irbm</i> , 2012 , 33, 182-189	4.8	43

24	NAVIG: augmented reality guidance system for the visually impaired. <i>Virtual Reality</i> , 2012 , 16, 253-269	6	84
23	Haptic identification of raised-line drawings: high visuospatial imagers outperform low visuospatial imagers. <i>Psychological Research</i> , 2012 , 76, 667-75	2.5	10
22	NAVIG: Guidance system for the visually impaired using virtual augmented reality. <i>Technology and Disability</i> , 2012 , 24, 163-178	0.7	23
21	Design and User Satisfaction of Interactive Maps for Visually Impaired People. <i>Lecture Notes in Computer Science</i> , 2012 , 544-551	0.9	19
20	Haptic Recognition of Emotions in Raised-Line Drawings by Congenitally Blind and Sighted Adults. <i>IEEE Transactions on Haptics</i> , 2011 , 4, 67-71	2.7	6
19	Fusion of Artificial Vision and GPS to Improve Blind Pedestrian Positioning 2011 ,		30
18	Toward a Better Guidance in Wearable Electronic Orientation Aids. <i>Lecture Notes in Computer Science</i> , 2011 , 624-627	0.9	8
17	ARTIFICIAL VISION FOR THE BLIND: A BIO-INSPIRED ALGORITHM FOR OBJECTS AND OBSTACLES DETECTION. <i>International Journal of Image and Graphics</i> , 2010 , 10, 531-544	0.5	12
16	Usage of multimodal maps for blind people 2010 ,		24
15	Méthodes et outils de conception participative avec des utilisateurs non-voyants 2010 ,		10
14	2010 ,		2
13	Haptic recognition of two-dimensional raised-line patterns by early-blind, late-blind, and blindfolded sighted adults. <i>Perception</i> , 2010 , 39, 224-35	1.2	20
12	Haptic Recognition of Non-figurative Tactile Pictures in the Blind: Does Life-Time Proportion without Visual Experience Matter?. <i>Lecture Notes in Computer Science</i> , 2010 , 412-417	0.9	4
11	Assistive device for the blind based on object recognition 2009 ,		13
10	Coding of shape from shading in area V4 of the macaque monkey. <i>BMC Neuroscience</i> , 2009 , 10, 140	3.2	9
9	A case of polymicrogyria in macaque monkey: impact on anatomy and function of the motor system. <i>BMC Neuroscience</i> , 2009 , 10, 155	3.2	5
8	Natural textures classification in area V4 of the macaque monkey. <i>Experimental Brain Research</i> , 2008 , 189, 109-20	2.3	30
7	Ultra-rapid categorisation in non-human primates. <i>Animal Cognition</i> , 2008 , 11, 485-93	3.1	12

6	Robotics Insights for the Modeling of Visually Guided Hand Movements in Primates 2007 , 53-75		2
5	Single-unit responses in the auditory cortex of monkeys performing a conditional acousticomotor task. <i>Experimental Brain Research</i> , 2003 , 153, 614-27	2.3	30
4	Neuronal activity in primate striatum and pallidum related to bimanual motor actions. <i>NeuroReport</i> , 2002 , 13, 143-7	1.7	22
3	Hand kinematics during reaching and grasping in the macaque monkey. <i>Behavioural Brain Research</i> , 2000 , 117, 75-82	3.4	68
2	Neuronal activity related to eye-hand coordination in the primate premotor cortex. <i>Experimental Brain Research</i> , 1999 , 128, 205-9	2.3	35
1	Eye position effects on the neuronal activity of dorsal premotor cortex in the macaque monkey. <i>Journal of Neurophysiology</i> , 1998 , 80, 1132-50	3.2	136