

Jeffrey R Blum

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

383
citations

1307594

7
h-index

1474206

9
g-index

23
all docs

23
docs citations

23
times ranked

345
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Habituation to Pseudo-Ambient Vibrotactile Patterns for Remote Awareness. , 2020, , . | | 1 |
| 2 | HapToes: Vibrotactile Numeric Information Delivery via Tactile Toe Display. , 2020, , . | | 4 |
| 3 | Ten Little Fingers, Ten Little Toes: Can Toes Match Fingers for Haptic Discrimination?. IEEE Transactions on Haptics, 2020, 13, 130-136. | 2.7 | 2 |
| 4 | Contact Force Estimation from Raw Photoplethysmogram Signal. , 2020, , . | | 0 |
| 5 | Getting Your Hands Dirty Outside the Lab: A Practical Primer for Conducting Wearable Vibrotactile Haptics Research. IEEE Transactions on Haptics, 2019, 12, 232-246. | 2.7 | 11 |
| 6 | Single-Actuator Vibrotactile Numeric Information Delivery in the Face of Distraction. , 2019, , . | | 3 |
| 7 | Usability of Foot-Based Interaction Techniques for Mobile Solutions. EAI/Springer Innovations in Communication and Computing, 2019, , 309-329. | 1.1 | 4 |
| 8 | Towards Consistent Haptic Coupling with HaptiStrap. , 2019, , . | | 1 |
| 9 | Punching Empathy into Yourself and Others. , 2018, , . | | 0 |
| 10 | Exploring the Limits of Vibrotactile Numeric Information Delivery. , 2018, , . | | 3 |
| 11 | Raising the Heat. , 2017, , . | | 4 |
| 12 | Grabbing at an angle. , 2016, , . | | 26 |
| 13 | Expressing Human State via Parameterized Haptic Feedback for Mobile Remote Implicit Communication. , 2016, , . | | 7 |
| 14 | Improving Haptic Feedback on Wearable Devices through Accelerometer Measurements. , 2015, , . | | 18 |
| 15 | Body-worn sensors for remote implicit communication. , 2014, , . | | 0 |
| 16 | Real-time emergency response: improved management of real-time information during crisis situations. Journal on Multimodal User Interfaces, 2014, 8, 161-173. | 2.9 | 20 |
| 17 | Spatialized Audio Environmental Awareness for Blind Users with a Smartphone. Mobile Networks and Applications, 2013, 18, 295-309. | 3.3 | 18 |
| 18 | Listen to it yourself!. , 2013, , . | | 25 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Smartphone Sensor Reliability for Augmented Reality Applications. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 127-138. | 0.3 | 31 |
| 20 | Whatâ€™s around Me? Spatialized Audio Augmented Reality for Blind Users with a Smartphone. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 49-62. | 0.3 | 17 |
| 21 | A Game Platform for Treatment of Amblyopia. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2011, 19, 280-289. | 4.9 | 136 |
| 22 | End-user viewpoint control of live video from a medical camera array. , 2011, , . | | 0 |
| 23 | Did â€œMinority Reportâ€•Get It Wrong? Superiority of the Mouse over 3D Input Devices in a 3D Placement Task. Lecture Notes in Computer Science, 2009, , 400-414. | 1.3 | 52 |