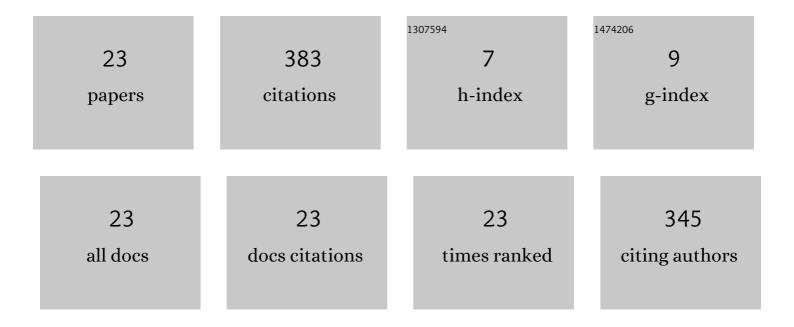
Jeffrey R Blum

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2794811/publications.pdf Version: 2024-02-01



#	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, , .		Ο
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, , .		Ο
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

Jeffrey R Blum

#	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	What'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 "Minority Report―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