

# Henning Pohl

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3075330/publications.pdf>

Version: 2024-02-01

31  
papers

654  
citations

2682572

2  
h-index

2917675

2  
g-index

33  
all docs

33  
docs citations

33  
times ranked

398  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Playful Game Changer. , 2015, , .		80
2	Beyond Just Text. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-42.	5.7	65
3	Squeezeback. , 2017, , .		62
4	Uncertain text entry on mobile devices. , 2014, , .		61
5	Focused and casual interactions. , 2013, , .		59
6	Imaginary reality gaming. , 2013, , .		36
7	Touch input on curved surfaces. , 2011, , .		34
8	Charting Subtle Interaction in the HCI Literature. , 2019, , .		28
9	ScatterWatch. , 2016, , .		24
10	Who Put That There? Temporal Navigation of Spatial Recordings by Direct Manipulation. , 2020, , .		21
11	Around-device devices. , 2014, , .		18
12	EmojiZoom. , 2016, , .		18
13	Chats with Bots. , 2019, , .		18
14	Augmented Reality Views for Occluded Interaction. , 2019, , .		18
15	Improving Plagiarism Detection in Coding Assignments by Dynamic Removal of Common Ground. , 2016, , .		15
16	ElectricItch. , 2018, , .		15
17	Poros: Configurable Proxies for Distant Interactions in VR. , 2021, , .		14
18	How we Guide, Write, and Cite at CHI. , 2019, , .		13

#	ARTICLE	IF	CITATIONS
19	Wandering Through Space. , 2018, , .		12
20	One-button recognizer. , 2015, , .		10
21	Sense of Agency and User Experience: Is There a Link?. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-22.	5.7	8
22	Wrist Compression Feedback by Pneumatic Actuation. , 2015, , .		6
23	The Influence of Hand Size on Touch Accuracy. , 2019, , .		6
24	Body LayARs: A Toolkit for Body-Based Augmented Reality. , 2020, , .		5
25	CapCouch. , 2015, , .		3
26	Inhibiting Freedom of Movement with Compression Feedback. , 2017, , .		3
27	Imaginary reality basketball. , 2014, , .		1
28	Brave new interactions. , 2014, , .		0
29	Casual Interaction. , 2015, , .		0
30	Multi-level interaction with an LED-matrix edge display. , 2016, , .		0
31	Casual Interactionâ€™Moving Between Peripheral and High Engagement Interactions. Human-computer Interaction Series, 2016, , 117-135.	0.6	0