Henning Pohl

List of Publications by Year
in descending order

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	Sense of Agency and User Experience: Is There a Link?. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-22.	5.7	8
2	Poros: Configurable Proxies for Distant Interactions in VR. , 2021, , .		14
3	Who Put That There? Temporal Navigation of Spatial Recordings by Direct Manipulation. , 2020, , .		21
4	Body LayARs: A Toolkit for Body-Based Augmented Reality. , 2020, , .		5
5	Chats with Bots. , 2019, , .		18
6	The Influence of Hand Size on Touch Accuracy. , 2019, , .		6
7	How we Guide, Write, and Cite at CHI. , 2019, , .		13
8	Augmented Reality Views for Occluded Interaction. , 2019, , .		18
9	Charting Subtle Interaction in the HCI Literature. , 2019, , .		28
10	ElectricItch. , 2018, , .		15
11	Wanding Through Space. , 2018, , .		12
12	Beyond Just Text. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-42.	5.7	65
13	Inhibiting Freedom of Movement with Compression Feedback. , 2017, , .		3
14	Squeezeback. , 2017, , .		62
15	Multi-level interaction with an LED-matrix edge display. , 2016, , .		0
16	ScatterWatch. , 2016, , .		24
17	Improving Plagiarism Detection in Coding Assignments by Dynamic Removal of Common Ground. , 2016, , .		15
18	EmojiZoom. , 2016, , .		18

#	Article	IF	Citations
19	Casual Interaction—Moving Between Peripheral and High Engagement Interactions. Human-computer Interaction Series, 2016, , 117-135.	0.6	0
20	CapCouch. , 2015, , .		3
21	A Playful Game Changer. , 2015, , .		80
22	One-button recognizer. , 2015, , .		10
23	Wrist Compression Feedback by Pneumatic Actuation. , 2015, , .		6
24	Casual Interaction. , 2015, , .		0
25	Around-device devices. , 2014, , .		18
26	Imaginary reality basketball. , 2014, , .		1
27	Uncertain text entry on mobile devices. , 2014, , .		61
28	Brave new interactions. , 2014, , .		0
29	Imaginary reality gaming. , 2013, , .		36
30	Focused and casual interactions. , 2013, , .		59
31	Touch input on curved surfaces. , 2011, , .		34