

Eamonn O'Neill

List of Publications by Year in descending order

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Version: 2024-02-01

45
papers

748
citations

1307594

7
h-index

1125743

13
g-index

45
all docs

45
docs citations

45
times ranked

630
citing authors

#	ARTICLE	IF	CITATIONS
1	Understanding design as a social creative process. , 2005, , .		103
2	3D selection with freehand gesture. Computers and Graphics, 2013, 37, 101-120.	2.5	78
3	Feasibility of structural network clustering for group-based privacy control in social networks. , 2010, , .		64
4	Auditory icon and earcon mobile service notifications. , 2009, , .		49
5	Brief encounters. ACM Transactions on Computer-Human Interaction, 2010, 17, 1-38.	5.7	43
6	The calendar as a sensor. , 2010, , .		40
7	Compensating for Distance Compression in Audiovisual Virtual Environments Using Incongruence. , 2016, , .		32
8	Efficiency of Sensory Substitution Devices Alone and in Combination With Self-Motion for Spatial Navigation in Sighted and Visually Impaired. Frontiers in Psychology, 2020, 11, 1443.	2.1	28
9	Effects of Emotion and Agency on Presence in Virtual Reality. , 2021, , .		28
10	A comparative study of tactile representation techniques for landmarks on a wearable device. , 2011, , .		27
11	3D Marking menu selection with freehand gestures. , 2012, , .		20
12	The social implications of emerging technologies. Interacting With Computers, 2005, 17, 475-483.	1.5	19
13	3D Freehand Gestural Navigation for Interactive Public Displays. IEEE Computer Graphics and Applications, 2013, 33, 47-55.	1.2	18
14	Easing the wait in the emergency room. , 2004, , .		17
15	Contextual dynamics of group-based sharing decisions. , 2011, , .		17
16	Freehand gestural text entry for interactive TV. , 2013, , .		17
17	Multisensory inclusive design with sensory substitution. Cognitive Research: Principles and Implications, 2020, 5, 37.	2.0	15
18	NFC on Mobile Phones: Issues, Lessons and Future Research. , 2007, , .		13

#	ARTICLE	IF	CITATIONS
19	Participatory task modelling. , 2004, , .		11
20	Mobile service audio notifications. , 2008, , .		11
21	Representations and User-Developer Interaction in Cooperative Analysis and Design. Human-Computer Interaction, 1999, 14, 43-91.	4.4	10
22	Tool support for creativity using externalizations. , 2007, , .		10
23	Context-aware messaging. , 2009, , .		10
24	Authenticating ubiquitous services. , 2009, , .		9
25	An approach to reducing distance compression in audiovisual virtual environments. , 2017, , .		6
26	My neighbourhood: Studying perceptions of urban space and neighbourhood with moblogging. Pervasive and Mobile Computing, 2013, 9, 722-737.	3.3	5
27	'just enough' sensing to ENLITEN. , 2013, , .		5
28	Designing and Assessing a Virtual Reality Simulation to Build Resilience to Street Harassment. , 2022, , .		5
29	Public social private design (PSPD). , 2006, , .		4
30	Authenticating Public Wireless Networks with Physical Evidence. , 2009, , .		4
31	Establishing requirements for End-user Service Composition tools. Requirements Engineering, 2015, 20, 435-463.	3.1	4
32	Interaction in the large. , 1999, , .		3
33	Limitations of scanned human copresence encounters for modelling proximity-borne malware. , 2012, , .		3
34	Building an Enhanced Student Experience. , 2020, , .		3
35	Older User Experience. IEEE Vehicular Technology Magazine, 2010, 5, 31-38.	3.4	2
36	Mobile context-awareness. , 2010, , .		2

#	ARTICLE	IF	CITATIONS
37	The Future Is a Foreign Country: We'll Do Things Differently There. IEEE Internet Computing, 2011, 15, 82-85.	3.3	2
38	Simulating user intervention for interactive semantic place recognition with mobile devices. , 2012, , .		2
39	Capturing transitions between users' semantically meaningful places using mobile devices. , 2012, , .		2
40	Haptic and audio displays for augmented reality tourism applications. , 2014, , .		2
41	Contributed Session II: Visual Search in Virtual Reality (VSVR): A visual search toolbox for virtual reality. Journal of Vision, 2022, 22, 19.	0.3	2
42	Mobile Technology, Compensatory Aids, and Usability Evaluations. IEEE Pervasive Computing, 2005, 4, 82-83.	1.3	1
43	Interpreting technology-mediated identity. , 2010, , .		1
44	UPnP: Breaking out of the LAN. , 2012, , .		1
45	Human or machine perspective? throwing "light" on optical see-through headsets in museums. , 2016, , .		0