Eamonn O'Neill

List of Publications by Year
in descending order

		1307594	1125743
45 papers	748 citations	7 h-index	13 g-index
45 all docs	45 docs citations	45 times ranked	630 citing authors

#	Article	IF	Citations
1	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
2	Designing and Assessing a Virtual Reality Simulation to Build Resilience to Street Harassment. , 2022, , .		5
3	Effects of Emotion and Agency on Presence in Virtual Reality. , 2021, , .		28
4	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
5	Multisensory inclusive design with sensory substitution. Cognitive Research: Principles and Implications, 2020, 5, 37.	2.0	15
6	Building an Enhanced Student Experience. , 2020, , .		3
7	An approach to reducing distance compression in audiovisual virtual environments. , 2017, , .		6
8	Human or machine perspective? throwing "light" on optical see-through headsets in museums. , 2016, , .		0
9	Compensating for Distance Compression in Audiovisual Virtual Environments Using Incongruence. , 2016, , .		32
10	Establishing requirements for End-user Service Composition tools. Requirements Engineering, 2015, 20, 435-463.	3.1	4
11	Haptic and audio displays for augmented reality tourism applications. , 2014, , .		2
12	My neighbourhood: Studying perceptions of urban space and neighbourhood with moblogging. Pervasive and Mobile Computing, 2013, 9, 722-737.	3.3	5
13	3D Freehand Gestural Navigation for Interactive Public Displays. IEEE Computer Graphics and Applications, 2013, 33, 47-55.	1.2	18
14	3D selection with freehand gesture. Computers and Graphics, 2013, 37, 101-120.	2.5	78
15	'just enough' sensing to ENLITEN. , 2013, , .		5
16	Freehand gestural text entry for interactive TV. , 2013, , .		17
17	Simulating user intervention for interactive semantic place recognition with mobile devices. , 2012, , .		2
18	Capturing transitions between users' semantically meaningful places using mobile devices. , 2012, , .		2

#	Article	IF	Citations
19	Limitations of scanned human copresence encounters for modelling proximity-borne malware. , 2012, , .		3
20	UPnP: Breaking out of the LAN. , 2012, , .		1
21	3D Marking menu selection with freehand gestures. , 2012, , .		20
22	The Future Is a Foreign Country: We'll Do Things Differently There. IEEE Internet Computing, 2011, 15, 82-85.	3.3	2
23	A comparative study of tactile representation techniques for landmarks on a wearable device. , 2011, , .		27
24	Contextual dynamics of group-based sharing decisions. , 2011, , .		17
25	Older User Experience. IEEE Vehicular Technology Magazine, 2010, 5, 31-38.	3.4	2
26	Mobile context-awareness. , 2010, , .		2
27	Feasibility of structural network clustering for group-based privacy control in social networks. , 2010, , .		64
28	The calendar as a sensor. , 2010, , .		40
29	Interpreting technology-mediated identity. , 2010, , .		1
30	Brief encounters. ACM Transactions on Computer-Human Interaction, 2010, 17, 1-38.	5.7	43
31	Authenticating Public Wireless Networks with Physical Evidence. , 2009, , .		4
32	Authenticating ubiquitous services. , 2009, , .		9
33	Auditory icon and earcon mobile service notifications. , 2009, , .		49
34	Context-aware messaging. , 2009, , .		10
35	Mobile service audio notifications. , 2008, , .		11
36	NFC on Mobile Phones: Issues, Lessons and Future Research. , 2007, , .		13

#	Article	IF	Citations
37	Tool support for creativity using externalizations. , 2007, , .		10
38	Public social private design (PSPD). , 2006, , .		4
39	The social implications of emerging technologies. Interacting With Computers, 2005, 17, 475-483.	1.5	19
40	Mobile Technology, Compensatory Aids, and Usability Evaluations. IEEE Pervasive Computing, 2005, 4, 82-83.	1.3	1
41	Understanding design as a social creative process. , 2005, , .		103
42	Easing the wait in the emergency room. , 2004, , .		17
43	Participatory task modelling. , 2004, , .		11
44	Interaction in the large. , 1999, , .		3
45	Representations and User-Developer Interaction in Cooperative Analysis and Design. Human-Computer Interaction, 1999, 14, 43-91.	4.4	10