

# Kenichiro Ito

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3810359/publications.pdf>

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14  
papers

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citations

2682572

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2272923

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all docs

18  
docs citations

18  
times ranked

26  
citing authors

#	ARTICLE	IF	CITATIONS
1	Attitude to Use Information and Communication Technology in Older Adults Under "Stay Home" to Prevent COVID-19 Infection. Lecture Notes in Computer Science, 2022, , 541-554.	1.3	1
2	Configuring Interface for IoT: Natural User Interface Study on Senior Adults in Japan. , 2021, , .		0
3	Improvement of Health Behavior Based on Health Information Feedback. Advances in Intelligent Systems and Computing, 2020, , 177-186.	0.6	0
4	Evaluating Seniors' Virtual Reality Experience Performed at a Local Community Event in Japan. Lecture Notes in Computer Science, 2020, , 609-621.	1.3	0
5	Senior's Acceptance of Head-Mounted Display Using Consumer Based Virtual Reality Contents. Lecture Notes in Computer Science, 2019, , 170-180.	1.3	1
6	Immersive Virtual Reality Environment to Test Interface of Advanced Driver Assistance Systems for Elder Driver. Lecture Notes in Computer Science, 2019, , 151-163.	1.3	2
7	Motorcycle Head-Up Display: Design of Presenting Navigation Information. IEEE Consumer Electronics Magazine, 2019, 8, 74-78.	2.3	2
8	Home Automation Platform Using Interaction-Based Sensing. , 2019, , .		5
9	Motorcycle HUD design of presenting information for navigation system. , 2018, , .		5
10	Multilingual Information Service Based on Combination of Smartphone and Digital Signage. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 644-653.	0.7	2
11	Evaluation of the information presentation timing for motorcycle head-up display. Transactions of the JSME (in Japanese), 2017, 83, 17-00113-17-00113.	0.2	3
12	Evaluation of Information Presentation for Motorcycle HUD by Actual Vehicle Testing. The Proceedings of Design & Systems Conference, 2017, 2017.27, 1210.	0.0	0
13	Multilingual Digital Signage Using iBeacon Communication. , 2016, , .		8
14	Healthcare Digital Signage Using Gamification Method. , 2015, , .		4