

# Abhijit Anil Karnik

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4062790/publications.pdf>

Version: 2024-02-01

25  
papers

920  
citations

2258059

3  
h-index

2053705

5  
g-index

25  
all docs

25  
docs citations

25  
times ranked

528  
citing authors

#	ARTICLE	IF	CITATIONS
1	Opportunities and Challenges for Data Physicalization. , 2015, , .		309
2	Morphees. , 2013, , .		190
3	Exploring Interactions with Physically Dynamic Bar Charts. , 2015, , .		102
4	SensaBubble. , 2014, , .		58
5	SPATA. , 2015, , .		39
6	Kick. , 2011, , .		35
7	SDM-Assist software to design site-directed mutagenesis primers introducing "silent" restriction sites. BMC Bioinformatics, 2013, 14, 105.	2.6	34
8	Cubimorph: Designing modular interactive devices. , 2016, , .		23
9	MUSTARD. , 2012, , .		22
10	PIVOT. , 2012, , .		20
11	Through the combining glass. , 2014, , .		20
12	The effects of interaction techniques on talk patterns in collaborative peer learning around interactive tables. , 2011, , .		17
13	Exploring the Challenges of Making Data Physical. , 2015, , .		16
14	Collaborating around Digital Tabletops. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-30.	5.7	9
15	Group interaction on interactive multi-touch tables by children in India. , 2012, , .		4
16	Connected Tools in Digital Design. IEEE Pervasive Computing, 2015, 14, 18-21.	1.3	4
17	VORTEX. , 2011, , .		3
18	Portallax. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
19	HABOS: an exploratory study of haptic-audio based online shopping for the visually impaired. , 2015, , .		3
20	Comparison of User Performance in Mixed 2D-3D Multi-Display Environments. Lecture Notes in Computer Science, 2013, , 260-277.	1.3	3
21	HABOS: Towards a platform of haptic-audio based online shopping for the visually impaired. , 2015, , .		2
22	Dynamic Spatial Positioning: Physical Collaboration around Interactive Table by Children in India. Lecture Notes in Computer Science, 2013, , 141-158.	1.3	2
23	FingerSlide: Investigating Passive Haptic Sliding as a Tacton Channel. , 2018, , .		1
24	VERITAS: Mind-Mapping in Virtual Reality. , 2021, , .		1
25	MUST-D. , 2011, , .		0