

Tomi Heimonen

List of Publications by Year in descending order

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19
papers

244
citations

1684188

5
h-index

1281871

11
g-index

21
all docs

21
docs citations

21
times ranked

201
citing authors

#	ARTICLE	IF	CITATIONS
1	An Argument Against Cross-Platform Development: Lessons From an Augmented Reality App Prototype for Rural Emergency Responders. JMIR MHealth and UHealth, 2019, 7, e12207.	3.7	7
2	Redesigning a Sentinel Surveillance System for Collecting and Disseminating Near Real-Time Agricultural Injury Reports: System Usability Study. JMIR Formative Research, 2019, 3, e13621.	1.4	14
3	Semi-Automated, Large-Scale Evaluation of Public Displays. International Journal of Human-Computer Interaction, 2018, 34, 491-505.	4.8	7
4	A creative prototype illustrating the ambient user experience of an intelligent future factory. Journal of Ambient Intelligence and Smart Environments, 2017, 9, 41-57.	1.4	9
5	Identifying User Interaction Patterns in E-Textbooks. Scientific World Journal, The, 2015, 2015, 1-12.	2.1	2
6	Defining user experience goals to guide the design of industrial systems. Behaviour and Information Technology, 2015, 34, 976-991.	4.0	85
7	Evaluating a Future Remote Control Environment with an Experience-Driven Science Fiction Prototype. , 2015, , .		9
8	Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. Entertainment Computing, 2014, 5, 475-484.	2.9	8
9	How Do Users Search the Mobile Web with a Clustering Interface?. International Journal of Mobile Human Computer Interaction, 2012, 4, 44-66.	0.4	2
10	Accessible Multimodal Media Center Application for Blind and Partially Sighted People. Computers in Entertainment, 2010, 8, 1-30.	1.1	12
11	Visualization of Multi-sensory Meeting Information to Support Awareness. , 2010, , .		0
12	Accessible Speech-Based and Multimodal Media Center Interface for Users with Physical Disabilities. Lecture Notes in Computer Science, 2010, , 66-79.	1.3	1
13	User expectations and user experience with different modalities in a mobile phone controlled home entertainment system. , 2009, , .		22
14	Visual Perception of Parallel Coordinate Visualizations. , 2009, , .		26
15	Visualizing Query Occurrence in Mobile Web Search Interfaces. , 2009, , .		1
16	Information needs and practices of active mobile Internet users. , 2009, , .		27
17	Evaluation of predictive text and speech inputs in a multimodal mobile route guidance application. , 2008, , .		5
18	Mobile Findx: Facilitating Information Access in Mobile Web Search with Automatic Result Clustering. Advances in Human-Computer Interaction, 2008, 2008, 1-14.	2.8	4

#	ARTICLE	IF	CITATIONS
19	Category-Based Interfaces for Mobile Search. Advances in Wireless Technologies and Telecommunication Book Series, 0, , 75-104.	0.4	3