Jacob T Biehl

List of Publications by Year
in descending order

32 papers	663 citations	1937685 4 h-index	1720034 7 g-index
33 all docs	33 docs citations	33 times ranked	452 citing authors

#	Article	IF	Citations
1	Radio-frequency-based indoor-localization techniques for enhancing Internet-of-Things applications. Personal and Ubiquitous Computing, 2024, 28, 385-401.	2.8	4
2	Anchor of trust: towards collusion-resistant trusted indoor location for enterprise and industrial use. Personal and Ubiquitous Computing, 2020, 24, 551-569.	2.8	1
3	Achieving Accurate Room-Level Indoor Location Estimation with Emerging IoT Networks. , 2019, , .		8
4	AI for Toggling the Linearity of Interactions in AR. , 2018, , .		0
5	A Radio-Inertial Localization and Tracking System with BLE Beacons Prior Maps. , 2018, , .		11
6	Fusing Map Information with a Probabilistic Sensor Model for Indoor Localization Using RF Beacons. , 2018, , .		5
7	Optimizing Placement and Number of RF Beacons to Achieve Better Indoor Localization. , 2018, , .		10
8	Sensing or Watching?. , 2018, , .		5
9	LoCo: boosting for indoor location classification combining Wi-Fi and BLE. Personal and Ubiquitous Computing, 2016, 20, 83-96.	2.8	21
10	Taking 5. , 2016, , .		34
11	You're where? prove it!. , 2015, , .		9
12	Not Really There. , 2015, , .		16
13	Evolution of a Tabletop Telepresence System through Art and Technology. , 2015, , .		1
14	LoCo. , 2014, , .		30
15	HABLO: Inaudible acoustic beacons for micro-localization. , 2014, , .		0
16	Private aggregation for presence streams. Future Generation Computer Systems, 2014, 31, 169-181.	7.5	3
17	When privacy and utility are in harmony: towards better design of presence technologies. Personal and Ubiquitous Computing, 2013, 17, 503-518.	2.8	8
18	Learning how to feel again. , 2012, , .		4

#	Article	IF	Citations
19	Understanding screen contents for building a high performance, real time screen sharing system. , 2012, , .		6
20	Beyond 'yesterday's tomorrow'. , 2011, , .		12
21	myUnity. , 2011, , .		5
22	Secured histories for presence systems. , 2011, , .		3
23	Let's go from the whiteboard. , 2010, , .		38
24	Exploring the workplace communication ecology. , 2010, , .		67
25	Understanding the benefits of gaze enhanced visual search. , 2010, , .		16
26	Adapting paper prototyping for designing user interfaces for multiple display environments. Personal and Ubiquitous Computing, 2008, 12, 269-277.	2.8	27
27	Impromptu. , 2008, , .		71
28	FASTDash. , 2007, , .		197
29	DJogger. , 2006, , .		27
30	Improving interfaces for managing applications in multiple-device environments. , 2006, , .		15
31	Improving scalability and awareness in iconic interfaces for multiple-device environments. , 2006, , .		4
32	A Toolset for Creating Iconic Interfaces for Interactive Workspaces. Lecture Notes in Computer Science, 2005, , 699-712.	1.3	5