

Marianna Obrist

List of Publications by Year in descending order

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Version: 2024-02-01

138
papers

3,419
citations

361045

20
h-index

360668

35
g-index

144
all docs

144
docs citations

144
times ranked

1771
citing authors

#	ARTICLE	IF	CITATIONS
1	User experience evaluation methods. , 2010, , .		356
2	Talking about tactile experiences. , 2013, , .		231
3	Not just seeing, but also feeling art: Mid-air haptic experiences integrated in a multisensory art exhibition. International Journal of Human Computer Studies, 2017, 108, 1-14.	3.7	109
4	Opportunities for odor. , 2014, , .		108
5	Digitizing the chemical senses: Possibilities & pitfalls. International Journal of Human Computer Studies, 2017, 107, 62-74.	3.7	104
6	Live-streaming changes the (video) game. , 2013, , .		102
7	Emotions Mediated Through Mid-Air Haptics. , 2015, , .		96
8	Next Steps for Human-Computer Integration. , 2020, , .		95
9	Temporal, affective, and embodied characteristics of taste experiences. , 2014, , .		93
10	Trends in the living room and beyond. Computers in Entertainment, 2008, 6, 1-23.	1.2	81
11	Crowdsourcing: Leveraging Innovation through Online Idea Competitions. Research Technology Management, 2012, 55, 32-38.	0.6	72
12	Sensing the future of HCI. Interactions, 2016, 23, 40-49.	0.8	72
13	Multisensory Experiences in HCI. IEEE MultiMedia, 2017, 24, 9-13.	1.5	71
14	TastyFloats. , 2017, , .		71
15	Multisensory Technology for Flavor Augmentation: A Mini Review. Frontiers in Psychology, 2018, 9, 26.	1.1	64
16	Interactive TV for the Home: An Ethnographic Study on Users' Requirements and Experiences. International Journal of Human-Computer Interaction, 2008, 24, 174-196.	3.3	63
17	Emotional ratings and skin conductance response to visual, auditory and haptic stimuli. Scientific Data, 2018, 5, 180120.	2.4	62
18	Using Spatiotemporal Modulation to Draw Tactile Patterns in Mid-Air. Lecture Notes in Computer Science, 2018, , 270-281.	1.0	59

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19	SMELL SPACE. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-26.	4.6	52
20	User experience evaluation. , 2009, , .		47
21	Touch, Taste, & Smell User Interfaces. , 2016, , .		43
22	Integrating Mid-Air Haptics into Movie Experiences. , 2017, , .		40
23	Smell-O-Message. , 2018, , .		40
24	Space Food Experiences: Designing Passenger's Eating Experiences for Future Space Travel Scenarios. Frontiers in Computer Science, 2019, 1, .	1.7	40
25	Mid-Air Haptic Rendering of 2D Geometric Shapes With a Dynamic Tactile Pointer. IEEE Transactions on Haptics, 2020, 13, 806-817.	1.8	35
26	CARoma Therapy: Pleasant Scents Promote Safer Driving, Better Mood, and Improved Well-Being in Angry Drivers. , 2020, , .		35
27	Usability and usage of ITV services. Computers in Entertainment, 2007, 5, 6.	1.2	32
28	A Formal Analysis of the ISO 9241-210 Definition of User Experience. , 2015, , .		32
29	Multisensory Integration as per Technological Advances: A Review. Frontiers in Neuroscience, 2021, 15, 652611.	1.4	32
30	Sampling Strategy for Ultrasonic Mid-Air Haptics. , 2019, , .		31
31	FoodFab: Creating Food Perception Illusions using Food 3D Printing. , 2020, , .		29
32	OWidgets: A toolkit to enable smell-based experience design. International Journal of Human Computer Studies, 2019, 130, 248-260.	3.7	28
33	HCI and Society: Towards a Typology of Universal Design Principles. International Journal of Human-Computer Interaction, 2010, 26, 638-656.	3.3	25
34	Lost in time. , 2013, , .		25
35	OSpace. , 2017, , .		25
36	I Smell Trouble. , 2018, , .		25

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37	Viewing experience of 3DTV: An exploration of the feeling of sickness and presence in a shopping mall. Entertainment Computing, 2013, 4, 71-81.	1.8	24
38	A Comparison of Scent-Delivery Devices and Their Meaningful Use for In-Car Olfactory Interaction. , 2016, , .		24
39	Hand-to-hand: an intermanual illusion of movement. , 2017, , .		24
40	S(C)ENTINEL , 2019, , .		24
41	"I Always Wanted to See the Night Sky". , 2016, , .		24
42	<i>I'm Sensing in the Rain</i>. , 2019, , .		23
43	Playful Probing: Making Probing More Fun. Lecture Notes in Computer Science, 2007, , 606-619.	1.0	23
44	Measuring the added value of haptic feedback. , 2017, , .		22
45	What Did I Sniff?. , 2017, , .		21
46	Gustatory interface: the challenges of "how"™ to stimulate the sense of taste. , 2017, , .		20
47	"Like Popcorn". , 2019, , .		20
48	Towards Multisensory Storytelling with Taste and Flavor. , 2018, , .		19
49	LeviSense: A platform for the multisensory integration in levitating food and insights into its effect on flavour perception. International Journal of Human Computer Studies, 2020, 139, 102428.	3.7	18
50	As Light as Your Scent: Effects of Smell and Sound on Body Image Perception. Lecture Notes in Computer Science, 2019, , 179-202.	1.0	18
51	UX research. , 2011, , .		17
52	Creating an Illusion of Movement between the Hands Using Mid-Air Touch. IEEE Transactions on Haptics, 2019, 12, 615-623.	1.8	16
53	Smell, Taste, and Temperature Interfaces. , 2021, , .		15
54	Connecting TV & PC. , 2009, , .		15

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55	Beyond the Libet Clock. , 2018, , .		14
56	Online video and interactive TV experiences. Interactions, 2015, 22, 32-37.	0.8	14
57	Spatial Soundscapes and Virtual Worlds: Challenges and Opportunities. Frontiers in Psychology, 2020, 11, 569056.	1.1	14
58	In search of theoretical foundations for UX research and practice. , 2012, , .		13
59	The future of computing and food. , 2018, , .		13
60	Towards a Framework for Validating the Matching Between Notifications and Scents in Olfactory In-Car Interaction. , 2019, , .		13
61	Multisensory Experiences: A Primer. Frontiers in Computer Science, 2021, 3, .	1.7	13
62	Contextual user experience. , 2010, , .		12
63	TasteBud. , 2018, , .		12
64	"Now you need to laugh!". , 2009, , .		11
65	Need for Touch in Human Space Exploration: Towards the Design of a Morphing Haptic Glove "ExoSkin. Lecture Notes in Computer Science, 2015, , 18-36.	1.0	11
66	May I Smell Your Attention: Exploration of Smell and Sound for Visuospatial Attention in Virtual Reality. Frontiers in Psychology, 2021, 12, 671470.	1.1	11
67	User Experience Research in the Semiconductor Factory: A Contradiction?. Lecture Notes in Computer Science, 2011, , 144-151.	1.0	11
68	Communicating cosmology with multisensory metaphorical experiences. Journal of Science Communication, 2020, 19, N01.	0.4	11
69	Field evaluation of a cross platform 6 key navigation model and a unified user interface design. , 2010, , .		10
70	Everyday commuting. , 2015, , .		10
71	Scented Material. , 2016, , .		10
72	NaviFields. , 2017, , .		10

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73	Sour Promotes Risk-Taking: An Investigation into the Effect of Taste on Risk-Taking Behaviour in Humans. <i>Scientific Reports</i> , 2018, 8, 7987.	1.6	10
74	Using Ultrasonic Mid-air Haptic Patterns in Multi-Modal User Experiences. , 2019, , .		10
75	Mastering the Senses in HCI. , 2017, , .		9
76	Multisensory Experiences & Spaces. , 2017, , .		9
77	I can feel it moving: Science Communicators Talking About the Potential of Mid-Air Haptics. <i>Frontiers in Computer Science</i> , 2020, 2, .	1.7	9
78	SoundSight: a mobile sensory substitution device that sonifies colour, distance, and temperature. <i>Journal on Multimodal User Interfaces</i> , 2022, 16, 107-123.	2.0	9
79	SmellControl: The Study of Sense of Agency in Smell. , 2020, , .		9
80	Design for creating, uploading and sharing user generated content. , 2008, , .		8
81	Ingested but not perceived: Response to satiety cues disrupted by perceptual load. <i>Appetite</i> , 2020, 155, 104813.	1.8	8
82	Theories behind UX research and how they are used in practice. , 2012, , .		7
83	MHFI 2017: 2nd international workshop on multisensorial approaches to human-food interaction (workshop summary). , 2017, , .		7
84	Local communities and IPTV. <i>Computers in Entertainment</i> , 2009, 7, 1-21.	1.2	6
85	Forward to the theme issue on interactive experiences for television and online video. <i>Personal and Ubiquitous Computing</i> , 2015, 19, 741-742.	1.9	6
86	Crowdsourcing: leveraging innovation through online idea competitions. <i>IEEE Engineering Management Review</i> , 2013, 41, 24-32.	1.0	6
87	MobiMundi. , 2008, , .		5
88	Opportunities and challenges when designing and developing with kids @ school. , 2011, , .		5
89	Perceived 3DTV viewing in the public. , 2011, , .		5
90	Multi-Sensory Media Experiences. , 2015, , .		5

#	ARTICLE	IF	CITATIONS
91	The Future of Human-Food Interaction. , 2021, , .		5
92	Usability & User Experience: Preliminary Results from Evaluating an IPTV Community Platform. Lecture Notes in Computer Science, 2008, , 303-307.	1.0	5
93	The how and why behind a multisensory art display. Interactions, 2017, 24, 38-43.	0.8	5
94	Improving Immersive Experiences for Visitors with Sensory Impairments to the Aquarium of the Pacific. , 2020, , .		5
95	Finding Individuality in the Technological Complexity: Why People do it themselves?. International Journal of Interdisciplinary Social Sciences, 2007, 2, 203-212.	0.1	5
96	User Experience Evaluation in the Mobile Context. Human-computer Interaction Series, 2010, , 195-204.	0.4	5
97	Introducing a Comprehensive Quality Criteria Framework for Validating Patterns. , 2009, , .		4
98	Experience characters. , 2011, , .		4
99	Experiential perspectives on road congestions. , 2013, , .		4
100	Second Workshop on Full-Body and Multisensory Experience. , 2016, , .		4
101	Design Fiction Film-Making. , 2016, , .		4
102	3rd International Workshop on Multisensory Approaches to Human-Food Interaction. , 2018, , .		4
103	Sniff Before You Act: Exploration of Scent-Feature Associations for Designing Future Interactions. Lecture Notes in Computer Science, 2021, , 281-301.	1.0	4
104	Local Communities: Back to Life (Live) Through IPTV. Lecture Notes in Computer Science, 2008, , 148-157.	1.0	4
105	Innovation in Online Communities â€™ Towards Community-Centric Design. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 50-57.	0.2	4
106	Supporting non-professional users in the new media landscape. , 2007, , .		3
107	Special issue on personal interactive (TV) environments. Multimedia Systems, 2009, 15, 125-126.	3.0	3
108	Exploring children's 3DTV experience. , 2012, , .		3

#	ARTICLE	IF	CITATIONS
109	ACM International Conference on Interactive Experiences for Television and Online Video (ACM TVX) Tj ETQq1 1 0.784314 rgBT /Over	1.5	3
110	"Touch me". , 2014, , .		3
111	Haptic rules! Augmenting the gaming experience in traditional games: The case of foosball. , 2017, , .		3
112	Eating Like an Astronaut: How Children Are Willing to Eat. , 2020, , .		3
113	Demonstration of FoodFab: Creating Food Perceptual Illusions using Food 3D Printing. , 2020, , .		3
114	The Composer Tool: Investigating Consumer Experiences in the Circular Economy. Multimodal Technologies and Interaction, 2022, 6, 24.	1.7	3
115	In-situ evaluation of usersâ€™ first impressions on a unified electronic program guide concept. Entertainment Computing, 2011, 2, 191-202.	1.8	2
116	Theory and practice in ux research. , 2013, , .		2
117	Characteristics of narrative textual data linked to user experiences. , 2014, , .		2
118	The Christian Doppler Laboratory on Contextual Interfaces. Lecture Notes in Computer Science, 2010, , 325-332.	1.0	2
119	Multisensory Approaches to Human-Food Interaction. , 2020, , .		2
120	Methods for user studies of interactive (TV) technologies. , 2010, , .		1
121	User experience (UX) patterns for audio-visual networked applications. , 2010, , .		1
122	The message in the bottle. , 2012, , .		1
123	Multisensory Experiences: Where the Senses Meet Technology. Lecture Notes in Computer Science, 2021, , 9-13.	1.0	1
124	Don't just Look -- Smell, Taste, and Feel the Interaction. , 2018, , .		1
125	A Reflection on the State of Multisensory Humanâ€™Food Interaction Research. Frontiers in Computer Science, 2021, 3, .	1.7	1
126	SpaceCHI 2.0: Advancing Human-Computer Interaction Systems for Space Exploration. , 2022, , .		1

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127	Introduction to the EuroITV 2008 special issue. Computers in Entertainment, 2009, 7, 1-2.	1.2	0
128	How designers can make sense of qualitative research findings. , 2012, , .		0
129	Out of the box selection and application of UX evaluation methods and practical cases. , 2013, , .		0
130	Interaction Design for Online Video and Television. , 2016, , .		0
131	Movies in Mid-Air. , 2017, , .		0
132	The Human Senses Meet Technology. , 2020, , 30-52.		0
133	Laws of Multisensory Experiences. , 2020, , 72-82.		0
134	The Exciting World of Multisensory Experiences. , 2020, , 2-12.		0
135	Fundamentals of Multisensory Experiences. , 2020, , 14-28.		0
136	Beyond the Known and into the Unknown Future. , 2020, , 54-70.		0
137	The Scent of Collaboration: Exploring the Effect of Smell on Social Interactions. , 2022, , .		0
138	Mapping FoodHCI Futures. , 2022, , .		0