

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	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
2	The Compositor Tool: Investigating Consumer Experiences in the Circular Economy. <i>Multimodal Technologies and Interaction</i> , 2022, 6, 24.	1.7	3
3	SpaceCHI 2.0: Advancing Human-Computer Interaction Systems for Space Exploration. , 2022, , .		1
4	The Scent of Collaboration: Exploring the Effect of Smell on Social Interactions. , 2022, , .		0
5	Mapping FoodHCI Futures. , 2022, , .		0
6	Multisensory Experiences: A Primer. <i>Frontiers in Computer Science</i> , 2021, 3, .	1.7	13
7	The Future of Human-Food Interaction. , 2021, , .		5
8	Smell, Taste, and Temperature Interfaces. , 2021, , .		15
9	Multisensory Integration as per Technological Advances: A Review. <i>Frontiers in Neuroscience</i> , 2021, 15, 652611.	1.4	32
10	May I Smell Your Attention: Exploration of Smell and Sound for Visuospatial Attention in Virtual Reality. <i>Frontiers in Psychology</i> , 2021, 12, 671470.	1.1	11
11	Sniff Before You Act: Exploration of Scent-Feature Associations for Designing Future Interactions. <i>Lecture Notes in Computer Science</i> , 2021, , 281-301.	1.0	4
12	Multisensory Experiences: Where the Senses Meet Technology. <i>Lecture Notes in Computer Science</i> , 2021, , 9-13.	1.0	1
13	A Reflection on the State of Multisensory Human-€Food Interaction Research. <i>Frontiers in Computer Science</i> , 2021, 3, .	1.7	1
14	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
15	Ingested but not perceived: Response to satiety cues disrupted by perceptual load. <i>Appetite</i> , 2020, 155, 104813.	1.8	8
16	LeviSense: A platform for the multisensory integration in levitating food and insights into its effect on flavour perception. <i>International Journal of Human Computer Studies</i> , 2020, 139, 102428.	3.7	18
17	Mid-Air Haptic Rendering of 2D Geometric Shapes With a Dynamic Tactile Pointer. <i>IEEE Transactions on Haptics</i> , 2020, 13, 806-817.	1.8	35
18	CARoma Therapy: Pleasant Scents Promote Safer Driving, Better Mood, and Improved Well-Being in Angry Drivers. , 2020, , .		35

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19	Next Steps for Human-Computer Integration. , 2020, , .		95
20	FoodFab: Creating Food Perception Illusions using Food 3D Printing. , 2020, , .		29
21	Improving Immersive Experiences for Visitors with Sensory Impairments to the Aquarium of the Pacific. , 2020, , .		5
22	SmellControl: The Study of Sense of Agency in Smell. , 2020, , .		9
23	Multisensory Approaches to Human-Food Interaction. , 2020, , .		2
24	Eating Like an Astronaut: How Children Are Willing to Eat. , 2020, , .		3
25	SMELL SPACE. ACM Transactions on Computer-Human Interaction, 2020, 27, 1-26.	4.6	52
26	Communicating cosmology with multisensory metaphorical experiences. Journal of Science Communication, 2020, 19, N01.	0.4	11
27	Spatial Soundscapes and Virtual Worlds: Challenges and Opportunities. Frontiers in Psychology, 2020, 11, 569056.	1.1	14
28	Demonstration of FoodFab: Creating Food Perceptual Illusions using Food 3D Printing. , 2020, , .		3
29	The Human Senses Meet Technology. , 2020, , 30-52.		0
30	Laws of Multisensory Experiences. , 2020, , 72-82.		0
31	The Exciting World of Multisensory Experiences. , 2020, , 2-12.		0
32	Fundamentals of Multisensory Experiences. , 2020, , 14-28.		0
33	Beyond the Known and into the Unknown Future. , 2020, , 54-70.		0
34	S(C)ENTINEL. , 2019, , .		24
35	Space Food Experiences: Designing Passenger's Eating Experiences for Future Space Travel Scenarios. Frontiers in Computer Science, 2019, 1, .	1.7	40
36	<i>I'm Sensing in the Rain</i>. , 2019, , .		23

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37	Towards a Framework for Validating the Matching Between Notifications and Scents in Olfactory In-Car Interaction. , 2019, , .		13
38	"Like Popcorn". , 2019, , .		20
39	OWidgets: A toolkit to enable smell-based experience design. International Journal of Human Computer Studies, 2019, 130, 248-260.	3.7	28
40	Sampling Strategy for Ultrasonic Mid-Air Haptics. , 2019, , .		31
41	Creating an Illusion of Movement between the Hands Using Mid-Air Touch. IEEE Transactions on Haptics, 2019, 12, 615-623.	1.8	16
42	Using Ultrasonic Mid-air Haptic Patterns in Multi-Modal User Experiences. , 2019, , .		10
43	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
44	3rd International Workshop on Multisensory Approaches to Human-Food Interaction. , 2018, , .		4
45	Emotional ratings and skin conductance response to visual, auditory and haptic stimuli. Scientific Data, 2018, 5, 180120.	2.4	62
46	TasteBud. , 2018, , .		12
47	Towards Multisensory Storytelling with Taste and Flavor. , 2018, , .		19
48	Smell-O-Message. , 2018, , .		40
49	I Smell Trouble. , 2018, , .		25
50	Beyond the Libet Clock. , 2018, , .		14
51	Multisensory Technology for Flavor Augmentation: A Mini Review. Frontiers in Psychology, 2018, 9, 26.	1.1	64
52	The future of computing and food. , 2018, , .		13
53	Sour Promotes Risk-Taking: An Investigation into the Effect of Taste on Risk-Taking Behaviour in Humans. Scientific Reports, 2018, 8, 7987.	1.6	10
54	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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55	Don't just Look -- Smell, Taste, and Feel the Interaction. , 2018, , .		1
56	Multisensory Experiences in HCI. IEEE MultiMedia, 2017, 24, 9-13.	1.5	71
57	Digitizing the chemical senses: Possibilities & pitfalls. International Journal of Human Computer Studies, 2017, 107, 62-74.	3.7	104
58	Mastering the Senses in HCI. , 2017, , .		9
59	TastyFloats. , 2017, , .		71
60	Movies in Mid-Air. , 2017, , .		0
61	Gustatory interface: the challenges of "how"™ to stimulate the sense of taste. , 2017, , .		20
62	Multisensory Experiences & Spaces. , 2017, , .		9
63	Hand-to-hand: an intermanual illusion of movement. , 2017, , .		24
64	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
65	Measuring the added value of haptic feedback. , 2017, , .		22
66	Integrating Mid-Air Haptics into Movie Experiences. , 2017, , .		40
67	MHFI 2017: 2nd international workshop on multisensorial approaches to human-food interaction (workshop summary). , 2017, , .		7
68	What Did I Sniff?. , 2017, , .		21
69	NaviFields. , 2017, , .		10
70	OSpace. , 2017, , .		25
71	Haptic rules! Augmenting the gaming experience in traditional games: The case of foosball. , 2017, , .		3
72	The how and why behind a multisensory art display. Interactions, 2017, 24, 38-43.	0.8	5

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73	Second Workshop on Full-Body and Multisensory Experience. , 2016, , .		4
74	Scented Material. , 2016, , .		10
75	Interaction Design for Online Video and Television. , 2016, , .		0
76	Design Fiction Film-Making. , 2016, , .		4
77	A Comparison of Scent-Delivery Devices and Their Meaningful Use for In-Car Olfactory Interaction. , 2016, , .		24
78	Touch, Taste, & Smell User Interfaces. , 2016, , .		43
79	Sensing the future of HCI. Interactions, 2016, 23, 40-49.	0.8	72
80	"I Always Wanted to See the Night Sky". , 2016, , .		24
81	Everyday commuting. , 2015, , .		10
82	Forward to the theme issue on interactive experiences for television and online video. Personal and Ubiquitous Computing, 2015, 19, 741-742.	1.9	6
83	Emotions Mediated Through Mid-Air Haptics. , 2015, , .		96
84	Multi-Sensory Media Experiences. , 2015, , .		5
85	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
86	A Formal Analysis of the ISO 9241-210 Definition of User Experience. , 2015, , .		32
87	Online video and interactive TV experiences. Interactions, 2015, 22, 32-37.	0.8	14
88	Opportunities for odor. , 2014, , .		108
89	ACM International Conference on Interactive Experiences for Television and Online Video (ACM TVX) Tj ETQq1 1 0.784314 rgBT /Overlo 1.5 83		15
90	Temporal, affective, and embodied characteristics of taste experiences. , 2014, , .		93

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91	"Touch me". , 2014, , .		3
92	Characteristics of narrative textual data linked to user experiences. , 2014, , .		2
93	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
94	Talking about tactile experiences. , 2013, , .		231
95	Live-streaming changes the (video) game. , 2013, , .		102
96	Experiential perspectives on road congestions. , 2013, , .		4
97	Lost in time. , 2013, , .		25
98	Theory and practice in ux research. , 2013, , .		2
99	Out of the box selection and application of UX evaluation methods and practical cases. , 2013, , .		0
100	Crowdsourcing: leveraging innovation through online idea competitions. IEEE Engineering Management Review, 2013, 41, 24-32.	1.0	6
101	In search of theoretical foundations for UX research and practice. , 2012, , .		13
102	How designers can make sense of qualitative research findings. , 2012, , .		0
103	Theories behind UX research and how they are used in practice. , 2012, , .		7
104	Exploring children's 3DTV experience. , 2012, , .		3
105	The message in the bottle. , 2012, , .		1
106	Crowdsourcing: Leveraging Innovation through Online Idea Competitions. Research Technology Management, 2012, 55, 32-38.	0.6	72
107	In-situ evaluation of users'™ first impressions on a unified electronic program guide concept. Entertainment Computing, 2011, 2, 191-202.	1.8	2
108	Experience characters. , 2011, , .		4

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109	Opportunities and challenges when designing and developing with kids @ school. , 2011, , .		5
110	UX research. , 2011, , .		17
111	Perceived 3DTV viewing in the public. , 2011, , .		5
112	User Experience Research in the Semiconductor Factory: A Contradiction?. Lecture Notes in Computer Science, 2011, , 144-151.	1.0	11
113	HCI and Society: Towards a Typology of Universal Design Principles. International Journal of Human-Computer Interaction, 2010, 26, 638-656.	3.3	25
114	Contextual user experience. , 2010, , .		12
115	Methods for user studies of interactive (TV) technologies. , 2010, , .		1
116	User experience (UX) patterns for audio-visual networked applications. , 2010, , .		1
117	Field evaluation of a cross platform 6 key navigation model and a unified user interface design. , 2010, , .		10
118	User experience evaluation methods. , 2010, , .		356
119	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
120	The Christian Doppler Laboratory on Contextual Interfaces. Lecture Notes in Computer Science, 2010, , 325-332.	1.0	2
121	User Experience Evaluation in the Mobile Context. Human-computer Interaction Series, 2010, , 195-204.	0.4	5
122	Introducing a Comprehensive Quality Criteria Framework for Validating Patterns. , 2009, , .		4
123	User experience evaluation. , 2009, , .		47
124	"Now you need to laugh!". , 2009, , .		11
125	Introduction to the EuroITV 2008 special issue. Computers in Entertainment, 2009, 7, 1-2.	1.2	0
126	Local communities and IPTV. Computers in Entertainment, 2009, 7, 1-21.	1.2	6

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127	Special issue on personal interactive (TV) environments. Multimedia Systems, 2009, 15, 125-126.	3.0	3
128	Connecting TV & PC. , 2009, , .		15
129	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
130	Trends in the living room and beyond. Computers in Entertainment, 2008, 6, 1-23.	1.2	81
131	MobiMundi. , 2008, , .		5
132	Design for creating, uploading and sharing user generated content. , 2008, , .		8
133	Local Communities: Back to Life (Live) Through IPTV. Lecture Notes in Computer Science, 2008, , 148-157.	1.0	4
134	Usability & User Experience: Preliminary Results from Evaluating an IPTV Community Platform. Lecture Notes in Computer Science, 2008, , 303-307.	1.0	5
135	Usability and usage of iTV services. Computers in Entertainment, 2007, 5, 6.	1.2	32
136	Supporting non-professional users in the new media landscape. , 2007, , .		3
137	Playful Probing: Making Probing More Fun. Lecture Notes in Computer Science, 2007, , 606-619.	1.0	23
138	Finding Individuality in the Technological Complexity: Why People do it themselves?. International Journal of Interdisciplinary Social Sciences, 2007, 2, 203-212.	0.1	5