Akihiro Miyata

List of Publications by Year
in descending order

20	55	3	4
papers	citations	h-index	g-index

21	21	21	19
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	A Crowdsourcing Platform for Constructing Accessibility Maps Supporting Multiple Participation Modes. , 2021, , .		7
2	Barrier Detection Using Sensor Data from Unimpaired Pedestrians. Lecture Notes in Computer Science, 2018, , 308-319.	1.3	7
3	Move&flick. , 2014, , .		6
4	Towards enhancing human experience by affective robots: Experiment and discussion. , 2015, , .		5
5	Towards More Practical Information Sharing in Disaster Situations. Lecture Notes in Computer Science, 2016, , 32-39.	1.3	4
6	An Information Display System with Information Scrapping User Interface Based on Digital Signage Terminals and Mobile Devices for Disaster Situations. Lecture Notes in Computer Science, 2016, , 353-363.	1.3	4
7	Development and Evaluation of a Collaborative Virtual Environment Supporting Self Feedbacks of Electroencephalogram. , 2008, , .		3
8	Affective agents for enhancing emotional experience. , 2014, , .		3
9	Evaluation on a Wheelchair Simulator Using Limited-Motion Patterns and Vection-Inducing Movies. , 2019, , .		3
10	Wheelchair Usersâ€™ Psychological Barrier Estimation Based on Inertial and Vital Data. Lecture Notes in Computer Science, 2016, , 403-413.	1.3	3
11	Gamification strategies to improve the motivation and performance in accessibility information collection. , 2022, , .		3
12	A Proposal of Indexing Conference Movies with Thinking States. , 2007, , .		2
13	Analyzing Nonverbal Behaviors along with Praising. , 2020, , .		2
14	Study on VR-based wheelchair simulator using vection-inducing movies and limited-motion patterns. , 2018, , .		1
15	A Wheelchair Simulator Using Limited-Motion Patterns and Vection-Inducing Movies. , 2019, , .		1
16	BScanner: A Crowdsourcing Platform for Constructing Accessibility Maps to Support Multiple Participation Types. , 2020, , .		1
17	Document area identification for extending books without markers. , 2011, , .		0
18	Real-World Distance Reduction in a Virtual Reality-Based Wheelchair Simulation on Flat Surfaces. Lecture Notes in Computer Science, 2021, , 438-448.	1.3	0

#	Article	IF	Citations
19	An Interaction Method for Transferring Electronic Information by Tearing a Sheet of Paper. , 2019, , .		0
20	Modeling Japanese Praising Behavior by Analyzing Audio and Visual Behaviors. Frontiers in Computer Science, 2022, 4, .	2.8	0