Akihiro Miyata

List of Publications by Year
in descending order

20 papers	55 citations	2258059 3 h-index	2272923 4 g-index
21 all docs	21 docs citations	21 times ranked	19 citing authors

#	Article	IF	Citations
1	Modeling Japanese Praising Behavior by Analyzing Audio and Visual Behaviors. Frontiers in Computer Science, 2022, 4, .	2.8	0
2	Gamification strategies to improve the motivation and performance in accessibility information collection. , 2022, , .		3
3	A Crowdsourcing Platform for Constructing Accessibility Maps Supporting Multiple Participation Modes. , 2021, , .		7
4	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
5	BScanner: A Crowdsourcing Platform for Constructing Accessibility Maps to Support Multiple Participation Types. , 2020, , .		1
6	Analyzing Nonverbal Behaviors along with Praising. , 2020, , .		2
7	Evaluation on a Wheelchair Simulator Using Limited-Motion Patterns and Vection-Inducing Movies. , 2019, , .		3
8	A Wheelchair Simulator Using Limited-Motion Patterns and Vection-Inducing Movies. , 2019, , .		1
9	An Interaction Method for Transferring Electronic Information by Tearing a Sheet of Paper. , 2019, , .		0
10	Study on VR-based wheelchair simulator using vection-inducing movies and limited-motion patterns. , 2018, , .		1
11	Barrier Detection Using Sensor Data from Unimpaired Pedestrians. Lecture Notes in Computer Science, 2018, , 308-319.	1.3	7
12	Towards More Practical Information Sharing in Disaster Situations. Lecture Notes in Computer Science, 2016, , 32-39.	1.3	4
13	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
14	Wheelchair Usersâ€™ Psychological Barrier Estimation Based on Inertial and Vital Data. Lecture Notes in Computer Science, 2016, , 403-413.	1.3	3
15	Towards enhancing human experience by affective robots: Experiment and discussion. , 2015, , .		5
16	Move&flick. , 2014, , .		6
17	Affective agents for enhancing emotional experience. , 2014, , .		3
18	Document area identification for extending books without markers. , 2011, , .		0

#	Article	IF	Citations
19	Development and Evaluation of a Collaborative Virtual Environment Supporting Self Feedbacks of Electroencephalogram. , 2008, , .		3
20	A Proposal of Indexing Conference Movies with Thinking States. , 2007, , .		2