Jaeyoung Park

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/4716503/publications.pdf

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23	226	1307594	1125743
papers	citations	7 h-index	13 g-index

26	26	26	171
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Design and Evaluation of Identifiable Key-Click Signals for Mobile Devices. IEEE Transactions on Haptics, 2011, 4, 229-241.	2.7	61
2	Haptic Feedback to the Palm and Fingers for Improved Tactile Perception of Large Objects. , 2018, , .		33
3	Effect of Cutaneous Feedback on the Perceived Hardness of a Virtual Object. IEEE Transactions on Haptics, 2018, 11, 518-530.	2.7	18
4	Rendering Moving Tactile Stroke on the Palm Using a Sparse 2D Array. Lecture Notes in Computer Science, 2016, , 47-56.	1.3	17
5	Effect of Cutaneous Feedback on the Perception of Virtual Object Weight during Manipulation. Scientific Reports, 2020, 10, 1357.	3.3	13
6	Realistic Haptic Rendering of Collision Effects Using Multimodal Vibrotactile and Impact Feedback. , 2019, , .		12
7	Tactile Sensitivity to Distributed Patterns in a Palm. , 2018, , .		10
8	Haptic Glove Using Tendon-Driven Soft Robotic Mechanism. Frontiers in Bioengineering and Biotechnology, 2020, 8, 541105.	4.1	9
9	Haptic Perception of Edge Sharpness in Real and Virtual Environments. IEEE Transactions on Haptics, 2017, 10, 54-62.	2.7	8
10	Haptic Edge Sharpness Perception with a Contact Location Display. IEEE Transactions on Haptics, 2012, 5, 323-331.	2.7	7
11	Adaptive vibrotactile flow rendering of 2.5D surface features on touch screen with multiple fingertip interfaces. , 2017, , .		7
12	Effect of Haptic Feedback on the Perceived Size of a Virtual Object. IEEE Access, 2019, 7, 83673-83681.	4.2	5
13	Wearable Robotic Glove Design Using Surface-Mounted Actuators. Frontiers in Bioengineering and Biotechnology, 2020, 8, 548947.	4.1	5
14	Redundant coding of simulated tactile key clicks with audio signals. , 2010, , .		4
15	Fully Asymmetric Remote Collaboration System. IEEE Access, 2019, 7, 54155-54166.	4.2	3
16	Haptic Contour Following and Feature Detection with a Contact Location Display. The Journal of Korea Robotics Society, 2013, 8, 206-216.	0.4	3
17	Haptic contour following and feature detection with a contact location display. , 2013, , .		2
18	Compensation of perceived hardness of a virtual object with cutaneous feedback. , 2017, , .		2

#	Article	IF	Citations
19	Design of a Parallel Haptic Device with Gravity Compensation by using its System Weight. , 2020, , .		2
20	Multi-Fingertip Vibrotactile Array Interface for 3D Virtual Interaction. , 2020, , .		2
21	Effect of 2.5D haptic feedback on virtual object perception via a stylus. Scientific Reports, 2021, 11, 18954.	3.3	2
22	Continuous Skin-Stretch Feedback for Rendering 3D Vector Information. IEEE Access, 2020, 8, 145649-145660.	4.2	1
23	A 2-DOF Impact Actuator for Haptic Application. Actuators, 2022, 11, 70.	2.3	0