

Jaeyoung Park

List of Publications by Year in descending order

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papers

226
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1307594

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docs citations

26
times ranked

171
citing authors

#	ARTICLE	IF	CITATIONS
1	A 2-DOF Impact Actuator for Haptic Application. <i>Actuators</i> , 2022, 11, 70.	2.3	0
2	Effect of 2.5D haptic feedback on virtual object perception via a stylus. <i>Scientific Reports</i> , 2021, 11, 18954.	3.3	2
3	Design of a Parallel Haptic Device with Gravity Compensation by using its System Weight. , 2020, , .		2
4	Wearable Robotic Glove Design Using Surface-Mounted Actuators. <i>Frontiers in Bioengineering and Biotechnology</i> , 2020, 8, 548947.	4.1	5
5	Continuous Skin-Stretch Feedback for Rendering 3D Vector Information. <i>IEEE Access</i> , 2020, 8, 145649-145660.	4.2	1
6	Haptic Glove Using Tendon-Driven Soft Robotic Mechanism. <i>Frontiers in Bioengineering and Biotechnology</i> , 2020, 8, 541105.	4.1	9
7	Multi-Fingertip Vibrotactile Array Interface for 3D Virtual Interaction. , 2020, , .		2
8	Effect of Cutaneous Feedback on the Perception of Virtual Object Weight during Manipulation. <i>Scientific Reports</i> , 2020, 10, 1357.	3.3	13
9	Fully Asymmetric Remote Collaboration System. <i>IEEE Access</i> , 2019, 7, 54155-54166.	4.2	3
10	Effect of Haptic Feedback on the Perceived Size of a Virtual Object. <i>IEEE Access</i> , 2019, 7, 83673-83681.	4.2	5
11	Realistic Haptic Rendering of Collision Effects Using Multimodal Vibrotactile and Impact Feedback. , 2019, , .		12
12	Tactile Sensitivity to Distributed Patterns in a Palm. , 2018, , .		10
13	Haptic Feedback to the Palm and Fingers for Improved Tactile Perception of Large Objects. , 2018, , .		33
14	Effect of Cutaneous Feedback on the Perceived Hardness of a Virtual Object. <i>IEEE Transactions on Haptics</i> , 2018, 11, 518-530.	2.7	18
15	Haptic Perception of Edge Sharpness in Real and Virtual Environments. <i>IEEE Transactions on Haptics</i> , 2017, 10, 54-62.	2.7	8
16	Adaptive vibrotactile flow rendering of 2.5D surface features on touch screen with multiple fingertip interfaces. , 2017, , .		7
17	Compensation of perceived hardness of a virtual object with cutaneous feedback. , 2017, , .		2
18	Rendering Moving Tactile Stroke on the Palm Using a Sparse 2D Array. <i>Lecture Notes in Computer Science</i> , 2016, , 47-56.	1.3	17

#	ARTICLE	IF	CITATIONS
19	Haptic contour following and feature detection with a contact location display. , 2013, , .		2
20	Haptic Contour Following and Feature Detection with a Contact Location Display. The Journal of Korea Robotics Society, 2013, 8, 206-216.	0.4	3
21	Haptic Edge Sharpness Perception with a Contact Location Display. IEEE Transactions on Haptics, 2012, 5, 323-331.	2.7	7
22	Design and Evaluation of Identifiable Key-Click Signals for Mobile Devices. IEEE Transactions on Haptics, 2011, 4, 229-241.	2.7	61
23	Redundant coding of simulated tactile key clicks with audio signals. , 2010, , .		4