

Sriram Subramanian

List of Publications by Year in descending order

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Version: 2024-02-01

169
papers

5,626
citations

566801

15
h-index

301761

39
g-index

171
all docs

171
docs citations

171
times ranked

2921
citing authors

#	ARTICLE	IF	CITATIONS
1	Holographic acoustic elements for manipulation of levitated objects. Nature Communications, 2015, 6, 8661.	5.8	614
2	UltraHaptics. , 2013, , .		359
3	Opportunities and Challenges for Data Physicalization. , 2015, , .		309
4	Talking about tactile experiences. , 2013, , .		231
5	Rendering volumetric haptic shapes in mid-air using ultrasound. ACM Transactions on Graphics, 2014, 33, 1-10.	4.9	209
6	Morphees. , 2013, , .		190
7	Metamaterial bricks and quantization of meta-surfaces. Nature Communications, 2017, 8, 14608.	5.8	182
8	A volumetric display for visual, tactile and audio presentation using acoustic trapping. Nature, 2019, 575, 320-323.	13.7	178
9	Tilt techniques. , 2009, , .		149
10	Predicting Mental Imagery-Based BCI Performance from Personality, Cognitive Profile and Neurophysiological Patterns. PLoS ONE, 2015, 10, e0143962.	1.1	129
11	Emotions Mediated Through Mid-Air Haptics. , 2015, , .		96
12	Temporal, affective, and embodied characteristics of taste experiences. , 2014, , .		93
13	Would you do that?. , 2010, , .		87
14	GesText. , 2010, , .		71
15	Putting your best foot forward. , 2012, , .		71
16	TastyFloats. , 2017, , .		71
17	Augmenting the mouse with pressure sensitive input. , 2007, , .		69
18	A comparison of techniques for multi-display reaching. , 2005, , .		68

#	ARTICLE	IF	CITATIONS
19	E-conic. , 2007, , .		68
20	Perspective cursor. , 2006, , .		64
21	Perception of ultrasonic haptic feedback on the hand. , 2014, , .		62
22	Tilt displays. , 2012, , .		59
23	Using Spatiotemporal Modulation to Draw Tactile Patterns in Mid-Air. Lecture Notes in Computer Science, 2018, , 270-281.	1.0	59
24	SensaBubble. , 2014, , .		58
25	Hands-on with optical tweezers: a multitouch interface for holographic optical trapping. Optics Express, 2009, 17, 3595.	1.7	55
26	Is my phone alive?. , 2014, , .		52
27	Erg-O. , 2017, , .		52
28	Agency in Mid-air Interfaces. , 2017, , .		52
29	Correspondence: Dexterous ultrasonic levitation of millimeter-sized objects in air. IEEE Transactions on Ultrasonics, Ferroelectrics, and Frequency Control, 2014, 61, 1233-1236.	1.7	50
30	There and Back Again: Cross-Display Object Movement in Multi-Display Environments. Human-Computer Interaction, 2009, 24, 170-229.	3.1	46
31	LeviPath. , 2015, , .		45
32	LeviProps. , 2019, , .		45
33	GS-PAT. ACM Transactions on Graphics, 2020, 39, .	4.9	45
34	Multi-layer interaction for digital tables. , 2006, , .		44
35	Visual separation in mobile multi-display environments. , 2011, , .		43
36	Detecting error-related negativity for interaction design. , 2012, , .		42

#	ARTICLE	IF	CITATIONS
37	Ultra-tangibles. , 2012, , .		36
38	Spending Time with Money. , 2015, , .		36
39	JOLED. , 2016, , .		36
40	PressureFish. , 2008, , .		35
41	Kick. , 2011, , .		35
42	Fabricating and Assembling Acoustic Metamaterials and Phononic Crystals. Advanced Engineering Materials, 2021, 23, 2000988.	1.6	34
43	TableHop. , 2016, , .		32
44	Multi-flick. , 2008, , .		31
45	Sampling Strategy for Ultrasonic Mid-Air Haptics. , 2019, , .		31
46	Floating charts: Data plotting using free-floating acoustically levitated representations. , 2016, , .		29
47	Continuous Tactile Feedback for Motor-Imagery Based Brain-Computer Interaction in a Multitasking Context. Lecture Notes in Computer Science, 2015, , 488-505.	1.0	29
48	SoundBender. , 2018, , .		28
49	G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		28
50	PressureText. , 2009, , .		27
51	MisTable. , 2014, , .		27
52	Point-and-Shake. , 2018, , .		26
53	Modeling steering within above-the-surface interaction layers. , 2007, , .		25
54	High-performance telepointers. , 2004, , .		24

#	ARTICLE	IF	CITATIONS
55	Adding haptic feedback to mobile tv. , 2011, , .		24
56	Steerable projection: exploring alignment in interactive mobile displays. Personal and Ubiquitous Computing, 2012, 16, 27-37.	1.9	24
57	Cubimorph: Designing modular interactive devices. , 2016, , .		23
58	Programmable Liquid Matter. , 2017, , .		23
59	DJs' perspectives on interaction and awareness in nightclubs. , 2006, , .		22
60	MUSTARD. , 2012, , .		22
61	The effects of robot-performed co-verbal gesture on listener behaviour. , 2011, , .		21
62	Changibles. , 2014, , .		21
63	Impact of disk corruption on open-source DBMS. , 2010, , .		20
64	WaveWindow. , 2010, , .		20
65	PIVOT. , 2012, , .		20
66	Through the combining glass. , 2014, , .		20
67	Touchless Tactile Displays for Digital Signage. , 2018, , .		20
68	Slicing-Volume: Hybrid 3D/2D Multi-target Selection Technique for Dense Virtual Environments. , 2020, , .		19
69	Snapshots in a flash with ioSnap. , 2014, , .		18
70	Sparkle. , 2017, , .		18
71	A Manually Reconfigurable Reflective Spatial Sound Modulator for Ultrasonic Waves in Air. Advanced Materials Technologies, 2020, 5, 2000041.	3.0	18
72	High-speed acoustic holography with arbitrary scattering objects. Science Advances, 2022, 8, .	4.7	18

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73	Conversational gestures in human-robot interaction. , 2009, , .		17
74	Haptic feedback in remote pointing. , 2009, , .		17
75	Membrane. ACM Transactions on Storage, 2010, 6, 1-30.	1.4	17
76	The effects of interaction techniques on talk patterns in collaborative peer learning around interactive tables. , 2011, , .		17
77	MistForm. , 2017, , .		17
78	Tangible Drops. , 2018, , .		16
79	Electrically Induced Liquid Metal Droplet Bouncing. Langmuir, 2022, 38, 6996-7004.	1.6	16
80	Error related negativity in observing interactive tasks. , 2014, , .		15
81	Beyond the Libet Clock. , 2018, , .		14
82	PickCells. , 2019, , .		14
83	A visibility control system for collaborative digital table. Personal and Ubiquitous Computing, 2009, 13, 619-632.	1.9	13
84	Haptic technologies for direct touch in virtual reality. , 2016, , .		13
85	Chameleon Devices. , 2017, , .		13
86	Bubble radar. , 2006, , .		12
87	Beat gesture generation rules for human-robot interaction. , 2009, , .		12
88	m+pSpaces. , 2012, , .		12
89	SonicSpray: A Technique to Reconfigure Permeable Mid-Air Displays. , 2019, , .		12
90	A Microfluidic Acoustic Metamaterial using Electrowetting: Enabling Active Broadband Tunability. Advanced Materials Technologies, 2021, 6, 2100491.	3.0	12

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91	HapBead: On-Skin Microfluidic Haptic Interface using Tunable Bead. , 2020, , .		12
92	Identifying suitable projection parameters and display configurations for mobile true-3D displays. , 2014, , .		11
93	Need for Touch in Human Space Exploration: Towards the Design of a Morphing Haptic Glove â€“ ExoSkin. Lecture Notes in Computer Science, 2015, , 18-36.	1.0	11
94	VARI-SOUND. , 2019, , .		11
95	Ghost Touch. , 2015, , .		10
96	Interacting with piles of artifacts on digital tables. , 2006, , .		9
97	Organic experiences. , 2013, , .		9
98	SkinHaptics: Ultrasound focused in the hand creates tactile sensations. , 2016, , .		9
99	Mid-Air Haptics and Displays. , 2016, , .		9
100	Collaborating around Digital Tabletops. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-30.	4.6	9
101	Flowcuits: Crafting Tangible and Interactive Electrical Components with Liquid Metal Circuits. , 2021, , .		9
102	A Middleware for Seamless Use of Multiple Displays. Lecture Notes in Computer Science, 2008, , 252-266.	1.0	9
103	SmellControl: The Study of Sense of Agency in Smell. , 2020, , .		9
104	PaperSpace. , 2006, , .		8
105	D-FLIP. , 2013, , .		8
106	Sparkle. , 2016, , .		8
107	Investigating Expressive Tactile Interaction Design in Artistic Graphical Representations. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-47.	4.6	8
108	PressureMove: Pressure Input with Mouse Movement. Lecture Notes in Computer Science, 2009, , 25-39.	1.0	8

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109	Exploring pressure as an alternative to multi-touch based interaction. , 2011, , .		8
110	Control of Non-Solid Diffusers by Electrostatic Charging. , 2015, , .		7
111	Haptics and Directional Audio Using Acoustic Metasurfaces. , 2017, , .		7
112	Fabricating and Assembling Acoustic Metamaterials and Phononic Crystals. Advanced Engineering Materials, 2021, 23, 2170008.	1.6	7
113	Exploring Interaction Strategies in the Context of Sleep. Lecture Notes in Computer Science, 2011, , 19-36.	1.0	7
114	Stylus based text input using expanding CIRRIIN. , 2006, , .		6
115	Posture monitoring and improvement for laptop use. , 2007, , .		6
116	Interpretability and Reproducibility in Production Machine Learning Applications. , 2018, , .		6
117	ArticuLev: An Integrated Self-Assembly Pipeline for Articulated Multi-Bead Levitation Primitives. , 2021, , .		6
118	Special issue on interaction with coupled and public displays. Personal and Ubiquitous Computing, 2009, 13, 549-550.	1.9	5
119	D-FLIP: Dynamic and Flexible Interactive PhotoShow. Lecture Notes in Computer Science, 2013, , 415-427.	1.0	5
120	The magic window. , 2007, , .		4
121	Group interaction on interactive multi-touch tables by children in India. , 2012, , .		4
122	Interaction with deformable displays. , 2012, , .		4
123	In-Situ interactive image-based model building for Augmented Reality from a handheld device. Virtual Reality, 2013, 17, 137-146.	4.1	4
124	A dynamic flexible and interactive display method of digital photographs. Entertainment Computing, 2014, 5, 451-462.	1.8	4
125	Marionette. , 2015, , .		4
126	Mid-Air Haptics for Control Interfaces. , 2018, , .		4

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127	Programmable Liquid Matter. , 2017, , .		4
128	Acoustic wave focusing by 2.5D graded index lens. Applied Physics Letters, 2021, 119, .	1.5	4
129	Drift-Correction Techniques for Scale-Adaptive VR Navigation. , 2019, , .		4
130	Tabletop Collaboration through Tangible Interactions. , 2007, , .		3
131	Special issue on user-centred design and evaluation of ubiquitous groupware. Personal and Ubiquitous Computing, 2008, 12, 179-180.	1.9	3
132	Improving digital handoff in shared tabletop workspaces. , 2008, , .		3
133	Workshop on coupled display visual interfaces. , 2010, , .		3
134	VORTEX. , 2011, , .		3
135	Tilt display demonstration. , 2012, , .		3
136	Portallax. , 2014, , .		3
137	LeviSpace. , 2017, , .		3
138	Comparison of User Performance in Mixed 2D-3D Multi-Display Environments. Lecture Notes in Computer Science, 2013, , 260-277.	1.0	3
139	Digital Full-Face Mask Display with Expression Recognition using Embedded Photo Reflective Sensor Arrays. , 2020, , .		3
140	Interacting with piles of artifacts on digital tables. Digital Creativity, 2007, 18, 161-174.	0.8	2
141	Visibility control using revolving polarizer. , 2008, , .		2
142	Supporting Atomic User Actions on the Table. Human-computer Interaction Series, 2010, , 223-247.	0.4	2
143	Enhancing Interactivity with Transcranial Direct Current Stimulation. , 2016, , .		2
144	Neuroanatomical Correlates of Perceived Usability. , 2017, , .		2

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145	Strategic Tabletop Negotiations. Lecture Notes in Computer Science, 2007, , 169-182.	1.0	2
146	M ³ , 2008, , .		2
147	e2-MaskZ. , 2020, , .		2
148	Dynamic Spatial Positioning: Physical Collaboration around Interactive Table by Children in India. Lecture Notes in Computer Science, 2013, , 141-158.	1.0	2
149	Human presence detection and tracking for a concierge robot. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2004, 37, 986-991.	0.4	1
150	Mobile projectors versus mobile displays. , 2012, , .		1
151	Creating the future of interactive devices, together. Materials Today, 2013, 16, 254-255.	8.3	1
152	Hilbert Curves. , 2016, , .		1
153	Counting on your fingertips. , 2011, , .		1
154	Predictive absolute-moment block truncation coding for image compression. , 2000, , .		0
155	Investigation of subjective preferences in multiple degrees-of-freedom inputs. , 2003, , .		0
156	Strategic Negotiations in Tabletop. , 0, , .		0
157	The nano-world at your fingertips. Proceedings of SPIE, 2009, , .	0.8	0
158	MUST-D. , 2011, , .		0
159	Keynote speech I: Beyond multi-touch: Interactive surfaces that support haptic feedback and multiple independent views. , 2012, , .		0
160	Haptic feedback and shape-shifting handhelds for iTV. , 2013, , .		0
161	JDLED. , 2017, , .		0
162	Spatial user interaction panel. , 2017, , .		0

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163	A Design Approach for Tangible User Interfaces. Australasian Journal of Information Systems, 2004, 11, .	0.3	0
164	Why panic()?. Operating Systems Review (ACM), 2010, 44, 25-29.	1.5	0
165	Dynamir. , 2015, , .		0
166	Designer Led Computational Approach to Generate Mappings for Devices with Low Gestural Resolution. Lecture Notes in Computer Science, 2019, , 623-643.	1.0	0
167	Acoustic levitation for multimodal volumetric display. , 2020, , .		0
168	Demonstration of G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		0
169	Acquisition of Off-Screen Object by Predictive Jumping. Lecture Notes in Computer Science, 2008, , 301-310.	1.0	0