Sriram Subramanian

List of Publications by Year
in descending order

169	5,626	566801 15	301761 39
papers	citations	h-index	g-index

171	171	171	2921
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Electrically Induced Liquid Metal Droplet Bouncing. Langmuir, 2022, 38, 6996-7004.	1.6	16
2	High-speed acoustic holography with arbitrary scattering objects. Science Advances, 2022, 8, .	4.7	18
3	Fabricating and Assembling Acoustic Metamaterials and Phononic Crystals. Advanced Engineering Materials, 2021, 23, 2000988.	1.6	34
4	Flowcuits: Crafting Tangible and Interactive Electrical Components with Liquid Metal Circuits. , 2021, , .		9
5	Fabricating and Assembling Acoustic Metamaterials and Phononic Crystals. Advanced Engineering Materials, 2021, 23, 2170008.	1.6	7
6	ArticuLev: An Integrated Self-Assembly Pipeline for Articulated Multi-Bead Levitation Primitives. , 2021, , .		6
7	A Microfluidic Acoustic Metamaterial using Electrowetting: Enabling Active Broadband Tunability. Advanced Materials Technologies, 2021, 6, 2100491.	3.0	12
8	Acoustic wave focusing by 2.5D graded index lens. Applied Physics Letters, 2021, 119, .	1.5	4
9	Slicing-Volume: Hybrid 3D/2D Multi-target Selection Technique for Dense Virtual Environments. , 2020, , .		19
10	A Manually Reconfigurable Reflective Spatial Sound Modulator for Ultrasonic Waves in Air. Advanced Materials Technologies, 2020, 5, 2000041.	3.0	18
11	HapBead: On-Skin Microfluidic Haptic Interface using Tunable Bead. , 2020, , .		12
12	G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		28
13	SmellControl: The Study of Sense of Agency in Smell. , 2020, , .		9
14	e2-MaskZ. , 2020, , .		2
15	GS-PAT. ACM Transactions on Graphics, 2020, 39, .	4.9	45
16	Acoustic levitation for multimodal volumetric display. , 2020, , .		0
17	Demonstration of G-ID: Identifying 3D Prints Using Slicing Parameters. , 2020, , .		0
18	Digital Full-Face Mask Display with Expression Recognition using Embedded Photo Reflective Sensor Arrays. , 2020, , .		3

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19	PickCells. , 2019, , .		14
20	SonicSpray: A Technique to Reconfigure Permeable Mid-Air Displays. , 2019, , .		12
21	LeviProps. , 2019, , .		45
22	Sampling Strategy for Ultrasonic Mid-Air Haptics. , 2019, , .		31
23	VARI-SOUND. , 2019, , .		11
24	A volumetric display for visual, tactile and audio presentation using acoustic trapping. Nature, 2019, 575, 320-323.	13.7	178
25	Designer Led Computational Approach to Generate Mappings for Devices with Low Gestural Resolution. Lecture Notes in Computer Science, 2019, , 623-643.	1.0	0
26	Drift-Correction Techniques for Scale-Adaptive VR Navigation. , 2019, , .		4
27	Interpretability and Reproducability in Production Machine Learning Applications. , 2018, , .		6
28	SoundBender. , 2018, , .		28
29	Tangible Drops. , 2018, , .		16
30	Point-and-Shake. , 2018, , .		26
31	Beyond the Libet Clock. , 2018, , .		14
32	Touchless Tactile Displays for Digital Signage. , 2018, , .		20
33	Mid-Air Haptics for Control Interfaces. , 2018, , .		4
34	Using Spatiotemporal Modulation toÂDraw Tactile Patterns in Mid-Air. Lecture Notes in Computer Science, 2018, , 270-281.	1.0	59
35	Metamaterial bricks and quantization of meta-surfaces. Nature Communications, 2017, 8, 14608.	5.8	182
36	Sparkle. , 2017, , .		18

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37	Chameleon Devices. , 2017, , .		13
38	Programmable Liquid Matter. , 2017, , .		23
39	TastyFloats. , 2017, , .		71
40	JDLED. , 2017, , .		0
41	MistForm. , 2017, , .		17
42	Collaborating around Digital Tabletops. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-30.	4.6	9
43	Erg-O. , 2017, , .		52
44	Agency in Mid-air Interfaces. , 2017, , .		52
45	Neuroanatomical Correlates of Perceived Usability. , 2017, , .		2
46	LeviSpace. , 2017, , .		3
47	Haptics and Directional Audio Using Acoustic Metasurfaces. , 2017, , .		7
48	Spatial user interaction panel. , 2017, , .		0
49	Programmable Liquid Matter. , 2017, , .		4
50	Cubimorph: Designing modular interactive devices. , 2016, , .		23
51	Sparkle. , 2016, , .		8
52	Hilbert Curves. , 2016, , .		1
53	Floating charts: Data plotting using free-floating acoustically levitated representations. , 2016, , .		29
54	SkinHaptics: Ultrasound focused in the hand creates tactile sensations. , 2016, , .		9

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55	Haptic technologies for direct touch in virtual reality. , 2016, , .		13
56	Mid-Air Haptics and Displays. , 2016, , .		9
57	Investigating Expressive Tactile Interaction Design in Artistic Graphical Representations. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-47.	4.6	8
58	JOLED. , 2016, , .		36
59	Enhancing Interactivity with Transcranial Direct Current Stimulation. , 2016, , .		2
60	TableHop. , 2016, , .		32
61	Predicting Mental Imagery-Based BCI Performance from Personality, Cognitive Profile and Neurophysiological Patterns. PLoS ONE, 2015, 10, e0143962.	1.1	129
62	Opportunities and Challenges for Data Physicalization. , 2015, , .		309
63	Spending Time with Money. , 2015, , .		36
64	Control of Non-Solid Diffusers by Electrostatic Charging. , 2015, , .		7
65	Emotions Mediated Through Mid-Air Haptics. , 2015, , .		96
66	Holographic acoustic elements for manipulation of levitated objects. Nature Communications, 2015, 6, 8661.	5.8	614
67	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
68	Marionette. , 2015, , .		4
69	LeviPath. , 2015, , .		45
70	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
71	Ghost Touch. , 2015, , .		10
72	Dynamir. , 2015, , .		0

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73	SensaBubble. , 2014, , .		58
74	Changibles. , 2014, , .		21
75	Temporal, affective, and embodied characteristics of taste experiences. , 2014, , .		93
76	Identifying suitable projection parameters and display configurations for mobile true-3D displays. , 2014, , .		11
77	Portallax. , 2014, , .		3
78	Perception of ultrasonic haptic feedback on the hand. , 2014, , .		62
79	MisTable. , 2014, , .		27
80	Is my phone alive?. , 2014, , .		52
81	Through the combining glass. , 2014, , .		20
82	Rendering volumetric haptic shapes in mid-air using ultrasound. ACM Transactions on Graphics, 2014, 33, 1-10.	4.9	209
83	A dynamic flexible and interactive display method of digital photographs. Entertainment Computing, 2014, 5, 451-462.	1.8	4
84	Snapshots in a flash with ioSnap. , 2014, , .		18
85	Error related negativity in observing interactive tasks. , 2014, , .		15
86	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
87	Talking about tactile experiences. , 2013, , .		231
88	Creating the future of interactive devices, together. Materials Today, 2013, 16, 254-255.	8.3	1
89	In-Situ interactive image-based model building for Augmented Reality from a handheld device. Virtual Reality, 2013, 17, 137-146.	4.1	4
90	Organic experiences. , 2013, , .		9

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91	Morphees. , 2013, , .		190
92	Haptic feedback and shape-shifting handhelds for iTV. , 2013, , .		0
93	D-FLIP. , 2013, , .		8
94	UltraHaptics. , 2013, , .		359
95	D-FLIP: Dynamic and Flexible Interactive PhotoShow. Lecture Notes in Computer Science, 2013, , 415-427.	1.0	5
96	Comparison of User Performance in Mixed 2D-3D Multi-Display Environments. Lecture Notes in Computer Science, 2013, , 260-277.	1.0	3
97	Dynamic Spatial Positioning: Physical Collaboration around Interactive Table by Children in India. Lecture Notes in Computer Science, 2013, , 141-158.	1.0	2
98	Ultra-tangibles. , 2012, , .		36
99	Tilt displays. , 2012, , .		59
100	Group interaction on interactive multi-touch tables by children in India. , 2012, , .		4
101	PiVOT. , 2012, , .		20
102	Detecting error-related negativity for interaction design. , 2012, , .		42
103	m+pSpaces. , 2012, , .		12
104	Putting your best foot forward. , 2012, , .		71
105	MUSTARD. , 2012, , .		22
106	Tilt display demonstration. , 2012, , .		3
107	Interaction with deformable displays. , 2012, , .		4
108	Mobile projectors versus mobile displays. , 2012, , .		1

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109	Keynote speech I: Beyond multi-touch: Interactive surfaces that support haptic feedback and multiple independent views. , 2012, , .		0
110	Steerable projection: exploring alignment in interactive mobile displays. Personal and Ubiquitous Computing, 2012, 16, 27-37.	1.9	24
111	The effects of robot-performed co-verbal gesture on listener behaviour. , 2011, , .		21
112	Kick. , 2011, , .		35
113	The effects of interaction techniques on talk patterns in collaborative peer learning around interactive tables. , 2011, , .		17
114	VORTEX. , 2011, , .		3
115	Adding haptic feedback to mobile tv. , 2011, , .		24
116	Visual separation in mobile multi-display environments. , 2011, , .		43
117	MUST-D. , 2011, , .		0
118	Exploring pressure as an alternative to multi-touch based interaction. , 2011, , .		8
119	Counting on your fingertips. , 2011, , .		1
120	Exploring Interaction Strategies in the Context of Sleep. Lecture Notes in Computer Science, 2011, , 19-36.	1.0	7
121	GesText. , 2010, , .		71
122	Impact of disk corruption on open-source DBMS. , 2010, , .		20
123	Membrane. ACM Transactions on Storage, 2010, 6, 1-30.	1.4	17
124	Would you do that?. , 2010, , .		87
125	Workshop on coupled display visual interfaces. , 2010, , .		3
126	WaveWindow. , 2010, , .		20

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127	Supporting Atomic User Actions on the Table. Human-computer Interaction Series, 2010, , 223-247.	0.4	2
128	Why panic()?. Operating Systems Review (ACM), 2010, 44, 25-29.	1.5	0
129	Conversational gestures in human-robot interaction. , 2009, , .		17
130	PressureText. , 2009, , .		27
131	The nano-world at your fingertips. Proceedings of SPIE, 2009, , .	0.8	0
132	Haptic feedback in remote pointing. , 2009, , .		17
133	Tilt techniques. , 2009, , .		149
134	Special issue on interaction with coupled and public displays. Personal and Ubiquitous Computing, 2009, 13, 549-550.	1.9	5
135	A visibility control system for collaborative digital table. Personal and Ubiquitous Computing, 2009, 13, 619-632.	1.9	13
136	Hands-on with optical tweezers: a multitouch interface for holographic optical trapping. Optics Express, 2009, 17, 3595.	1.7	55
137	There and Back Again: Cross-Display Object Movement in Multi-Display Environments. Human-Computer Interaction, 2009, 24, 170-229.	3.1	46
138	Beat gesture generation rules for human-robot interaction. , 2009, , .		12
139	PressureMove: Pressure Input with Mouse Movement. Lecture Notes in Computer Science, 2009, , 25-39.	1.0	8
140	Special issue on user-centred design and evaluation of ubiquitous groupware. Personal and Ubiquitous Computing, 2008, 12, 179-180.	1.9	3
141	Visibility control using revolving polarizer. , 2008, , .		2
142	Improving digital handoff in shared tabletop workspaces. , 2008, , .		3
143	Multi-flick. , 2008, , .		31
144	PressureFish. , 2008, , .		35

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145	A Middleware for Seamless Use of Multiple Displays. Lecture Notes in Computer Science, 2008, , 252-266.	1.0	9
146	M ³. , 2008, , .		2
147	Acquisition of Off-Screen Object by Predictive Jumping. Lecture Notes in Computer Science, 2008, , 301-310.	1.0	0
148	The magic window. , 2007, , .		4
149	Posture monitoring and improvement for laptop use. , 2007, , .		6
150	E-conic. , 2007, , .		68
151	Augmenting the mouse with pressure sensitive input. , 2007, , .		69
152	Modeling steering within above-the-surface interaction layers. , 2007, , .		25
153	Tabletop Collaboration through Tangible Interactions. , 2007, , .		3
154	Interacting with piles of artifacts on digital tables. Digital Creativity, 2007, 18, 161-174.	0.8	2
155	Strategic Tabletop Negotiations. Lecture Notes in Computer Science, 2007, , 169-182.	1.0	2
156	DJs' perspectives on interaction and awareness in nightclubs. , 2006, , .		22
157	Perspective cursor. , 2006, , .		64
158	Stylus based text input using expanding CIRRIN. , 2006, , .		6
159	Bubble radar. , 2006, , .		12
160	PaperSpace. , 2006, , .		8
161	Multi-layer interaction for digital tables. , 2006, , .		44
162	Interacting with piles of artifacts on digital tables. , 2006, , .		9

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163	A comparison of techniques for multi-display reaching. , 2005, , .		68
164	High-performance telepointers. , 2004, , .		24
165	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
166	A Design Approach for Tangible User Interfaces. Australasian Journal of Information Systems, 2004, 11, .	0.3	0
167	Investigation of subjective preferences in multiple degrees-of-freedom inputs. , 2003, , .		0
168	Predictive absolute-moment block truncation coding for image compression. , 2000, , .		0
169	Strategic Negotiations in Tabletop. , 0, , .		0