

Yusuke Ujitoko

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/507122/publications.pdf>

Version: 2024-02-01

29
papers

151
citations

1684188
5
h-index

1372567
10
g-index

35
all docs

35
docs citations

35
times ranked

64
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Getting Insights From Twitter: What People Want to Touch in Daily Life. IEEE Transactions on Haptics, 2022, 15, 142-153. | 2.7 | 3 |
| 2 | Perceptual judgments for the softness of materials under indentation. Scientific Reports, 2022, 12, 1761. | 3.3 | 5 |
| 3 | Deformation Matching: Force Computation Based on Deformation Optimization. IEEE Transactions on Haptics, 2022, 15, 267-279. | 2.7 | 1 |
| 4 | Visual estimation of the force applied by another person. Scientific Reports, 2022, 12, 6216. | 3.3 | 1 |
| 5 | Inside Touch: Presentation of Tactile Feeling Inside Virtual Object Using Finger-Mounted Pin-Array Display. IEEE Access, 2021, 9, 75150-75157. | 4.2 | 0 |
| 6 | Survey of Pseudo-Haptics: Haptic Feedback Design and Application Proposals. IEEE Transactions on Haptics, 2021, 14, 699-711. | 2.7 | 31 |
| 7 | Sense of Resistance for a Cursor Moved by User's Keystrokes. Frontiers in Psychology, 2021, 12, 652781. | 2.1 | 2 |
| 8 | Pseudo-heaviness during mid-air gestures is tuned to visual speed. , 2021, , . | | 0 |
| 9 | Hit-Stop in VR: Combination of Pseudo-haptics and Vibration Enhances Impact Sensation. , 2021, , . | | 1 |
| 10 | Impact Vibration Source Localization in Two-Dimensional Space Around Hand. IEEE Transactions on Haptics, 2021, 14, 862-873. | 2.7 | 4 |
| 11 | GAN-Based Fine-Tuning of Vibrotactile Signals to Render Material Surfaces. IEEE Access, 2020, 8, 16656-16661. | 4.2 | 5 |
| 12 | Development of Finger-Mounted High-Density Pin-Array Haptic Display. IEEE Access, 2020, 8, 145107-145114. | 4.2 | 16 |
| 13 | Edge Vibration Improves Ability to Discriminate Roughness Difference of Adjoining Areas. IEEE Transactions on Haptics, 2020, 13, 211-218. | 2.7 | 0 |
| 14 | Influence of Sparse Contact Point and Finger Penetration in Object on Shape Recognition. IEEE Transactions on Haptics, 2020, 13, 425-435. | 2.7 | 3 |
| 15 | Vibrator Transparency: Re-using Vibrotactile Signal Assets for Different Black Box Vibrators without Re-designing. , 2020, , . | | 4 |
| 16 | Surface Roughness Judgment During Finger Exploration Is Changeable by Visual Oscillations. Lecture Notes in Computer Science, 2020, , 33-41. | 1.3 | 1 |
| 17 | Modulating Fine Roughness Perception of Vibrotactile Textured Surface using Pseudo-haptic Effect. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1981-1990. | 4.4 | 15 |
| 18 | Presenting Static Friction Sensation at Stick-slip Transition using Pseudo-haptic Effect. , 2019, , . | | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Inclination Manipulator. , 2019, , . | | 0 |
| 20 | Automated Vibrotactile Generation based on Texture Images or Material Attributes using GAN. Proceedings of the International Display Workshops, 2019, , 16. | 0.1 | 0 |
| 21 | Automated Vibrotactile Generation based on Texture Images or Material Attributes using GAN. Proceedings of the International Display Workshops, 2019, , 16. | 0.1 | 0 |
| 22 | TactGAN. , 2018, , . | | 4 |
| 23 | Enhancing the Pseudo-Haptic effect on the touch panel using the virtual string. , 2018, , . | | 10 |
| 24 | Vibrotactile Signal Generation from Texture Images or Attributes Using Generative Adversarial Network. Lecture Notes in Computer Science, 2018, , 25-36. | 1.3 | 17 |
| 25 | Resistive swipe: Visuo-haptic interaction during swipe gestures to scroll background images on touch interfaces. , 2017, , . | | 7 |
| 26 | Yubi-Toko. , 2015, , . | | 11 |
| 27 | Impact of illusory resistance on finger walking behavior. , 2015, , . | | 3 |
| 28 | Application of the Locomotion Interface Using Anthropomorphic Finger Motion. Lecture Notes in Computer Science, 2015, , 666-674. | 1.3 | 2 |
| 29 | Sinusoidal Vibration Source Localization in Two-Dimensional Space Around the Hand. Frontiers in Psychology, 0, 13, . | 2.1 | 1 |