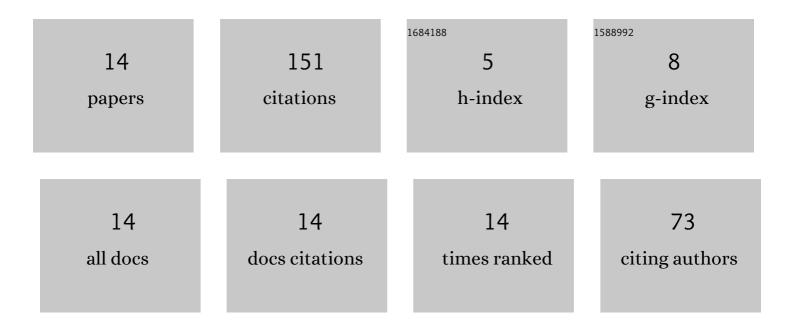
Ville Mäkelä

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/524072/publications.pdf Version: 2024-02-01



<u>Μητε Μ</u>δάει δα

#	Article	IF	CITATIONS
1	Virtual Field Studies. , 2020, , .		50
2	"It's Natural to Grab and Pull": Retrieving Content from Large Displays Using Mid-Air Gestures. IEEE Pervasive Computing, 2017, 16, 70-77.	1.3	15
3	Guidelines for Designing Interactive Omnidirectional Video Applications. Lecture Notes in Computer Science, 2017, , 263-272.	1.3	15
4	MindPhone: Mindful Reflection at Unlock Can Reduce Absentminded Smartphone Use. , 2022, , .		14
5	User Experience and Immersion of Interactive Omnidirectional Videos in CAVE Systems and Head-Mounted Displays. Lecture Notes in Computer Science, 2017, , 299-318.	1.3	11
6	Hotspot Interaction in Omnidirectional Videos Using Head-Mounted Displays. , 2018, , .		10
7	Semi-Automated, Large-Scale Evaluation of Public Displays. International Journal of Human-Computer Interaction, 2018, 34, 491-505.	4.8	7
8	When Friends Become Strangers: Understanding the Influence of Avatar Gender on Interpersonal Distance in Virtual Reality. Lecture Notes in Computer Science, 2021, , 234-250.	1.3	7
9	Understanding Shoulder Surfer Behavior and Attack Patterns Using Virtual Reality. , 2022, , .		7
10	Creating Tutorials with Web-Based Authoring and Heads-Up Capture. IEEE Pervasive Computing, 2015, 14, 44-52.	1.3	5
11	Omnidirectional Video in Museums – Authentic, Immersive and Entertaining. Lecture Notes in Computer Science, 2018, , 567-587.	1.3	4
12	Pandemic Displays: Considering Hygiene on Public Touchscreens in the Post-Pandemic Era. , 2022, , .		4
13	Multimodal Warnings in Remote Operation: The Case Study on Remote Driving. Multimodal Technologies and Interaction, 2021, 5, 44.	2.5	1
14	Acceptance and perceptions of interactive location-tracking displays. , 2019, , .		1