Lorenzo Cavalieri

List of Publications by Year
in descending order

18 papers	83 citations	1684188 5 h-index	1474206 9 g-index
18 all docs	18 docs citations	18 times ranked	68 citing authors

#	ARTICLE	IF	CITATIONS
1	How Older People Who Have Never Used Touchscreen Technology Interact with a Tablet. Lecture Notes in Computer Science, 2017, , 117-131.	1.3	18
2	Design Adaptable and Adaptive User Interfaces: A Method to Manage the Information. Biosystems and Biorobotics, 2015, , 47-58.	0.3	15
3	Method to Design Adaptable and Adaptive User Interfaces. Communications in Computer and Information Science, 2015, , 19-24.	0.5	14
4	A BBN-based Method to Manage Adaptive Behavior of a Smart User Interface. Procedia CIRP, 2016, 50, 535-540.	1.9	9
5	The User-Product Ontology: A New Approach to Define an Ontological Model to Manage Product Searching Based on User Needs. Lecture Notes in Computer Science, 2017, , 333-346.	1.3	6
6	Adaptive Interface for Smart Home: A New Design Approach. Lecture Notes in Electrical Engineering, 2017, , 107-115.	0.4	5
7	Consumers vs Internet of Things: A Systematic Evaluation Process to Drive Users in the Smart World. Procedia CIRP, 2016, 50, 541-546.	1.9	4
8	A Methodology to Introduce Gesture-Based Interaction into Existing Consumer Product. Lecture Notes in Computer Science, 2016, , 25-36.	1.3	4
9	Introducing Wearables in the Kitchen: An Assessment of User Acceptance in Younger and Older Adults. Lecture Notes in Computer Science, 2017, , 579-592.	1.3	2
10	Multi-modal Interaction System to Tactile Perception. Lecture Notes in Computer Science, 2014, , 25-34.	1.3	2
11	A Universal Design Method for Adaptive Smart Home Environment. Lecture Notes in Computer Science, 2016, , 359-369.	1.3	2
12	A New Smart Strategy for Web Searching of Commercial Products. , 2016, , .		1
13	A Haptic Knob as an Innovative User Interface for Visually-Impaired. Lecture Notes in Computer Science, 2015, , 127-138.	1.3	1
14	Study and implementation of a multimodal system to support virtual prototyping. , 2014, , .		0
15	An Interactive Virtual User Interface for Integrating Blind Persons in Home Environments. , 2015, , .		0
16	A Gesture-Based Application for Aspiring Orchestra Conductors. , 2016, , .		0
17	A structured and user-friendly method to conduct an all-round evaluation of SmartÂProducts. Journal of Ambient Intelligence and Smart Environments, 2019, 11, 113-133.	1.4	0
18	A Novel Model for Improving the Social Healthcare of the Italian Older People. Step 1: Sample Analysis. Lecture Notes in Electrical Engineering, 2019, , 329-339.	0.4	0