Takeshi Kurata

List of Publications by Year
in descending order

46	560	1307594 7	1058476 14
papers	citations	h-index	g-index

46	46	46	344
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Off-Line Evaluation of Indoor Positioning Systems in Different Scenarios: The Experiences From IPIN 2020 Competition. IEEE Sensors Journal, 2022, 22, 5011-5054.	4.7	35
2	Geospatial Intelligence for Health and Productivity Management in Japanese Restaurants and Other Industries. IFIP Advances in Information and Communication Technology, 2021, , 206-214.	0.7	2
3	Sensing of Service Provision Processes. , 2020, , 67-85.		0
4	Making Pier Data Broader and Deeper:. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 3-17.	0.3	1
5	Lab-Forming Fields and Field-Forming Labs. Lecture Notes in Computer Science, 2017, , 144-149.	1.3	2
6	Community-Based Participatory Service Engineering: Case Studies and Technologies. Service Science: Research and Innovations in the Service Economy, 2016, , 63-78.	1.1	4
7	Mixed Reality Navigation on a Tablet Computer for Supporting Machine Maintenance in Wide-Area Indoor Environment. , 2016, , 109-124.		3
8	Augmented Reality Tactile Map with Hand Gesture Recognition. Lecture Notes in Computer Science, 2016, , 123-130.	1.3	5
9	[POSTER] Road Maintenance MR System Using LRF and PDR. , 2015, , .		3
10	Multi-modal service operation estimation using DNN-based acoustic bag-of-features. , 2015, , .		1
11	Indoor floor-level detection by collectively decomposing factors of atmospheric pressure. , 2015, , .		13
12	Improvement of utterance clustering by using employees' sound and area data. , 2014, , .		2
13	A method of pedestrian dead reckoning for smartphones using frequency domain analysis on patterns of acceleration and angular velocity. , 2014, , .		39
14	Electrophysiological measurement of interest during walking in a simulated environment. International Journal of Psychophysiology, 2014, 93, 363-370.	1.0	22
15	Analysis of customer communication by employee in restaurant and lead time estimation. , 2014, , .		1
16	Improving Service Processes Based on Visualization of Human-Behavior and POS Data: A Case Study in a Japanese Restaurant. , 2014, , 3-13.		8
17	PDRplus: Human Behaviour Sensing Method for Service Field Analysis. , 2014, , 25-30.		4
18	Interactive 3-D indoor modeler for virtualizing service fields. Virtual Reality, 2013, 17, 89-109.	6.1	7

#	Article	IF	Citations
19	Handheld Augmented Reality. , 2013, , .		9
20	Measurement and analysis of speech data toward improving service in restaurant. , 2013, , .		1
21	Photo-shoot localization of a mobile camera based on registered frame data of virtualized reality models. , 2013, , .		2
22	Measuring and evaluating real service operations with human-behavior sensing: A case study in a Japanese cuisine restaurant. , 2013, , .		3
23	Precise Pointing Techniques for Handheld Augmented Reality. Lecture Notes in Computer Science, 2013, , 122-139.	1.3	15
24	The role of speech technology in service-operation estimation. , 2011, , .		7
25	Economic and Synergistic Pedestrian Tracking System with Service Cooperation for Indoor Environments. International Journal of Organizational and Collective Intelligence, 2011, 2, 1-20.	0.3	8
26	Application of Service Engineering to Restaurant Industry. Journal of the Society of Mechanical Engineers, 2011, 114, 371-375.	0.0	0
27	Service cooperation and co-creative intelligence cycles based on mixed-reality technology. , 2010, , .		5
28	An intermediate report of TrakMark WG ∼international voluntary activities on establishing benchmark test schemes for AR/MR geometric registration and tracking methods. , 2010, , .		1
29	A method of pedestrian dead reckoning using action recognition. , 2010, , .		35
30	Behavior Measurement in Maintenance Service. Journal of the Japan Society for Precision Engineering, 2010, 76, 276-279.	0.1	0
31	Economic and Synergistic Pedestrian Tracking System for Indoor Environments. , 2009, , .		16
32	In-Situ 3D Indoor Modeler with a Camera and Self-contained Sensors. Lecture Notes in Computer Science, 2009, , 454-464.	1.3	14
33	Codebook-Based Background Subtraction to Generate Photorealistic Avatars in a Walkthrough Simulator. Lecture Notes in Computer Science, 2009, , 500-510.	1.3	3
34	Interaction using nearby-and-far projection surfaces with a body-worn ProCam system. , 2008, , .		8
35	A pilot user study on 3-D museum guide with route recommendation using a sustainable positioning system. , 2007, , .		8
36	Reliving Museum Visiting Experiences on-and-off the Spot. , 2007, , .		2

#	Article	IF	Citations
37	Location Estimation using Auditory Signal Emitted and Received by All Objects. , 2007, , .		1
38	Indoor/Outdoor Pedestrian Navigation with an Embedded GPS/RFID/Self-contained Sensor System. Lecture Notes in Computer Science, 2006, , 1310-1321.	1.3	70
39	VizWear: Toward Human-Centered Interaction through Wearable Vision and Visualization. Lecture Notes in Computer Science, 2001, , 40-47.	1.3	5
40	The Hand Mouse: GMM hand-color classification and mean shift tracking. , 0, , .		39
41	A panorama-based method of personal positioning and orientation and its real-time applications for wearable computers. , 0, , .		23
42	VizWear-Active: Towards a functionally-distributed architecture for real-time visual tracking and context-aware UI. , 0, , .		4
43	Personal positioning based on walking locomotion analysis with self-contained sensors and a wearable camera. , 0, , .		99
44	A wearable augmented reality system with personal positioning based on walking locomotion analysis. , 0, , .		3
45	A method of personal positioning based on sensor data fusion of wearable camera and self-contained sensors. , 0, , .		26
46	GEOMETRY AND TEXTURE MEASURES FOR INTERACTIVE VIRTUALIZED REALITY INDOOR MODELER. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives, 0, XL-4/W5, 43-48.	0.2	1