Pedro Branco

List of Publications by Year
in descending order

40 papers	**337** citations	1478505 **6** h-index	1199594 **12** g-index
40 all docs	**40** docs citations	**40** times ranked	**190** citing authors

#	Article	IF	Citations
1	Neuroadaptive technologies: Applying neuroergonomics to the design of advanced interfaces. Theoretical Issues in Ergonomics Science, 2003, 4, 220-237.	1.8	50
2	Faces of emotion in human-computer interaction. , 2005, , .		27
3	A digital manipulative for embodied â€œstage-narrativeâ€•creation. Entertainment Computing, 2014, 5, 495-507.	2.9	25
4	Investigating the use of digital manipulatives for storytelling in pre-school. International Journal of Child-Computer Interaction, 2015, 6, 39-48.	3.5	25
5	NUVE. , 2010, , .		24
6	TUIs vs. GUIs: comparing the learning potential with preschoolers. Personal and Ubiquitous Computing, 2012, 16, 421-432.	2.8	24
7	<i>t-books</i>. , 2012, , .		18
8	The Extended Virtual Table: An Optical Extension for Table-Like Projection Systems. Presence: Teleoperators and Virtual Environments, 2001, 10, 613-631.	0.6	17
9	Bridging book. , 2013, , .		17
10	TOK. , 2011, , .		15
11	The effectiveness of social agents in reducing user frustration. , 2006, , .		10
12	Storytelling through drawings. , 2009, , .		10
13	Peter piper picked a peck of pickled peppers. , 2013, , .		8
14	Beyond the binding. , 2011, , .		7
15	A Tangible Platform for Mixing and Remixing Narratives. Lecture Notes in Computer Science, 2013, , 630-633.	1.3	7
16	t-words: Playing with Sounds and Creating Narratives. Lecture Notes in Computer Science, 2012, , 565-568.	1.3	6
17	The Computer Medium in Digital Art's Creative Process. , 2009, , 1-25.		6
18	Unknown Radial Distortion Centers in Multiple View Geometry Problems. Lecture Notes in Computer Science, 2013, , 136-149.	1.3	5

#	ARTICLE	IF	CITATIONS
19	Merging Physical and Digital White Canvas to Unleash Children's Creativity. , 2014, , .		4
20	Information visualization: Conceptualizing new paths for filtering and navigate in scientific knowledge objects. , 2017, , .		4
21	Challenges for multimodal interfaces towards anyone anywhere accessibility. , 2001, , .		4
22	Emotional interaction. , 2003, , .		3
23	Interfaces for Science: Conceptualizing an Interactive Graphical Interface. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 17-27.	0.3	3
24	Play Platforms for Childrenâ€™s Creativity. Springer Series on Cultural Computing, 2015, , 223-243.	0.6	3
25	Studydesk. , 2003, , .		2
26	Blink. , 2011, , .		2
27	NUVE. International Journal of Creative Interfaces and Computer Graphics, 2014, 5, 87-100.	0.1	2
28	Thin slices of interaction. , 2012, , .		1
29	Digitally augmenting the flannel board. , 2012, , .		1
30	Bridging book. , 2013, , .		1
31	Bridging books. , 2013, , .		1
32	Merry go round. , 2014, , .		1
33	Meet the Frumbles. , 2014, , .		1
34	Record, play, go.... , 2015, , .		1
35	t-stories. , 2015, , .		1
36	A Brief Overview on the Evolution of Drawing Machines. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 14-24.	0.3	1

#	Article	IF	Citations
37	\<title>StudyDesk: interactive data analysis and scientific visualization in a semi-immersive environment\</title>. , 2003, , .		0
38	Understanding Virtual Actors. , 2010, , .		0
39	MaLaKuLa. , 2011, , .		0
40	HIP-Storytelling: Hand Interactive Projection for Storytelling. Lecture Notes in Computer Science, 2011, , 309-312.	1.3	0