

Tilman Dingler

List of Publications by Year in descending order

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91
papers

1,597
citations

933264

10
h-index

887953

17
g-index

92
all docs

92
docs citations

92
times ranked

1006
citing authors

#	ARTICLE	IF	CITATIONS
1	Behavioral and Physiological Signals-Based Deep Multimodal Approach for Mobile Emotion Recognition. IEEE Transactions on Affective Computing, 2023, 14, 1082-1097.	5.7	20
2	Method for Appropriating the Brief Implicit Association Test to Elicit Biases in Users. , 2022, , .		4
3	What Could Possibly Go Wrong When Interacting with Proactive Smart Speakers? A Case Study Using an ESM Application. , 2022, , .		4
4	A System for Computational Assessment of Hand Hygiene Techniques. Journal of Medical Systems, 2022, 46, 36.	2.2	4
5	Mobile Emotion Recognition via Multiple Physiological Signals using Convolution-augmented Transformer. , 2022, , .		9
6	Benchmarking commercial emotion detection systems using realistic distortions of facial image datasets. Visual Computer, 2021, 37, 1447-1466.	2.5	24
7	Memory Augmentation Through Lifelogging: Opportunities and Challenges. Human-computer Interaction Series, 2021, , 47-69.	0.4	2
8	Developing the Proactive Speaker Prototype Based on Google Home. , 2021, , .		2
9	Gaze-Supported 3D Object Manipulation in Virtual Reality. , 2021, , .		37
10	Impact of Task on Attentional Tunneling in Handheld Augmented Reality. , 2021, , .		7
11	Workshop on Technologies to Support Critical Thinking in an Age of Misinformation. , 2021, , .		1
12	Mitigating the Effects of Reading Interruptions by Providing Reviews and Previews. , 2021, , .		4
13	The Use and Promise of Conversational Agents in Digital Health. Yearbook of Medical Informatics, 2021, 30, 191-199.	0.8	19
14	Challenges of Emotion Detection Using Facial Expressions and Emotion Visualisation in Remote Communication. , 2021, , .		7
15	Understanding User Perceptions of Proactive Smart Speakers. , 2021, 5, 1-28.		8
16	Fully-Occluded Target Selection in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3402-3413.	2.9	32
17	Engaging Participants during Selection Studies in Virtual Reality. , 2020, , .		2
18	Mind Wandering in a Multimodal Reading Setting: Behavior Analysis & Automatic Detection Using Eye-Tracking and an EDA Sensor. Sensors, 2020, 20, 2546.	2.1	23

#	ARTICLE	IF	CITATIONS
19	Reading on 3D Surfaces in Virtual Environments. , 2020, , .		14
20	Inferring Circadian Rhythms of Cognitive Performance in Everyday Life. IEEE Pervasive Computing, 2020, 19, 14-23.	1.1	4
21	Enhancing Visitor Experience or Hindering Docent Roles: Attentional Issues in Augmented Reality Supported Installations. , 2020, , .		4
22	Does Smartphone Use Drive our Emotions or vice versa? A Causal Analysis. , 2020, , .		38
23	"Hi! I am the Crowd Tasker" Crowdsourcing through Digital Voice Assistants. , 2020, , .		14
24	Faces of Focus: A Study on the Facial Cues of Attentional States. , 2020, , .		10
25	Workshop on Detection and Design for Cognitive Biases in People and Computing Systems. , 2020, , .		7
26	Accurate Measurement of Handwash Quality Using Sensor Armbands: Instrument Validation Study. JMIR MHealth and UHealth, 2020, 8, e17001.	1.8	23
27	Streamlining the Prosthesis Fabrication Process Using 3D Technologies. , 2020, , .		1
28	Page-Turning Techniques for Reading Interfaces in Virtual Environments. , 2020, , .		1
29	Extracting Daytime-Dependent Alertness Patterns from Mobile Game Data. , 2020, , .		0
30	ShadowDancXR: Body Gesture Digitization for Low-cost Extended Reality (XR) Headsets. , 2020, , .		1
31	Context-Informed Scheduling and Analysis. , 2019, , .		19
32	Cognitive Aid. , 2019, , .		6
33	Continuous Alertness Assessments. , 2019, , .		42
34	Lessons Learned from Users Reading Highlighted Abstracts in a Digital Library. , 2019, , .		3
35	Measuring the Effects of Stress on Mobile Interaction. , 2019, 3, 1-18.		26
36	Predicting Smartphone Users' General Responsiveness to IM Contacts Based on IM Behavior. , 2019, , .		2

#	ARTICLE	IF	CITATIONS
37	Assessing hands-free interactions for VR using eye gaze and electromyography. Virtual Reality, 2019, 23, 119-131.	4.1	51
38	Probing Sucrose Contents in Everyday Drinks Using Miniaturized Near-Infrared Spectroscopy Scanners. , 2019, 3, 1-25.		16
39	VR Reading Uls. , 2018, , .		37
40	Designing Consistent Gestures Across Device Types. , 2018, , .		34
41	Biased Bots. , 2018, , .		4
42	Challenges of emerging technologies for human-centred design. , 2018, , .		0
43	ReflectiveDiary. , 2018, , .		3
44	A Mobile Scanner for Probing Liquid Samples in Everyday Settings. , 2018, , .		1
45	Reading Scheduler. , 2018, , .		10
46	Reading on Smart Glasses. , 2018, , .		53
47	Towards Enhancing Emotional Responses to Media using Auto-Calibrating Electric Muscle Stimulation (EMS). , 2018, , .		5
48	ABBAS. , 2017, , .		26
49	Cognitive Heat. , 2017, 1, 1-20.		111
50	Building Cognition-Aware Systems. , 2017, 1, 1-15.		24
51	Text Priming - Effects of Text Visualizations on Readers Prior to Reading. Lecture Notes in Computer Science, 2017, , 345-365.	1.0	1
52	Language learning on-the-go. , 2017, , .		44
53	Leveraging user-made predictions to help understand personal behavior patterns. , 2017, , .		4
54	EMS icons. , 2017, , .		6

#	ARTICLE	IF	CITATIONS
55	Memory Displays - Memory Support Through In-Home Display Deployment. IT Professional, 2017, , 1-1.	1.4	0
56	WAHM - 4th workshop on ubiquitous technologies to augment the human mind. , 2017, , .		2
57	Memory Support through In-Home Display Deployment. IT Professional, 2016, 18, 42-49.	1.4	2
58	RSVP on the go. , 2016, , .		12
59	Multimedia Memory Cues for Augmenting Human Memory. IEEE MultiMedia, 2016, 23, 4-11.	1.5	18
60	Embodied Reading. , 2016, , .		10
61	WAHM 2016. , 2016, , .		2
62	Impact of reviewing lifelogging photos on recalling episodic memories. , 2016, , .		5
63	Reading-based Screenshot Summaries for Supporting Awareness of Desktop Activities. , 2016, , .		6
64	Reading interventions. , 2016, , .		3
65	Cognition-aware systems as mobile personal assistants. , 2016, , .		9
66	Peripheral Displays to Support Human Cognition. Human-computer Interaction Series, 2016, , 167-181.	0.4	1
67	Impact of Video Summary Viewing on Episodic Memory Recall. , 2016, , .		29
68	Memory displays. , 2016, , .		2
69	Mining Subtitles for Real-Time Content Generation for Second-Screen Applications. , 2016, , .		2
70	Assessment of an unobtrusive persuasive system for behavior change in home environments. , 2016, , .		0
71	A Real-Time Bidding Platform for Public Displays. , 2015, , .		0
72	When attention is not scarce - detecting boredom from mobile phone usage. , 2015, , .		142

#	ARTICLE	IF	CITATIONS
73	I'll be there for you. , 2015, , .		45
74	2nd workshop on ubiquitous technologies to augment the human mind. , 2015, , .		2
75	Stop helping me - I'm bored!. , 2015, , .		35
76	Effects of camera position and media type on lifelogging images. , 2015, , .		6
77	Workshop on Mobile Cognition. , 2015, , .		0
78	Interaction Proxemics. , 2015, , .		19
79	Assessment of stimuli for supporting speed reading on electronic devices. , 2015, , .		10
80	TUIs in the Large. , 2015, , .		3
81	Utilizing the Effects of Priming to Facilitate Text Comprehension. , 2015, , .		3
82	The augmented narrative. , 2015, , .		15
83	uCanvas: A Web Framework for Spontaneous Smartphone Interaction with Ubiquitous Displays. Lecture Notes in Computer Science, 2015, , 402-409.	1.0	6
84	Large-scale assessment of mobile notifications. , 2014, , .		237
85	WAHM 2014. , 2014, , .		5
86	Ingredients for a New Wave of Ubicomp Products. IEEE Pervasive Computing, 2013, 12, 5-8.	1.1	15
87	Tools and methods for creating interactive artifacts. , 2013, , .		3
88	WebClip. , 2013, , .		5
89	Upright or sideways?. , 2013, , .		17
90	Spearcons (Speech-Based Earcons) Improve Navigation Performance in Advanced Auditory Menus. Human Factors, 2013, 55, 157-182.	2.1	64

#	ARTICLE	IF	CITATIONS
91	AudioFeeds. , 2010, , .		8