

Seungjae Oh

List of Publications by Year in descending order

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Version: 2024-02-01

20
papers

145
citations

2258059

3
h-index

2053705

5
g-index

20
all docs

20
docs citations

20
times ranked

82
citing authors

#	ARTICLE	IF	CITATIONS
1	Vibration-Augmented Buttons: Information Transmission Capacity and Application to Interaction Design. , 2022, , .		6
2	Data-Driven Rendering of Motion Effects for Walking Sensations in Different Gaits. IEEE Transactions on Haptics, 2022, 15, 547-559.	2.7	2
3	A Preliminary Study on the Perceptual Independence Between Vibrotactile and Thermal Senses. Lecture Notes in Computer Science, 2022, , 75-83.	1.3	3
4	Vibrotactile Metaphor of Physical Interaction Using Body-Penetrating Phantom Sensations: Stepping on a Virtual Object. , 2021, , .		3
5	Identifying Contact Fingers on Touch Sensitive Surfaces by Ring-Based Vibratory Communication. , 2021, , .		2
6	Body-Penetrating Tactile Phantom Sensations. , 2020, , .		14
7	Augmenting Physical Buttons with Vibrotactile Feedback for Programmable Feels. , 2020, , .		20
8	Effects of Contact Force and Vibration Frequency on Vibrotactile Sensitivity During Active Touch. IEEE Transactions on Haptics, 2019, 12, 645-651.	2.7	6
9	VibEye. , 2019, , .		6
10	Realistic Haptic Rendering of Collision Effects Using Multimodal Vibrotactile and Impact Feedback. , 2019, , .		12
11	Seamless Phantom Sensation Moving Across a Wide Range of Body. , 2019, , .		8
12	Motion"Display Gain: A New Control"Display Mapping Reflecting Natural Human Pointing Gesture to Enhance Interaction with Large Displays at a Distance. International Journal of Human-Computer Interaction, 2019, 35, 180-195.	4.8	6
13	Hybrid Augmented Reality for Participatory Learning: The Hidden Efficacy of Multi-User Game-Based Simulation. IEEE Transactions on Learning Technologies, 2018, 11, 115-127.	3.2	38
14	Designing a Multi-user Interactive Simulation Using AR Glasses. , 2016, , .		11
15	Children as Participatory Designers of a New Type of Mobile Social Learning Application. , 2015, , .		1
16	Towards Designing a Mobile Social Learning Application with Meaningful Gamification Strategies. , 2015, , .		6
17	Natural pointing posture in distal pointing tasks. , 2014, , .		0
18	Hidden UI. , 2014, , .		0

#	ARTICLE	IF	CITATIONS
19	Dynamic feedback mechanism for maximizing interaction in online social network services. , 2014, , .		1
20	Poster: Understanding of spatial gestural motor space: A study on cursorless absolute freehand pointing on large displays. , 2014, , .		0