

Stefano Papetti

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5979800/publications.pdf>

Version: 2024-02-01

19
papers

200
citations

1478505

6
h-index

1058476

14
g-index

20
all docs

20
docs citations

20
times ranked

206
citing authors

#	ARTICLE	IF	CITATIONS
1	An Open-Source Robotic Tool for the Simulation of Quasi-Static Finger Pressing on Stationary and Vibrating Surfaces. IEEE Transactions on Haptics, 2021, 14, 273-278.	2.7	1
2	Interactive Vibrotactile Feedback Enhances the Perceived Quality of a Surface for Musical Expression and the Playing Experience. IEEE Transactions on Haptics, 2021, 14, 635-645.	2.7	6
3	Tactile discrimination of material properties: application to virtual buttons for professional appliances. Journal on Multimodal User Interfaces, 2020, 14, 255-269.	2.9	2
4	Does It Ping or Pong? Auditory and Tactile Classification of Materials by Bouncing Events. ACM Transactions on Applied Perception, 2020, 17, 1-17.	1.9	2
5	Path Following in Non-Visual Conditions. IEEE Transactions on Haptics, 2019, 12, 56-67.	2.7	2
6	Design and Application of the BiVib Audio-Tactile Piano Sample Library. Applied Sciences (Switzerland), 2019, 9, 914.	2.5	3
7	The TouchBox: an open-source audio-haptic device for finger-based interaction. , 2019, , .		5
8	Musical Haptics: Introduction. Springer Series on Touch and Haptic Systems, 2018, , 1-7.	0.3	5
9	Implementation and Characterization of Vibrotactile Interfaces. Springer Series on Touch and Haptic Systems, 2018, , 257-282.	0.3	1
10	Perception of Vibrotactile Cues in Musical Performance. Springer Series on Touch and Haptic Systems, 2018, , 49-72.	0.3	3
11	Vibrotactile Sensitivity in Active Touch: Effect of Pressing Force. IEEE Transactions on Haptics, 2017, 10, 113-122.	2.7	39
12	Detection of keyboard vibrations and effects on perceived piano quality. Journal of the Acoustical Society of America, 2017, 142, 2953-2967.	1.1	20
13	Multisensory texture exploration at the tip of the pen. International Journal of Human Computer Studies, 2016, 85, 47-56.	5.6	9
14	Vibrotactile sensitivity in active finger pressing. , 2015, , .		4
15	Might as Well Jump: Sound Affects Muscle Activation in Skateboarding. PLoS ONE, 2014, 9, e90156.	2.5	30
16	Numerical Methods for a Nonlinear Impact Model: A Comparative Study With Closed-Form Corrections. IEEE Transactions on Audio Speech and Language Processing, 2011, 19, 2146-2158.	3.2	26
17	Audio-tactile Display of Ground Properties Using Interactive Shoes. Lecture Notes in Computer Science, 2010, , 117-128.	1.3	25
18	Efficient Acquisition of Force Data in Interactive Shoe Designs. Lecture Notes in Computer Science, 2010, , 129-138.	1.3	5

#	ARTICLE	IF	CITATIONS
19	Gamelunch. , 2008, , .		12