

Benjamin Tag

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6143092/publications.pdf>

Version: 2024-02-01

58
papers

602
citations

1307366

7
h-index

1199470

12
g-index

59
all docs

59
docs citations

59
times ranked

510
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Stress and worry in the 2020 coronavirus pandemic: relationships to trust and compliance with preventive measures across 48 countries in the COVIDiSTRESS global survey. Royal Society Open Science, 2021, 8, 200589. | 1.1 | 78 |
| 2 | COVIDiSTRESS Global Survey dataset on psychological and behavioural consequences of the COVID-19 outbreak. Scientific Data, 2021, 8, 3. | 2.4 | 75 |
| 3 | Continuous Alertness Assessments. , 2019, , . | | 42 |
| 4 | Shape memory alloy wire actuators for soft, wearable haptic devices. , 2018, , . | | 24 |
| 5 | Benchmarking commercial emotion detection systems using realistic distortions of facial image datasets. Visual Computer, 2021, 37, 1447-1466. | 2.5 | 24 |
| 6 | A Critique of Electrodermal Activity Practices at CHI. , 2021, , . | | 23 |
| 7 | Haptic Collar. , 2019, , . | | 21 |
| 8 | Human-centred artificial intelligence: a contextual morality perspective. Behaviour and Information Technology, 2022, 41, 502-518. | 2.5 | 21 |
| 9 | Behavioral and Physiological Signals-Based Deep Multimodal Approach for Mobile Emotion Recognition. IEEE Transactions on Affective Computing, 2023, 14, 1082-1097. | 5.7 | 20 |
| 10 | GazeSim. , 2016, , . | | 18 |
| 11 | Blink as you sync. , 2019, , . | | 18 |
| 12 | In the Eye of the Beholder. , 2016, , . | | 12 |
| 13 | COVIDiSTRESS diverse dataset on psychological and behavioural outcomes one year into the COVID-19 pandemic. Scientific Data, 2022, 9, . | 2.4 | 12 |
| 14 | GazeSphere. , 2017, , . | | 11 |
| 15 | Facial Thermography for Attention Tracking on Smart Eyewear. , 2017, , . | | 10 |
| 16 | Reading Scheduler. , 2018, , . | | 10 |
| 17 | atmoSphere. , 2017, , . | | 9 |
| 18 | Impact of the global pandemic upon young people's use of technology for emotion regulation. Computers in Human Behavior Reports, 2022, 6, 100192. | 2.3 | 9 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Mobile Emotion Recognition via Multiple Physiological Signals using Convolution-augmented Transformer. , 2022, , . | | 9 |
| 20 | Eye blink as an input modality for a responsive adaptable video system. , 2016, , . | | 8 |
| 21 | Facial temperature sensing on smart eyewear for affective computing. , 2017, , . | | 8 |
| 22 | Using Video Games to Regulate Emotions. , 2020, , . | | 8 |
| 23 | Digital Emotion Regulation in Everyday Life. , 2022, , . | | 8 |
| 24 | Emotion trajectories in smartphone use: Towards recognizing emotion regulation in-the-wild. International Journal of Human Computer Studies, 2022, 166, 102872. | 3.7 | 8 |
| 25 | Workshop on Detection and Design for Cognitive Biases in People and Computing Systems. , 2020, , . | | 7 |
| 26 | Seamless Multithread Films in Virtual Reality. , 2017, , . | | 6 |
| 27 | EMS icons. , 2017, , . | | 6 |
| 28 | Engaging Participants during Selection Studies in Virtual Reality. , 2020, , . | | 6 |
| 29 | Making Sense of Emotion-Sensing: Workshop on Quantifying Human Emotions. , 2021, , . | | 6 |
| 30 | EOG Glasses. , 2019, , . | | 6 |
| 31 | CleaVR. , 2017, , . | | 5 |
| 32 | Nene. , 2017, , . | | 5 |
| 33 | Mental State Analysis on Eyewear. , 2018, , . | | 5 |
| 34 | Towards Enhancing Emotional Responses to Media using Auto-Calibrating Electric Muscle Stimulation (EMS). , 2018, , . | | 5 |
| 35 | A Retrospective and a Look Forward: Lessons Learned From Researching Emotions In-the-Wild. IEEE Pervasive Computing, 2022, 21, 28-36. | 1.1 | 5 |
| 36 | Wearable aura. , 2017, , . | | 4 |

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|----|---|-----|-----------|
| 37 | EyeWear 2018. , 2018, , . | | 4 |
| 38 | VRTe do. , 2018, , . | | 4 |
| 39 | Inferring Circadian Rhythms of Cognitive Performance in Everyday Life. IEEE Pervasive Computing, 2020, 19, 14-23. | 1.1 | 4 |
| 40 | Method for Appropriating the Brief Implicit Association Test to Elicit Biases in Users. , 2022, , . | | 4 |
| 41 | What Could Possibly Go Wrong When Interacting with Proactive Smart Speakers? A Case Study Using an ESM Application. , 2022, , . | | 4 |
| 42 | A System for Computational Assessment of Hand Hygiene Techniques. Journal of Medical Systems, 2022, 46, 36. | 2.2 | 4 |
| 43 | Wearable ambient sound display. , 2016, , . | | 3 |
| 44 | Ubiquitous smart eyewear interactions using implicit sensing and unobtrusive information output. , 2019, , . | | 3 |
| 45 | Eyewear 2019. , 2019, , . | | 3 |
| 46 | Understanding Face Gestures with a User-Centered Approach Using Personal Computer Applications as an Example. , 2020, , . | | 3 |
| 47 | Preliminary Investigation of Across-Body Vibrotactile Pattern for the Design of Affective Furniture. , 2020, , . | | 2 |
| 48 | Eyewear 2021 The Forth Workshop on Eyewear Computing “Augmenting Social Situations and Democratizing Tools. , 2021, , . | | 2 |
| 49 | Capturing contextual morality. , 2019, , . | | 2 |
| 50 | Measuring Mobility and Room Occupancy in Clinical Settings: System Development and Implementation. JMIR MHealth and UHealth, 2020, 8, e19874. | 1.8 | 2 |
| 51 | Designing for Continuous Interaction with Artificial Intelligence Systems. , 2022, , . | | 2 |
| 52 | From the Laboratory into the Wild. , 2018, , . | | 1 |
| 53 | Workshop on Technologies to Support Critical Thinking in an Age of Misinformation. , 2021, , . | | 1 |
| 54 | http://eyewear.pro . , 2019, , . | | 1 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 55 | AI-mediated gaze-based intention recognition for smart eyewear. , 2019, , . | | 1 |
| 56 | Collaborative storyboarding through democratization of content production. , 2014, , . | | 0 |
| 57 | Unobtrusive Identification of Cognitive States for Improved Knowledge Acquisition. , 2018, , . | | 0 |
| 58 | Obtaining Labels for In-the-Wild Studies: Using Visual Cues and Recall. IEEE Pervasive Computing, 2021, , 1-10. | 1.1 | 0 |