Andreas Bulling

List of Publications by Year
in descending order

174 papers	9,912 citations	304368 22 h-index	329751 37 g-index
174 all docs	174 docs citations	174 times ranked	5740 citing authors

#	Article	IF	Citations
1	Understanding, Addressing, and Analysing Digital Eye Strain in Virtual Reality Head-Mounted Displays. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-80.	4.6	11
2	Designing for Noticeability: Understanding the Impact of Visual Importance on Desktop Notifications. , 2022, , .		1
3	User-centred multimodal authentication: securing handheld mobile devices using gaze and touch input. Behaviour and Information Technology, 2022, 41, 2061-2083.	2.5	4
4	Gaze-enhanced Crossmodal Embeddings for Emotion Recognition. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-18.	2.5	1
5	Mind Wandering Trait-level Tendencies During Lecture Viewing: A Pilot Study. , 2022, , .		0
6	FixationNet: Forecasting Eye Fixations in Task-Oriented Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2681-2690.	2.9	28
7	A Critical Assessment of the Use of SSQ as a Measure of General Discomfort in VR Head-Mounted Displays. , 2021, , .		25
8	MultiMediate. , 2021, , .		12
9	ConAn: A Usable Tool for Multimodal Conversation Analysis. , 2021, , .		6
10	Neural Photofit: Gaze-based Mental Image Reconstruction. , 2021, , .		3
11	Deep gaze pooling: Inferring and visually decoding search intents from human gaze fixations. Neurocomputing, 2020, 387, 369-382.	3.5	13
12	How Far Are We From Quantifying Visual Attention in Mobile HCI?. IEEE Pervasive Computing, 2020, 19, 46-55.	1.1	4
13	A Survey of Digital Eye Strain in Gaze-Based Interactive Systems. , 2020, , .		13
14	Visual Analytics and Annotation of Pervasive Eye Tracking Video. , 2020, , .		3
15	Anticipating Averted Gaze in Dyadic Interactions. , 2020, , .		8
16	Combining Gaze Estimation and Optical Flow for Pursuits Interaction. , 2020, , .		6
17	Adversarial Attacks on Classifiers for Eye-based User Modelling. , 2020, , .		3
18	Quantification of Users' Visual Attention During Everyday Mobile Device Interactions. , 2020, , .		10

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19	PrivacEye. , 2019, , .		40
20	A fast approach to refraction-aware eye-model fitting and gaze prediction. , 2019, , .		22
21	Reducing calibration drift in mobile eye trackers by exploiting mobile phone usage. , 2019, , .		4
22	Can Privacy-Aware Lifelogs Alter Our Memories?. , 2019, , .		8
23	Classifying Attention Types with Thermal Imaging and Eye Tracking. , 2019, 3, 1-27.		28
24	A Design Space for Gaze Interaction on Head-mounted Displays. , 2019, , .		47
25	Evaluation of Appearance-Based Methods and Implications for Gaze-Based Applications. , 2019, , .		65
26	Towards High-Frequency SSVEP-Based Target Discrimination with an Extended Alphanumeric Keyboard. , 2019, , .		1
27	KnuckleTouch. , 2019, , .		16
28	MPIIGaze: Real-World Dataset and Deep Appearance-Based Gaze Estimation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 162-175.	9.7	266
29	Privacy-aware eye tracking using differential privacy. , 2019, , .		50
30	SacCalib. , 2019, , .		4
31	Moment-to-Moment Detection of Internal Thought during Video Viewing from Eye Vergence Behavior. , 2019, , .		14
32	Pervasive Eye-Tracking for Real-World Consumer Behavior Analysis. , 2019, , 27-44.		3
33	SacCalib. , 2019, , .		0
34	Emergent Leadership Detection Across Datasets. , 2019, , .		9
35	InvisibleEye. GetMobile (New York, N Y), 2019, 23, 30-34.	0.7	1
36	EyePACT. , 2018, 1, 1-18.		5

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37	CueAuth. , 2018, 2, 1-22.		35
38	Towards a Symbiotic Human-Machine Depth Sensor. , 2018, , .		4
39	The past, present, and future of gaze-enabled handheld mobile devices. , 2018, , .		52
40	Forecasting user attention during everyday mobile interactions using device-integrated and wearable sensors. , 2018, , .		28
41	GazeDirector: Fully Articulated Eye Gaze Redirection in Video. Computer Graphics Forum, 2018, 37, 217-225.	1.8	41
42	Which one is me?. , 2018, , .		12
43	VRpursuits. , 2018, , .		72
44	A novel approach to single camera, glint-free 3D eye model fitting including corneal refraction. , 2018, , .		30
45	Error-aware gaze-based interfaces for robust mobile gaze interaction. , 2018, , .		22
46	Fixation detection for head-mounted eye tracking based on visual similarity of gaze targets. , 2018, , .		25
47	Learning to find eye region landmarks for remote gaze estimation in unconstrained settings. , 2018, , .		94
48	Robust eye contact detection in natural multi-person interactions using gaze and speaking behaviour. , 2018, , .		32
49	Training Person-Specific Gaze Estimators from User Interactions with Multiple Devices. , 2018, , .		35
50	Revisiting data normalization for appearance-based gaze estimation. , 2018, , .		53
51	Hidden pursuits. , 2018, , .		4
52	Detecting Low Rapport During Natural Interactions in Small Groups from Non-Verbal Behaviour. , 2018, , .		42
53	Eye Movements During Everyday Behavior Predict Personality Traits. Frontiers in Human Neuroscience, 2018, 12, 105.	1.0	111
54	GazeDrone. , 2018, , .		13

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55	Understanding Face and Eye Visibility in Front-Facing Cameras of Smartphones used in the Wild. , 2018, , .		23
56	GTmoPass. , 2017, , .		28
57	InvisibleEye. , 2017, 1, 1-21.		51
58	Noticeable or Distractive?. , 2017, , .		9
59	Itâ€™s Written All Over Your Face: Full-Face Appearance-Based Gaze Estimation. , 2017, , .		213
60	Everyday Eye Contact Detection Using Unsupervised Gaze Target Discovery. , 2017, , .		48
61	Look together: using gaze for assisting co-located collaborative search. Personal and Ubiquitous Computing, 2017, 21, 173-186.	1.9	65
62	GazeTouchPIN: protecting sensitive data on mobile devices using secure multimodal authentication. , 2017, , .		61
63	They are all after you. , 2017, , .		16
64	Gaze Embeddings for Zero-Shot Image Classification. , 2017, , .		58
65	Predicting the Category and Attributes of Visual Search Targets Using Deep Gaze Pooling. , 2017, , .		14
66	Eyemirror. , 2017, , .		4
67	EyeScout. , 2017, , .		37
68	On the Verge. , 2016, , .		17
69	Three-Point Interaction. , 2016, , .		10
70	EyeVote in the wild. , 2016, , .		24
71	Gaussian processes as an alternative to polynomial gaze estimation functions. , 2016, , .		10
72	TextPursuits. , 2016, , .		56

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73	Labelled pupils in the wild. , 2016, , .		74
74	GazeTouchPass. , 2016, , .		76
75	Solar system. , 2016, , .		7
76	EyeWear 2016. , 2016, , .		0
77	Memorability of cued-recall graphical passwords with saliency masks. , 2016, , .		5
78	Prediction of gaze estimation error for error-aware gaze-based interfaces. , 2016, , .		18
79	Special issue introduction. Pervasive and Mobile Computing, 2016, 26, 1-2.	2.1	0
80	Spatio-Temporal Modeling and Prediction of Visual Attention in Graphical User Interfaces. , 2016, , .		22
81	Learning an appearance-based gaze estimator from one million synthesised images. , 2016, , .		192
82	A 3D Morphable Eye Region Model for Gaze Estimation. Lecture Notes in Computer Science, 2016, , 297-313.	1.0	42
83	SkullConduct. , 2016, , .		55
84	Combining eye tracking with optimizations for lens astigmatism in modern wide-angle HMDs. , 2016, , .		10
85	Smooth eye movement interaction using EOG glasses. , 2016, , .		32
86	3D gaze estimation from 2D pupil positions on monocular head-mounted eye trackers. , 2016, , .		36
87	Concept for using eye tracking in a head-mounted display to adapt rendering to the user's current visual field. , 2016, , .		6
88	Challenges and design space of gaze-enabled public displays. , 2016, , .		19
89	Attention, please!. , 2016, , .		11
90	Pupil detection for head-mounted eye tracking in the wild: an evaluation of the state of the art. Machine Vision and Applications, 2016, 27, 1275-1288.	1.7	99

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91	Pervasive Attentive User Interfaces. Computer, 2016, 49, 94-98.	1.2	44
92	Xplore-M-Ego. , 2016, , .		1
93	Eyewear computers for human-computer interaction. Interactions, 2016, 23, 70-73.	0.8	20
94	AggreGaze. , 2016, , .		39
95	Session details: EyeWear 2016: first workshop on eye wear computing. , 2016, , .		0
96	The 5th international workshop on pervasive eye tracking and mobile eye-based interaction. , 2015, , .		4
97	Tackling challenges of interactive public displays using gaze. , 2015, , .		13
98	Prediction of search targets from fixations in open-world settings. , 2015, , .		32
99	Graphical Passwords in the Wild. , 2015, , .		33
100	Human visual behaviour for collaborative human-machine interaction. , 2015, , .		1
101	A field study on spontaneous gaze-based interaction with a public display using pursuits. , 2015, , .		36
102	Analyzing visual attention during whole body interaction with public displays. , 2015, , .		12
103	Orbits. , 2015, , .		12
104	A study on the natural history of scanning behaviour in patients with visual field defects after stroke. BMC Neurology, 2015, 15, 64.	0.8	9
105	Rendering of Eyes for Eye-Shape Registration and Gaze Estimation. , 2015, , .		201
106	Emotion recognition from embedded bodily expressions and speech during dyadic interactions. , 2015, , .		22
107	Appearance-based gaze estimation in the wild. , 2015, , .		475
108	Discovery of everyday human activities from long-term visual behaviour using topic models. , 2015, , .		50

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109	Recognition of curiosity using eye movement analysis. , 2015, , .		15
110	Introduction to the Special Issue on Activity Recognition for Interaction. ACM Transactions on Interactive Intelligent Systems, 2015, 4, 1-3.	2.6	4
111	The Royal Corgi. , 2015, , .		32
112	Gaze+RST. , 2015, , .		35
113	Orbits. , 2015, , .		152
114	Eye tracking for public displays in the wild. Personal and Ubiquitous Computing, 2015, 19, 967-981.	1.9	28
115	The Feet in Human--Computer Interaction. ACM Computing Surveys, 2015, 48, 1-35.	16.1	592
116	An Empirical Investigation of Gaze Selection in Mid-Air Gestural 3D Manipulation. Lecture Notes in Computer Science, 2015, , 315-330.	1.0	18
117	Interactions Under the Desk: A Characterisation of Foot Movements for Input in a Seated Position. Lecture Notes in Computer Science, 2015, , 384-401.	1.0	19
118	Pursuits. GetMobile (New York, N Y), 2015, 18, 8-10.	0.7	29
119	Self-Calibrating Head-Mounted Eye Trackers Using Egocentric Visual Saliency. , 2015, , .		58
120	GazeProjector. , 2015, , .		30
121	GravitySpot. , 2015, , .		28
122	Cross-device gaze-supported point-to-point content transfer. , 2014, , .		37
123	Pupil. , 2014, , .		501
124	In the blink of an eye. , 2014, , .		100
125	Pupil-canthi-ratio. , 2014, , .		19
126	SmudgeSafe. , 2014, , .		52

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127	GazeHorizon. , 2014, , .		45
128	EyeTab. , 2014, , .		166
129	A tutorial on human activity recognition using body-worn inertial sensors. ACM Computing Surveys, 2014, 46, 1-33.	16.1	1,158
130	Cognition-Aware Computing. IEEE Pervasive Computing, 2014, 13, 80-83.	1.1	57
131	Eye Tracking and Eye-Based Human–Computer Interaction. Human-computer Interaction Series, 2014, , 39-65.	0.4	236
132	Ubic: Bridging the Gap between Digital Cryptography and the Physical World. Lecture Notes in Computer Science, 2014, , 56-75.	1.0	6
133	Test-Time Adaptation for 3D Human Pose Estimation. Lecture Notes in Computer Science, 2014, , 253-264.	1.0	8
134	AutoBAP: Automatic Coding of Body Action and Posture Units from Wearable Sensors. , 2013, , .		14
135	Pursuit calibration. , 2013, , .		113
136	I know what you are reading. , 2013, , .		63
137	Eye drop. , 2013, , .		8
138	Pursuits. , 2013, , .		34
139	Gaze interaction in the Post-WIMP world. , 2013, , .		0
140	SideWays. , 2013, , .		67
141	Pursuits. , 2013, , .		202
142	EyeContext. , 2013, , .		43
143	MotionMA. , 2013, , .		79
144	Qualitative activity recognition of weight lifting exercises. , 2013, , .		90

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145	Eye Pull, Eye Push: Moving Objects between Large Screens and Personal Devices with Gaze and Touch. Lecture Notes in Computer Science, 2013, , 170-186.	1.0	25
146	Towards pervasive eye tracking using low-level image features. , 2012, , .		5
147	Multimodal recognition of reading activity in transit using body-worn sensors. ACM Transactions on Applied Perception, 2012, 9, 1-21.	1.2	70
148	Eye gesture recognition on portable devices. , 2012, , .		29
149	Extending the visual field of a head-mounted eye tracker for pervasive eye-based interaction. , 2012, , .		18
150	2nd International Workshop on Pervasive Eye Tracking and Mobile Eye-Based Interaction (PETMEI 2012). , 2012, , .		3
151	Gaze interaction in the post-WIMP world. , 2012, , .		7
152	Robust real-time pupil tracking in highly off-axis images. , 2012, , .		160
153	Analysing the potential of adapting head-mounted eye tracker calibration to a new user. , 2012, , .		2
154	Increasing the security of gaze-based cued-recall graphical passwords using saliency masks. , 2012, , .		75
155	Wearable eye tracking for mental health monitoring. Computer Communications, 2012, 35, 1306-1311.	3.1	181
156	Detection of smooth pursuits using eye movement shape features. , 2012, , .		38
157	What's in the Eyes for Context-Awareness?. IEEE Pervasive Computing, 2011, 10, 48-57.	1.1	40
158	Eye Movement Analysis for Activity Recognition Using Electrooculography. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 741-753.	9.7	523
159	Discrimination of gaze directions using low-level eye image features. , 2011, , .		12
160	Analysing EOG signal features for the discrimination of eye movements with wearable devices. , 2011, , .		36
161	Recognition of visual memory recall processes using eye movement analysis. , 2011, , .		87
162	Towards qualitative assessment of weight lifting exercises using body-worn sensors. , 2011, , .		5

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163	PETMEI 2011. , 2011, , .		9
164	Combining gaze with manual interaction to extend physical reach. , 2011, , .		13
165	Recognition of Hearing Needs from Body and Eye Movements to Improve Hearing Instruments. Lecture Notes in Computer Science, 2011, , 314-331.	1.0	23
166	Toward Mobile Eye-Based Human-Computer Interaction. IEEE Pervasive Computing, 2010, 9, 8-12.	1.1	148
167	Towards multi-modal context recognition for hearing instruments. , 2010, , .		1
168	Eye movement analysis for activity recognition. , 2009, , .		48
169	Wearable EOG goggles. , 2009, , .		66
170	Speech as a feedback modality for smart objects. , 2009, , .		1
171	Wearable EOG goggles: Seamless sensing and context-awareness in everyday environments. Journal of Ambient Intelligence and Smart Environments, 2009, 1, 157-171.	0.8	87
172	It's in your eyes. , 2008, , .		62
173	Robust Recognition of Reading Activity in Transit Using Wearable Electrooculography. Lecture Notes in Computer Science, 2008, , 19-37.	1.0	93
174	EyeMote â€" Towards Context-Aware Gaming Using Eye Movements Recorded from Wearable Electrooculography. Lecture Notes in Computer Science, 2008, , 33-45.	1.0	16