JÃ¶rg Miehling

List of Publications by Year
in descending order

23	125	1478505	1372567
papers	citations	6	10
		h-index	g-index

25	25	25	58
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Challenges in interaction modelling with digital human models – A systematic literature review of interaction modelling approaches. Ergonomics, 2020, 63, 1442-1458.	2.1	23
2	Musculoskeletal modeling of user groups for virtual product and process development. Computer Methods in Biomechanics and Biomedical Engineering, 2019, 22, 1209-1218.	1.6	14
3	Musculoskeletal Simulation and Evaluation of Support System Designs. Biosystems and Biorobotics, 2018, , 219-227.	0.3	9
4	Computer Aided Ergonomics Through Parametric Biomechanical Simulation. , 2015, , .		8
5	Approaching an ergonomic future: An affordance-based interaction concept for digital human models. Procedia CIRP, 2019, 84, 520-525.	1.9	8
6	Roadmap to Consider Physiological and Psychological Aspects of User-product Interactions in Virtual Product Engineering. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 3989-3998.	0.6	7
7	New Design Process for Anatomically Enhanced Osteosynthesis Plates. Journal of Orthopaedic Research, 2019, 37, 1508-1517.	2.3	7
8	Biomechanical Digital Human Models: Chances and Challenges to Expand Ergonomic Evaluation. Advances in Intelligent Systems and Computing, 2019, , 885-890.	0.6	7
9	Elementary affordances: A study on physical user-product interactions. Procedia CIRP, 2020, 91, 621-626.	1.9	5
10	The role of product development in the battle against product-related stigma – a literature review. Journal of Engineering Design, 2021, 32, 247-270.	2.3	5
11	Towards Virtual Assessment of Human Factors: A Concept for Data Driven Prediction and Analysis of Physical User-product Interactions. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 4029-4038.	0.6	3
12	How to identify relevant product properties in the context of user-product interaction?. Procedia CIRP, 2020, 91, 615-620.	1.9	3
13	Co-Simulationsmodell zur nutzerzentrierten Entwicklung von Unterstützungssystemen. ZWF Zeitschrift Fuer Wirtschaftlichen Fabrikbetrieb, 2021, 116, 594-598.	0.3	3
14	Digitale Zwillinge und Digitale Zwillingspaare im Kontext des Digital Engineerings. ZWF Zeitschrift Fuer Wirtschaftlichen Fabrikbetrieb, 2020, 115, 55-57.	0.3	3
15	Exploring the importance of a usable and emotional product design from the user's perspective. Ergonomics, 2023, 66, 580-591.	2.1	3
16	Towards Biomechanical Digital Human Modeling of Elderly People for Simulations in Virtual Product Development. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 813-817.	0.3	2
17	Simplifying Computer Aided Ergonomics: A User-Product Interaction-Modeling Framework in CAD Based on a Taxonomy of Elementary Affordances. IISE Transactions on Occupational Ergonomics and Human Factors, 2021, 9, 186-198.	0.8	2
18	Improving Products by Combining Usability and Emotions. , 2022, , 85-103.		2

#	Article	IF	Citations
19	A Concept for Physiological User Description in the Context of Dual User Integration. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 3791-3800.	0.6	1
20	Structured ergonomic guidance in early design phases by analysing the user-product interaction. Ergonomics, 2021, 64, 1-16.	2.1	1
21	Patient-Specific Modelling for Preoperative Estimation of Hip Mechanics for Improved Planning of Total Hip Endoprosthesis Using Multibody Simulations. Lecture Notes in Networks and Systems, 2022, , 1088-1096.	0.7	1
22	Simplifying Ergonomic Assessment for Designers: A User-Product Interaction-Modelling Framework in CAD. Lecture Notes in Networks and Systems, 2022, , 447-452.	0.7	0
23	Femoral Shape and Size Variability from segmented CT datasets for patient-specific THA planning. Current Directions in Biomedical Engineering, 2020, 6, 486-488.	0.4	0