Kim Marriott

List of Publications by Year
in descending order

37	1,367	430874	477307
papers	citations	18	29
		h-index	g-index

37	37	37	855
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	ImAxes. , 2017, , .		154
2	Immersive Collaborative Analysis of Network Connectivity: CAVE-style or Head-Mounted Display?. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 441-450.	4.4	133
3	IPSep-CoLa: An Incremental Procedure for Separation Constraint Layout of Graphs. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 821-828.	4.4	88
4	Accessible Maps for the Blind. , 2018, , .		85
5	IATK: An Immersive Analytics Toolkit. , 2019, , .		75
6	Origin-Destination Flow Maps in Immersive Environments. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 693-703.	4.4	69
7	There Is No Spoon: Evaluating Performance, Space Use, and Presence with Expert Domain Users in Immersive Analytics. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 536-546.	4.4	66
8	Constraint-based document layout for the Web. Multimedia Systems, 2000, 8, 177-189.	4.7	64
9	Many-to-Many Geographically-Embedded Flow Visualisation: An Evaluation. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 411-420.	4.4	58
10	HOLA: Human-like Orthogonal Network Layout. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 349-358.	4.4	52
11	Exploration of Networks using overview+detail with Constraint-based cooperative layout. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1293-1300.	4.4	46
12	Reaching Broader Audiences With Data Visualization. IEEE Computer Graphics and Applications, 2020, 40, 82-90.	1.2	44
13	Memorability of Visual Features in Network Diagrams. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 2477-2485.	4.4	43
14	Edge Compression Techniques for Visualization of Dense Directed Graphs. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2596-2605.	4.4	35
15	A constraint extension to scalable vector graphics. , 2001, , .		34
16	Graph Thumbnails: Identifying and Comparing Multiple Graphs at a Glance. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 3081-3095.	4.4	31
17	A generic algorithm for layout of biological networks. BMC Bioinformatics, 2009, 10, 375.	2.6	30
18	Constrained Graph Layout. Constraints, 1998, 3, 289-314.	0.7	29

#	Article	IF	Citations
19	Tilt Map: Interactive Transitions Between Choropleth Map, Prism Map and Bar Chart in Immersive Environments. IEEE Transactions on Visualization and Computer Graphics, 2020, 27, 1-1.	4.4	29
20	Removing Node Overlapping in Graph Layout Using Constrained Optimization. Constraints, 2003, 8, 143-171.	0.7	28
21	High-Quality Ultra-Compact Grid Layout of Grouped Networks. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 339-348.	4.4	26
22	QOCA: A Constraint Solving Toolkit for Interactive Graphical Applications. Constraints, 2002, 7, 229-254.	0.7	21
23	Understanding the Relationship Between Interactive Optimisation and Visual Analytics in the Context of Prostate Brachytherapy. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 319-329.	4.4	18
24	Parsing of algebraic expressions by experienced users of mathematics. European Journal of Cognitive Psychology, 2007, 19, 286-320.	1.3	13
25	Conversion of KEGG metabolic pathways to SBGN maps including automatic layout. BMC Bioinformatics, 2013, 14, 250.	2.6	13
26	"Hey Model!" Â– Natural User Interactions and Agency in Accessible Interactive 3D Models. , 2020, , .		13
27	Tactile Presentation of Network Data: Text, Matrix or Diagram?. , 2020, , .		13
28	Comparing usability of one-way and multi-way constraints for diagram editing. ACM Transactions on Computer-Human Interaction, 2008, 14, 1-38.	5.7	10
29	Hi-Trees and Their Layout. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 290-304.	4.4	10
30	DoughNets: Visualising Networks Using Torus Wrapping. , 2020, , .		9
31	The Next Billion Users of Visualization. IEEE Computer Graphics and Applications, 2021, 41, 8-16.	1.2	7
32	Difference-list transformation for Prolog. New Generation Computing, 1993, 11, 125-157.	3.3	6
33	ContextuWall: Multi-site collaboration using display walls. Journal of Visual Languages and Computing, 2018, 46, 35-42.	1.8	5
34	A practical object-oriented analysis engine for CLP. Software - Practice and Experience, 1998, 28, 199-224.	3.6	4
35	The Data Visualisation and Immersive Analytics Research Lab at Monash University. Visual Informatics, 2020, 4, 41-49.	4.4	4
36	Checking modes of HAL programs. Theory and Practice of Logic Programming, 2005, 5, 623-667.	1.5	1

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37	A practical object-oriented analysis engine for CLP. , 1998, 28, 199.		1