

Ellen Yi-Luen Do, æœå®œå€«

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7156594/publications.pdf>

Version: 2024-02-01

145
papers

2,549
citations

566801

15
h-index

500791

28
g-index

150
all docs

150
docs citations

150
times ranked

1454
citing authors

#	ARTICLE	IF	CITATIONS
1	Ambiguous intentions. , 1996, , .		175
2	Don't mind me touching my wrist. , 2013, , .		119
3	Season Traveller. , 2018, , .		115
4	A theoretical framework of design critiquing in architecture studios. Design Studies, 2013, 34, 302-325.	1.9	113
5	Ambiotherm. , 2017, , .		87
6	ShapeBots: Shape-changing Swarm Robots. , 2019, , .		85
7	Intentions in and relations among design drawings. Design Studies, 2000, 21, 483-503.	1.9	80
8	Extended linkography and distance graph in design evaluation: an empirical study of the dual effects of inspiration sources in creative design. Design Studies, 2010, 31, 146-168.	1.9	78
9	Vocktail. , 2017, , .		71
10	Computational Support for Sketching in Design: A Review. Foundations and Trends in Human-Computer Interaction, 2007, 2, 1-93.	1.8	66
11	Thinking with Diagrams in Architectural Design. Artificial Intelligence Review, 2001, 15, 135-149.	9.7	65
12	Mobile music touch. , 2010, , .		61
13	RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots. , 2020, , .		60
14	The social comfort of wearable technology and gestural interaction. , 2014, 2014, 4159-62.		49
15	Navigational blocks. , 2002, , .		46
16	PianoTouch: A wearable haptic piano instruction system for passive learning of piano skills. , 2008, , .		46
17	Drawing on the Back of an Envelope: a framework for interacting with application programs by freehand drawing. Computers and Graphics, 2000, 24, 835-849.	1.4	45
18	Annotating and sketching on 3D web models. , 2002, , .		42

#	ARTICLE	IF	CITATIONS
19	The mechanisms of value transfer in design meetings. <i>Design Studies</i> , 2009, 30, 119-137.	1.9	42
20	Simulating the sensation of taste for immersive experiences. , 2013, , .		42
21	Digital Lollipop. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2017, 13, 1-22.	3.0	40
22	Posey. , 2008, , .		34
23	Tangible Interfaces with Printed Paper Markers. , 2020, , .		31
24	Design sketches and sketch design tools. <i>Knowledge-Based Systems</i> , 2005, 18, 383-405.	4.0	29
25	Joinery. , 2017, , .		29
26	Mechamagnets. , 2019, , .		29
27	Drawing marks, acts, and reacts: Toward a computational sketching interface for architectural design. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2002, 16, 149-171.	0.7	28
28	Evidence-Based Design of Healthcare Facilities: Opportunities for Research and Practice in Infection Prevention. <i>Infection Control and Hospital Epidemiology</i> , 2013, 34, 514-516.	1.0	27
29	Virtual ingredients for food and beverages to create immersive taste experiences. <i>Multimedia Tools and Applications</i> , 2016, 75, 12291-12309.	2.6	26
30	Virtual Lemonade. , 2017, , .		26
31	Collaboration and coordination in architectural design: approaches to computer mediated team work. <i>Automation in Construction</i> , 1998, 7, 465-473.	4.8	25
32	Augmented Flavours: Modulation of Flavour Experiences Through Electric Taste Augmentation. <i>Food Research International</i> , 2019, 117, 60-68.	2.9	25
33	Sketch it, make it. , 2012, , .		24
34	Environments for creativity. , 2007, , .		22
35	Sensing Kirigami. , 2019, , .		22
36	Digital Flavor. , 2015, , .		21

#	ARTICLE	IF	CITATIONS
37	Tainted: An olfaction-enhanced game narrative for smelling virtual ghosts. International Journal of Human Computer Studies, 2019, 125, 7-18.	3.7	20
38	Facial expression wonderland (FEW). , 2010, , .		19
39	Toward a cognitive theory of creativity support. , 2013, , .		19
40	FunRasa. , 2013, , .		18
41	Taste+. , 2014, , .		18
42	Making Data Tangible: A Cross-disciplinary Design Space for Data Physicalization. , 2022, , .		18
43	Word out!. , 2015, , .		17
44	The Sensation of Taste in the Future of Immersive Media. , 2014, , .		16
45	MunchCrunch. , 2009, , .		15
46	Senior-friendly technologies. , 2010, , .		15
47	Assessing Performance on Digital Clock Drawing Test in Aged Patients With Cerebral Small Vessel Disease. Frontiers in Neurology, 2019, 10, 1259.	1.1	15
48	Computational clock drawing analysis for cognitive impairment screening. , 2010, , .		14
49	Tactile Teacher. , 2015, , .		14
50	New Interaction Tools for Preserving an Old Language. , 2015, , .		14
51	Sketching annotations in a 3D web environment. , 2002, , .		12
52	Home-based computerized cognitive assessment tool for dementia screening. Journal of Ambient Intelligence and Smart Environments, 2012, 4, 429-442.	0.8	12
53	Virtual Sweet. , 2016, , .		12
54	A Demonstration of Season Traveller. , 2018, , .		12

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55	SPOT! Fetch Light. Automation in Construction, 2005, 14, 181-188.	4.8	11
56	Escape machine. , 2008, , .		11
57	Easigami. , 2009, , .		11
58	THE DESIGNOSAUR AND THE FURNITURE FACTORY. , 2006, , 123-140.		11
59	Navigational blocks. , 2002, , .		10
60	FlexM: Designing a Physical Construction Kit for 3d Modeling. International Journal of Architectural Computing, 2006, 4, 27-47.	0.9	10
61	The Digital Box and Block Test Automating traditional post-stroke rehabilitation assessment. , 2013, , .		10
62	Mechamagnets. , 2018, , .		10
63	A Physical Computing Studio: Exploring Computational Artifacts and Environments. International Journal of Architectural Computing, 2003, 1, 169-190.	0.9	9
64	Educating the New Makers: Cross-Disciplinary Creativity. Leonardo, 2009, 42, 210-215.	0.2	9
65	Computing harmony with PerLogicArt. , 2011, , .		9
66	Effects of mobile AR-enabled interactions on retention and transfer for learning in art museum contexts. , 2014, , .		8
67	ArchiDNA: An interactive system for creating 2D and 3D conceptual drawings in architectural design. CAD Computer Aided Design, 2009, 41, 159-172.	1.4	7
68	Grocery hunter. , 2010, , .		7
69	The Role of Information and Computer Technology for Children with Autism Spectrum Disorder and the Facial Expression Wonderland (FEW). International Journal of Computational Models and Algorithms in Medicine, 2011, 2, 23-41.	0.4	7
70	Tactile Teacher: Enhancing Traditional Piano Lessons with Tactile Instructions. , 2016, , .		7
71	HOT SWAP. , 2019, , .		7
72	Gamification of Upper Limb Virtual Rehabilitation in Post Stroke Elderly Using SilverTune- A Multi-sensory Tactile Musical Assistive System. , 2021, , .		7

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91	Tactile Hand Gesture Recognition through Haptic Feedback for Affective Online Communication. Lecture Notes in Computer Science, 2011, , 555-563.	1.0	4
92	Tainted. , 2017, , .		4
93	The effects of computing technology in creative design tasks. , 2009, , .		3
94	Fun with blow painting!. , 2009, , .		3
95	Curved-straight lines-analysis (CSLA) algorithm for handwritten digit recognition enhancement. , 2010, , .		3
96	Move, Beam, and Check! Imagineering Tangible Optical Chess on An Interactive Tabletop Display. Computers in Entertainment, 2010, 8, 1-15.	1.2	3
97	Asian CHI Symposium. , 2018, , .		3
98	Asian CHI Symposium. , 2019, , .		3
99	A location-aware app to support the heritage trail experience in Singapore. Journal of Heritage Tourism, 2020, 15, 680-695.	1.6	3
100	The Jam Station: Gamifying Collaborative Musical Experiences Through Algorithmic Assessment. , 2021, , .		3
101	Using Pen-Based Computing in Technology for Health. Lecture Notes in Computer Science, 2011, , 192-201.	1.0	3
102	Games for Health: Design Cognition-Focused Interventions to Enhance Mental Activity. Communications in Computer and Information Science, 2011, , 415-419.	0.4	3
103	The Design Amanuensis. , 2001, , 1-13.		3
104	Energy Cube and Energy Magnets. International Journal of Architectural Computing, 2006, 4, 49-66.	0.9	2
105	On context of content. , 2007, , .		2
106	State machines are child's play. , 2009, , .		2
107	Back to the real world: Tangible interaction for design. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2009, 23, 221-223.	0.7	2
108	"Dinner Party" sociable interfaces in a tabletop art project. , 2010, , .		2

