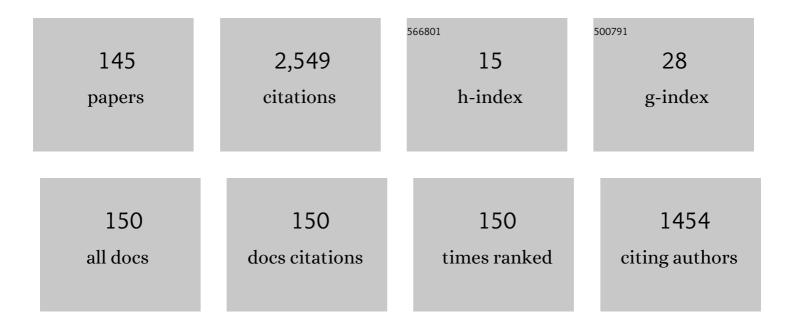
## Ellen Yi-Luen Do, æœå®œå€«

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7156594/publications.pdf Version: 2024-02-01



#	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. Design Studies, 2009, 30, 119-137.	1.9	42
20	Simulating the sensation of taste for immersive experiences. , 2013, , .		42
21	Digital Lollipop. ACM Transactions on Multimedia Computing, Communications and Applications, 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. Knowledge-Based Systems, 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. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2002, 16, 149-171.	0.7	28
28	Evidence-Based Design of Healthcare Facilities: Opportunities for Research and Practice in Infection Prevention. Infection Control and Hospital Epidemiology, 2013, 34, 514-516.	1.0	27
29	Virtual ingredients for food and beverages to create immersive taste experiences. Multimedia Tools and Applications, 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. Automation in Construction, 1998, 7, 465-473.	4.8	25
32	Augmented Flavours: Modulation of Flavour Experiences Through Electric Taste Augmentation. Food Research International, 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

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#	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

A Demonstration of Season Traveller. , 2018, , .

#	Article	IF	CITATIONS
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

Multi-sensory Tactile Musical Assistive System., 2021, , .

#	Article	IF	CITATIONS
73	Afterword: Why Peer Review Journals?. International Journal of Architectural Computing, 2003, 1, 253-265.	0.9	6
74	mediPuppet., 2011, , .		6
75	Touching Information with DIY Paper Charts & amp; AR Markers. , 2021, , .		6
76	Space Pen. , 2001, , 257-270.		6
77	Exploring the Use of Olfactory Stimuli Towards Reducing Visually Induced Motion Sickness in Virtual Reality. , 2020, , .		6
78	Flow selection. , 2006, , .		5
79	Designing together while apart: The role of computer-mediated communication and collaborative virtual environments on design collaboration. , 2009, , .		5
80	Digital flavor interface. , 2014, , .		5
81	AmbioTherm. , 2016, , .		5
82	Three R's of Drawing and Design Computation. , 2004, , 613-632.		5
83	Games for sketch data collection. , 2009, , .		4
84	Tangible sketching in 3D with posey. , 2009, , .		4
85	Using digital game as clinical screening test to detect color deficiency in young children. , 2014, , .		4
86	Sensorendipity. , 2014, , .		4
87	The Light Orchard. , 2017, , .		4
88	Virtual Interactive Human Anatomy. , 2017, , .		4
89	Hooze. , 2019, , .		4
90	User Interfaces in Smart Cities. , 2021, , 1-33.		4

#	Article	IF	CITATIONS
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

<sup>108</sup> "Dinner Party" sociable interfaces in a tabletop art project. , 2010, , .

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#	Article	IF	CITATIONS
109	A CONSTRAINT-BASED FURNITURE DESIGN CRITIC. Research and Practice in Technology Enhanced Learning, 2010, 05, 97-122.	1.9	2
110	Making digital leaf collages with blow painting!. , 2010, , .		2
111	What you see is what you design. , 2011, , .		2
112	Creative design computing for happy healthy living. , 2014, , .		2
113	SEACHI 2016. , 2016, , .		2
114	Design for Assistive Augmentation—Mind, Might and Magic. Cognitive Science and Technology, 2018, , 99-116.	0.2	2
115	Sketch That Scene for Me and Meet Me in Cyberspace. , 2011, , 121-130.		2
116	TeleTables and Window Seat. , 0, , 160-171.		2
117	Sociable Tabletop Companions at "Dinner Party― Communications in Computer and Information Science, 2011, , 459-463.	0.4	2
118	Build Your Own Arcade Machine with Tinycade. , 2022, , .		2
119	Let There Be Light! Knowledge-Based 3-D Sketching Design Tools. International Journal of Architectural Computing, 2004, 2, 211-227.	0.9	1
120	Design, art, craft, science. , 2007, , .		1
121	Managing information in a creative environment. , 2009, , .		1
122	Exploring architectural robotics with the human hive. , 2009, , .		1
123	Alcohol and creativity. , 2009, , .		1
124	The ED of the Future: an Interdisciplinary Graduate Course in Healthcare Design. Academic Emergency Medicine, 2009, 16, S277.	0.8	1
125	Design computing and cognition: An introduction. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2010, 24, 1-2.	0.7	1
126	A Browser-Based Perceptual Experiment Platform for Visual Search Study in Augmented Reality System. , 2013, , .		1

#	Article	IF	CITATIONS
127	WildAR: Creating a Networked AR System for "In-the-Wild" Studies. , 2015, , .		1
128	Creating Unique Technology for Everyone. , 2015, , .		1
129	Game of Light. , 2017, , .		1
130	A flourishing field. Interactions, 2015, 22, 56-59.	0.8	1
131	HealthQuest: Technology That Encourages Physical Activity in the Workplace. Lecture Notes in Computer Science, 2010, , 263-266.	1.0	1
132	Designing Interactive Computing for Happy Healthy Life. Communications in Computer and Information Science, 2013, , 1-13.	0.4	1
133	EnPower: Haptic Interfaces for Deafblind Individuals to Interact, Communicate, and Entertain. Advances in Intelligent Systems and Computing, 2021, , 740-756.	0.5	1
134	Editorial: Integrating the Digital and the Physicalâ $\in$ ] . International Journal of Architectural Computing, 2003, 1, 131-132.	0.9	0
135	Design patterns in creative design processes. , 2009, , .		0
136	Tangible optical chess. , 2009, , .		0
137	Distance-based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. IPSJ Transactions on Computer Vision and Applications, 2010, 2, 253-261.	4.4	0
138	TEI work-in-progress workshop. , 2010, , .		0
139	Study of affective communication method in tactile hand gesture feedback. , 2011, , .		0
140	Hard to access the information in the healthcare system? I See! - an innovative touch-screen information board for pediatric hospitals. , 2011, , .		0
141	A letter to a friend: Artificial intelligence and intelligent artifacts. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2012, 26, 9-9.	0.7	0
142	User Interfaces in Smart Cities. , 2021, , 687-719.		0
143	Distance-Based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. Lecture Notes in Computer Science, 2010, , 313-322.	1.0	0
144	Promoting Positive Employee Health Behavior with Mobile Technology Design. Communications in Computer and Information Science, 2011, , 420-424.	0.4	0

#	Article	IF	CITATIONS
145	Multimodal Digital Taste Experience with D'Licious Vessel. Lecture Notes in Computer Science, 2015, , 409-418.	1.0	0