Ellen Yi-Luen Do, æ•œå®œå€«

List of Publications by Year
in descending order

145 papers	2,549 citations	567144 15 h-index	501076 28 g-index
150 all docs	150 docs citations	150 times ranked	1454 citing authors

#	Article	IF	Citations
1	Making Data Tangible: A Cross-disciplinary Design Space for Data Physicalization. , 2022, , .		18
2	Build Your Own Arcade Machine with Tinycade. , 2022, , .		2
3	User Interfaces in Smart Cities. , 2021, , 1-33.		4
4	The Jam Station: Gamifying Collaborative Musical Experiences Through Algorithmic Assessment. , 2021, , .		3
5	Gamification of Upper Limb Virtual Rehabilitation in Post Stroke Elderly Using SilverTune- A Multi-sensory Tactile Musical Assistive System. , 2021, , .		7
6	Touching Information with DIY Paper Charts & AR Markers. , 2021, , .		6
7	User Interfaces in Smart Cities. , 2021, , 687-719.		0
8	EnPower: Haptic Interfaces for Deafblind Individuals to Interact, Communicate, and Entertain. Advances in Intelligent Systems and Computing, 2021, , 740-756.	0.5	1
9	A location-aware app to support the heritage trail experience in Singapore. Journal of Heritage Tourism, 2020, 15, 680-695.	1.6	3
10	RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots. , 2020, , .		60
11	Tangible Interfaces with Printed Paper Markers. , 2020, , .		31
12	Exploring the Use of Olfactory Stimuli Towards Reducing Visually Induced Motion Sickness in Virtual Reality. , 2020, , .		6
13	Augmented Flavours: Modulation of Flavour Experiences Through Electric Taste Augmentation. Food Research International, 2019, 117, 60-68.	2.9	25
14	Sensing Kirigami. , 2019, , .		22
15	HOT SWAP. , 2019, , .		7
16	ShapeBots: Shape-changing Swarm Robots. , 2019, , .		85
17	Asian CHI Symposium. , 2019, , .		3
18	Mechamagnets. , 2019, , .		29

#	Article	IF	Citations
19	Hooze. , 2019, , .		4
20	Assessing Performance on Digital Clock Drawing Test in Aged Patients With Cerebral Small Vessel Disease. Frontiers in Neurology, 2019, 10, 1259.	1.1	15
21	Tainted: An olfaction-enhanced game narrative for smelling virtual ghosts. International Journal of Human Computer Studies, 2019, 125, 7-18.	3.7	20
22	Mechamagnets. , 2018, , .		10
23	Design for Assistive Augmentation—Mind, Might and Magic. Cognitive Science and Technology, 2018, , 99-116.	0.2	2
24	A Demonstration of Season Traveller. , 2018, , .		12
25	Asian CHI Symposium. , 2018, , .		3
26	Season Traveller. , 2018, , .		115
27	Ambiotherm. , 2017, , .		87
28	Virtual Lemonade. , 2017, , .		26
29	Joinery. , 2017, , .		29
30	The Light Orchard. , 2017, , .		4
31	Vocktail. , 2017, , .		71
32	Digital Lollipop. ACM Transactions on Multimedia Computing, Communications and Applications, 2017, 13, 1-22.	3.0	40
33	Virtual Interactive Human Anatomy. , 2017, , .		4
34	Game of Light. , 2017, , .		1
35	Tainted. , 2017, , .		4
36	SEACHI 2016. , 2016, , .		2

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37	AmbioTherm. , 2016, , .		5
38	Virtual Sweet. , 2016, , .		12
39	Virtual ingredients for food and beverages to create immersive taste experiences. Multimedia Tools and Applications, 2016, 75, 12291-12309.	2.6	26
40	Tactile Teacher: Enhancing Traditional Piano Lessons with Tactile Instructions. , 2016, , .		7
41	Digital Flavor. , 2015, , .		21
42	WildAR: Creating a Networked AR System for "In-the-Wild" Studies. , 2015, , .		1
43	Word out!. , 2015, , .		17
44	Creating Unique Technology for Everyone. , 2015, , .		1
45	Tactile Teacher. , 2015, , .		14
46	New Interaction Tools for Preserving an Old Language. , 2015, , .		14
47	A flourishing field. Interactions, 2015, 22, 56-59.	0.8	1
48	Multimodal Digital Taste Experience with D’Licious Vessel. Lecture Notes in Computer Science, 2015, , 409-418.	1.0	0
49	The social comfort of wearable technology and gestural interaction. , 2014, 2014, 4159-62.		49
50	Taste+. , 2014, , .		18
51	Using digital game as clinical screening test to detect color deficiency in young children. , 2014, , .		4
52	The Sensation of Taste in the Future of Immersive Media. , 2014, , .		16
53	Digital flavor interface. , 2014, , .		5
54	Creative design computing for happy healthy living. , 2014, , .		2

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55	Effects of mobile AR-enabled interactions on retention and transfer for learning in art museum contexts. , 2014, , .		8
56	Sensorendipity. , 2014, , .		4
57	Simulating the sensation of taste for immersive experiences. , 2013, , .		42
58	Don't mind me touching my wrist. , 2013, , .		119
59	A Browser-Based Perceptual Experiment Platform for Visual Search Study in Augmented Reality System. , 2013, , .		1
60	The Digital Box and Block Test Automating traditional post-stroke rehabilitation assessment. , 2013, , .		10
61	Toward a cognitive theory of creativity support. , 2013, , .		19
62	A theoretical framework of design critiquing in architecture studios. Design Studies, 2013, 34, 302-325.	1.9	113
63	FunRasa. , 2013, , .		18
64	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
65	Designing Interactive Computing for Happy Healthy Life. Communications in Computer and Information Science, 2013, , 1-13.	0.4	1
66	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
67	Sketch it, make it. , 2012, , .		24
68	Home-based computerized cognitive assessment tool for dementia screening. Journal of Ambient Intelligence and Smart Environments, 2012, 4, 429-442.	0.8	12
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	mediPuppet. , 2011, , .		6
71	What you see is what you design. , 2011, , .		2
72	Computing harmony with PerLogicArt. , 2011, , .		9

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73	Study of affective communication method in tactile hand gesture feedback. , 2011, , .		0
74	Hard to access the information in the healthcare system? I See! - an innovative touch-screen information board for pediatric hospitals. , 2011, , .		0
75	Using Pen-Based Computing in Technology for Health. Lecture Notes in Computer Science, 2011, , 192-201.	1.0	3
76	Tactile Hand Gesture Recognition through Haptic Feedback for Affective Online Communication. Lecture Notes in Computer Science, 2011, , 555-563.	1.0	4
77	Games for Health: Design Cognition-Focused Interventions to Enhance Mental Activity. Communications in Computer and Information Science, 2011, , 415-419.	0.4	3
78	Sketch That Scene for Me and Meet Me in Cyberspace. , 2011, , 121-130.		2
79	Promoting Positive Employee Health Behavior with Mobile Technology Design. Communications in Computer and Information Science, 2011, , 420-424.	0.4	0
80	Sociable Tabletop Companions at â€œDinner Partyâ€• Communications in Computer and Information Science, 2011, , 459-463.	0.4	2
81	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
82	Curved-straight lines-analysis (CSLA) algorithm for handwritten digit recognition enhancement. , 2010, , .		3
83	"Dinner Party" sociable interfaces in a tabletop art project. , 2010, , .		2
84	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
85	A CONSTRAINT-BASED FURNITURE DESIGN CRITIC. Research and Practice in Technology Enhanced Learning, 2010, 05, 97-122.	1.9	2
86	Design computing and cognition: An introduction. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2010, 24, 1-2.	0.7	1
87	Move, Beam, and Check! Imagineering Tangible Optical Chess on An Interactive Tabletop Display. Computers in Entertainment, 2010, 8, 1-15.	1.2	3
88	Senior-friendly technologies. , 2010, , .		15
89	Grocery hunter. , 2010, , .		7
90	Facial expression wonderland (FEW). , 2010, , .		19

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91	Mobile music touch. , 2010, , .		61
92	TEI work-in-progress workshop. , 2010, , .		0
93	Making digital leaf collages with blow painting!. , 2010, , .		2
94	Computational clock drawing analysis for cognitive impairment screening. , 2010, , .		14
95	HealthQuest: Technology That Encourages Physical Activity in the Workplace. Lecture Notes in Computer Science, 2010, , 263-266.	1.0	1
96	Distance-Based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. Lecture Notes in Computer Science, 2010, , 313-322.	1.0	0
97	Designing together while apart: The role of computer-mediated communication and collaborative virtual environments on design collaboration. , 2009, , .		5
98	Games for sketch data collection. , 2009, , .		4
99	Managing information in a creative environment. , 2009, , .		1
100	Design patterns in creative design processes. , 2009, , .		0
101	The effects of computing technology in creative design tasks. , 2009, , .		3
102	Exploring architectural robotics with the human hive. , 2009, , .		1
103	State machines are child's play. , 2009, , .		2
104	MunchCrunch. , 2009, , .		15
105	Fun with blow painting!. , 2009, , .		3
106	Tangible sketching in 3D with posey. , 2009, , .		4
107	Alcohol and creativity. , 2009, , .		1
108	Tangible optical chess. , 2009, , .		0

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109	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
110	The ED of the Future: an Interdisciplinary Graduate Course in Healthcare Design. Academic Emergency Medicine, 2009, 16, S277.	0.8	1
111	The mechanisms of value transfer in design meetings. Design Studies, 2009, 30, 119-137.	1.9	42
112	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
113	Easigami. , 2009, , .		11
114	Educating the New Makers: Cross-Disciplinary Creativity. Leonardo, 2009, 42, 210-215.	0.2	9
115	PianoTouch: A wearable haptic piano instruction system for passive learning of piano skills. , 2008, , .		46
116	Posey. , 2008, , .		34
117	Escape machine. , 2008, , .		11
118	On context of content. , 2007, , .		2
119	Design, art, craft, science. , 2007, , .		1
120	Environments for creativity. , 2007, , .		22
121	Computational Support for Sketching in Design: A Review. Foundations and Trends in Human-Computer Interaction, 2007, 2, 1-93.	1.8	66
122	FlexM: Designing a Physical Construction Kit for 3d Modeling. International Journal of Architectural Computing, 2006, 4, 27-47.	0.9	10
123	Energy Cube and Energy Magnets. International Journal of Architectural Computing, 2006, 4, 49-66.	0.9	2
124	Flow selection. , 2006, , .		5
125	THE DESIGNOSAUR AND THE FURNITURE FACTORY. , 2006, , 123-140.		11
126	Design sketches and sketch design tools. Knowledge-Based Systems, 2005, 18, 383-405.	4.0	29

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127	SPOT! Fetch Light. Automation in Construction, 2005, 14, 181-188.	4.8	11
128	Let There Be Light! Knowledge-Based 3-D Sketching Design Tools. International Journal of Architectural Computing, 2004, 2, 211-227.	0.9	1
129	Three R's of Drawing and Design Computation. , 2004, , 613-632.		5
130	Editorial: Integrating the Digital and the Physical…. International Journal of Architectural Computing, 2003, 1, 131-132.	0.9	0
131	A Physical Computing Studio: Exploring Computational Artifacts and Environments. International Journal of Architectural Computing, 2003, 1, 169-190.	0.9	9
132	Afterword: Why Peer Review Journals?. International Journal of Architectural Computing, 2003, 1, 253-265.	0.9	6
133	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
134	Sketching annotations in a 3D web environment. , 2002, , .		12
135	Navigational blocks. , 2002, , .		10
136	Navigational blocks. , 2002, , .		46
137	Annotating and sketching on 3D web models. , 2002, , .		42
138	Thinking with Diagrams in Architectural Design. Artificial Intelligence Review, 2001, 15, 135-149.	9.7	65
139	Space Pen. , 2001, , 257-270.		6
140	The Design Amanuensis. , 2001, , 1-13.		3
141	Intentions in and relations among design drawings. Design Studies, 2000, 21, 483-503.	1.9	80
142	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
143	Collaboration and coordination in architectural design: approaches to computer mediated team work. Automation in Construction, 1998, 7, 465-473.	4.8	25
144	Ambiguous intentions. , 1996, , .		175

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145	TeleTables and Window Seat. , 0, , 160-171.		2