

# Ellen Yi-Luen Do, ???

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

132  
papers

1,584  
citations

23  
h-index

34  
g-index

150  
ext. papers

2,074  
ext. citations

2.3  
avg, IF

4.84  
L-index

#	Paper	IF	Citations
132	Ambiguous intentions <b>1996</b> ,		114
131	Don't mind me touching my wrist <b>2013</b> ,		87
130	A theoretical framework of design critiquing in architecture studios. <i>Design Studies</i> , <b>2013</b> , 34, 302-325	3.6	75
129	Intentions in and relations among design drawings. <i>Design Studies</i> , <b>2000</b> , 21, 483-503	3.6	64
128	Season Traveller <b>2018</b> ,		58
127	Computational Support for Sketching in Design: A Review. <i>Foundations and Trends in Human-Computer Interaction</i> , <b>2007</b> , 2, 1-93	2.8	57
126	Extended linkography and distance graph in design evaluation: an empirical study of the dual effects of inspiration sources in creative design. <i>Design Studies</i> , <b>2010</b> , 31, 146-168	3.6	55
125	Ambiotherm <b>2017</b> ,		42
124	Mobile music touch <b>2010</b> ,		40
123	Vocktail <b>2017</b> ,		39
122	Drawing on the Back of an Envelope: a framework for interacting with application programs by freehand drawing. <i>Computers and Graphics</i> , <b>2000</b> , 24, 835-849	1.8	39
121	Thinking with Diagrams in Architectural Design. <i>Artificial Intelligence Review</i> , <b>2001</b> , 15, 135-149	9.7	38
120	The mechanisms of value transfer in design meetings. <i>Design Studies</i> , <b>2009</b> , 30, 119-137	3.6	35
119	ShapeBots: Shape-changing Swarm Robots <b>2019</b> ,		33
118	Navigational blocks <b>2002</b> ,		33
117	PianoTouch: A wearable haptic piano instruction system for passive learning of piano skills <b>2008</b> ,		30
116	The social comfort of wearable technology and gestural interaction. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , <b>2014</b> , 2014, 4159-62	0.9	29

115	Simulating the sensation of taste for immersive experiences <b>2013</b> ,		28
114	Annotating and sketching on 3D web models <b>2002</b> ,		28
113	Drawing marks, acts, and reacts: Toward a computational sketching interface for architectural design. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2002</b> , 16, 149-174	1.3	25
112	Digital Lollipop. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , <b>2017</b> , 13, 1-22	3.4	24
111	Posey <b>2008</b> ,		23
110	Design sketches and sketch design tools. <i>Knowledge-Based Systems</i> , <b>2005</b> , 18, 383-405	7.3	23
109	Evidence-based design of healthcare facilities: opportunities for research and practice in infection prevention. <i>Infection Control and Hospital Epidemiology</i> , <b>2013</b> , 34, 514-6	2	21
108	Sketch it, make it <b>2012</b> ,		20
107	RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots <b>2020</b> ,		19
106	Virtual Lemonade <b>2017</b> ,		18
105	Virtual ingredients for food and beverages to create immersive taste experiences. <i>Multimedia Tools and Applications</i> , <b>2016</b> , 75, 12291-12309	2.5	17
104	Environments for creativity <b>2007</b> ,		16
103	Collaboration and coordination in architectural design: approaches to computer mediated team work. <i>Automation in Construction</i> , <b>1998</b> , 7, 465-473	9.6	15
102	Joinery <b>2017</b> ,		14
101	Facial expression wonderland (FEW) <b>2010</b> ,		14
100	FunRasa <b>2013</b> ,		13
99	Senior-friendly technologies <b>2010</b> ,		13
98	MunchCrunch <b>2009</b> ,		13

97	Digital Flavor <b>2015</b> ,		12
96	Taste+ <b>2014</b> ,		12
95	The Sensation of Taste in the Future of Immersive Media <b>2014</b> ,		12
94	Toward a cognitive theory of creativity support <b>2013</b> ,		11
93	Word out! <b>2015</b> ,		10
92	Tactile Teacher <b>2015</b> ,		10
91	Tainted: An olfaction-enhanced game narrative for smelling virtual ghosts. <i>International Journal of Human Computer Studies</i> , <b>2019</b> , 125, 7-18	4.6	10
90	SPOT! Fetch Light. <i>Automation in Construction</i> , <b>2005</b> , 14, 181-188	9.6	9
89	Assessing Performance on Digital Clock Drawing Test in Aged Patients With Cerebral Small Vessel Disease. <i>Frontiers in Neurology</i> , <b>2019</b> , 10, 1259	4.1	9
88	Augmented Flavours: Modulation of Flavour Experiences Through Electric Taste Augmentation. <i>Food Research International</i> , <b>2019</b> , 117, 60-68	7	8
87	Computational clock drawing analysis for cognitive impairment screening <b>2010</b> ,		8
86	Easigami <b>2009</b> ,		8
85	Sketching annotations in a 3D web environment <b>2002</b> ,		8
84	A Demonstration of Season Traveller <b>2018</b> ,		8
83	THE DESIGNOSAUR AND THE FURNITURE FACTORY <b>2006</b> , 123-140		8
82	Grocery hunter <b>2010</b> ,		7
81	Home-based computerized cognitive assessment tool for dementia screening. <i>Journal of Ambient Intelligence and Smart Environments</i> , <b>2012</b> , 4, 429-442	2.2	7
80	Escape machine <b>2008</b> ,		7

79	FlexM: Designing a Physical Construction Kit for 3d Modeling. <i>International Journal of Architectural Computing</i> , <b>2006</b> , 4, 27-47	0.8	7
78	Tangible Interfaces with Printed Paper Markers <b>2020</b> ,		7
77	Mechamagnets <b>2019</b> ,		6
76	New Interaction Tools for Preserving an Old Language <b>2015</b> ,		6
75	ArchiDNA: An interactive system for creating 2D and 3D conceptual drawings in architectural design. <i>CAD Computer Aided Design</i> , <b>2009</b> , 41, 159-172	2.9	6
74	Educating the New Makers: Cross-Disciplinary Creativity. <i>Leonardo</i> , <b>2009</b> , 42, 210-215	0.1	6
73	A Physical Computing Studio: Exploring Computational Artifacts and Environments. <i>International Journal of Architectural Computing</i> , <b>2003</b> , 1, 169-190	0.8	6
72	AmbioTherm <b>2016</b> ,		5
71	Virtual Sweet <b>2016</b> ,		5
70	Effects of mobile AR-enabled interactions on retention and transfer for learning in art museum contexts <b>2014</b> ,		5
69	Computing harmony with PerLogicArt <b>2011</b> ,		5
68	Flow selection <b>2006</b> ,		5
67	Afterword: Why Peer Review Journals?. <i>International Journal of Architectural Computing</i> , <b>2003</b> , 1, 253-265.8		5
66	Navigational blocks <b>2002</b> ,		5
65	Space Pen <b>2001</b> , 257-270		5
64	Three R $\bar{E}$ of Drawing and Design Computation <b>2004</b> , 613-632		5
63	Mechamagnets <b>2018</b> ,		4
62	Virtual Interactive Human Anatomy <b>2017</b> ,		4

61	Using digital game as clinical screening test to detect color deficiency in young children <b>2014</b> ,		4
60	Digital flavor interface <b>2014</b> ,		4
59	The Role of Information and Computer Technology for Children with Autism Spectrum Disorder and the Facial Expression Wonderland (FEW). <i>International Journal of Computational Models and Algorithms in Medicine</i> , <b>2011</b> , 2, 23-41		4
58	mediPuppet <b>2011</b> ,		4
57	Designing together while apart: The role of computer-mediated communication and collaborative virtual environments on design collaboration <b>2009</b> ,		4
56	Tangible sketching in 3D with posey <b>2009</b> ,		4
55	Tactile Teacher: Enhancing Traditional Piano Lessons with Tactile Instructions <b>2016</b> ,		3
54	Sensing Kirigami <b>2019</b> ,		3
53	Sensorendipity <b>2014</b> ,		3
52	The Digital Box and Block Test Automating traditional post-stroke rehabilitation assessment <b>2013</b> ,		3
51	Games for sketch data collection <b>2009</b> ,		3
50	Exploring the Use of Olfactory Stimuli Towards Reducing Visually Induced Motion Sickness in Virtual Reality <b>2020</b> ,		3
49	Tactile Hand Gesture Recognition through Haptic Feedback for Affective Online Communication. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 555-563	0.9	3
48	Helping Hands versus ERSP Vision: Comparing Object Recognition Technologies for the Visually Impaired. <i>Communications in Computer and Information Science</i> , <b>2011</b> , 383-388	0.3	3
47	User Interfaces in Smart Cities <b>2021</b> , 1-33		3
46	HOT SWAP <b>2019</b> ,		2
45	The Light Orchard <b>2017</b> ,		2
44	Creative design computing for happy healthy living <b>2014</b> ,		2

43	A CONSTRAINT-BASED FURNITURE DESIGN CRITIC. <i>Research and Practice in Technology Enhanced Learning</i> , <b>2010</b> , 05, 97-122	2.6	2
42	Making digital leaf collages with blow painting! <b>2010</b> ,		2
41	Back to the real world: Tangible interaction for design. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2009</b> , 23, 221-223	1.3	2
40	Curved-straight lines-analysis (CSLA) algorithm for handwritten digit recognition enhancement <b>2010</b> ,		2
39	On context of content <b>2007</b> ,		2
38	Energy Cube and Energy Magnets. <i>International Journal of Architectural Computing</i> , <b>2006</b> , 4, 49-66	0.8	2
37	TeleTables and Window Seat160-171		2
36	The Design Amanuensis <b>2001</b> , 1-13		2
35	Using Pen-Based Computing in Technology for Health. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 192-201	0.9	2
34	Sketch That Scene for Me and Meet Me in Cyberspace <b>2011</b> , 121-130		2
33	Gamification of Upper Limb Virtual Rehabilitation in Post Stroke Elderly Using SilverTune- A Multi-sensory Tactile Musical Assistive System <b>2021</b> ,		2
32	SEACHI 2016 <b>2016</b> ,		2
31	The Jam Station: Gamifying Collaborative Musical Experiences Through Algorithmic Assessment <b>2021</b> ,		2
30	Design for Assistive AugmentationMind, Might and Magic. <i>Cognitive Science and Technology</i> , <b>2018</b> , 99-116	0.2	2
29	Hooze <b>2019</b> ,		1
28	Creating Unique Technology for Everyone <b>2015</b> ,		1
27	Game of Light <b>2017</b> ,		1
26	A Browser-Based Perceptual Experiment Platform for Visual Search Study in Augmented Reality System <b>2013</b> ,		1

25	WildAR: Creating a Networked AR System for "In-the-Wild" Studies <b>2015</b> ,		1
24	Move, Beam, and Check! Imagineering Tangible Optical Chess on An Interactive Tabletop Display. <i>Computers in Entertainment</i> , <b>2010</b> , 8, 1-15		1
23	The effects of computing technology in creative design tasks <b>2009</b> ,		1
22	Exploring architectural robotics with the human hive <b>2009</b> ,		1
21	The ED of the Future: an Interdisciplinary Graduate Course in Healthcare Design. <i>Academic Emergency Medicine</i> , <b>2009</b> , 16, S277-S277	3-4	1
20	"Dinner Party" sociable interfaces in a tabletop art project <b>2010</b> ,		1
19	Design, art, craft, science <b>2007</b> ,		1
18	Let There Be Light! Knowledge-Based 3-D Sketching Design Tools. <i>International Journal of Architectural Computing</i> , <b>2004</b> , 2, 211-227	0.8	1
17	Tainted <b>2017</b> ,		1
16	mediRobbi: An Interactive Companion for Pediatric Patients during Hospital Visit. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 547-556	0.9	1
15	Games for Health: Design Cognition-Focused Interventions to Enhance Mental Activity. <i>Communications in Computer and Information Science</i> , <b>2011</b> , 415-419	0.3	1
14	Sociable Tabletop Companions at Dinner Party <i>Communications in Computer and Information Science</i> , <b>2011</b> , 459-463	0.3	1
13	Designing Interactive Computing for Happy Healthy Life. <i>Communications in Computer and Information Science</i> , <b>2013</b> , 1-13	0.3	1
12	A flourishing field. <i>Interactions</i> , <b>2015</b> , 22, 56-59	1	0
11	Design computing and cognition: An introduction. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2010</b> , 24, 1-2	1.3	
10	A letter to a friend: Artificial intelligence and intelligent artifacts. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , <b>2012</b> , 26, 9-9	1.3	
9	Distance-based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. <i>IPSN Transactions on Computer Vision and Applications</i> , <b>2010</b> , 2, 253-261	3.3	
8	EnPower: Haptic Interfaces for Deafblind Individuals to Interact, Communicate, and Entertain. <i>Advances in Intelligent Systems and Computing</i> , <b>2021</b> , 740-756	0.4	



- 7 Multimodal Digital Taste Experience with Delicious Vessel. *Lecture Notes in Computer Science*, **2015**, 409-418
- 6 HealthQuest: Technology That Encourages Physical Activity in the Workplace. *Lecture Notes in Computer Science*, **2010**, 263-266 0.9
- 5 Distance-Based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. *Lecture Notes in Computer Science*, **2010**, 313-322 0.9
- 4 Promoting Positive Employee Health Behavior with Mobile Technology Design. *Communications in Computer and Information Science*, **2011**, 420-424 0.3
- 3 DraWiing Together: Exploring Collaborative User Engagement in Art Exhibitions. *Lecture Notes in Computer Science*, **2011**, 142-151 0.9
- 2 A location-aware app to support the heritage trail experience in Singapore. *Journal of Heritage Tourism*, **2020**, 15, 680-695 1.8
- 1 User Interfaces in Smart Cities **2021**, 687-719