

Ellen Yi-Luen Do, ???

List of Publications by Year in Descending Order

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Version: 2024-04-26

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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	EnPower: Haptic Interfaces for Deafblind Individuals to Interact, Communicate, and Entertain. <i>Advances in Intelligent Systems and Computing</i> , 2021, 740-756	0.4	
131	Gamification of Upper Limb Virtual Rehabilitation in Post Stroke Elderly Using SilverTune- A Multi-sensory Tactile Musical Assistive System 2021,		2
130	User Interfaces in Smart Cities 2021, 1-33		3
129	The Jam Station: Gamifying Collaborative Musical Experiences Through Algorithmic Assessment 2021,		2
128	User Interfaces in Smart Cities 2021, 687-719		
127	RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots 2020,		19
126	Tangible Interfaces with Printed Paper Markers 2020,		7
125	Exploring the Use of Olfactory Stimuli Towards Reducing Visually Induced Motion Sickness in Virtual Reality 2020,		3
124	A location-aware app to support the heritage trail experience in Singapore. <i>Journal of Heritage Tourism</i> , 2020, 15, 680-695	1.8	
123	ShapeBots: Shape-changing Swarm Robots 2019,		33
122	Mechamagnets 2019,		6
121	Hooze 2019,		1
120	Augmented Flavours: Modulation of Flavour Experiences Through Electric Taste Augmentation. <i>Food Research International</i> , 2019, 117, 60-68	7	8
119	Sensing Kirigami 2019,		3
118	HOT SWAP 2019,		2
117	Assessing Performance on Digital Clock Drawing Test in Aged Patients With Cerebral Small Vessel Disease. <i>Frontiers in Neurology</i> , 2019, 10, 1259	4.1	9
116	Tainted: An olfaction-enhanced game narrative for smelling virtual ghosts. <i>International Journal of Human Computer Studies</i> , 2019, 125, 7-18	4.6	10

115	Mechamagnets 2018 ,		4
114	Season Traveller 2018 ,		58
113	Design for Assistive Augmentation Mind, Might and Magic. <i>Cognitive Science and Technology</i> , 2018 , 99-116	0.2	2
112	A Demonstration of Season Traveller 2018 ,		8
111	Ambiotherm 2017 ,		42
110	Virtual Lemonade 2017 ,		18
109	Game of Light 2017 ,		1
108	Joinery 2017 ,		14
107	The Light Orchard 2017 ,		2
106	Vocktail 2017 ,		39
105	Digital Lollipop. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2017 , 13, 1-22	3-4	24
104	Virtual Interactive Human Anatomy 2017 ,		4
103	Tainted 2017 ,		1
102	AmbioTherm 2016 ,		5
101	Virtual Sweet 2016 ,		5
100	Virtual ingredients for food and beverages to create immersive taste experiences. <i>Multimedia Tools and Applications</i> , 2016 , 75, 12291-12309	2.5	17
99	Tactile Teacher: Enhancing Traditional Piano Lessons with Tactile Instructions 2016 ,		3
98	SEACHI 2016 2016 ,		2

97	Word out! 2015,		10
96	Creating Unique Technology for Everyone 2015,		1
95	Tactile Teacher 2015,		10
94	New Interaction Tools for Preserving an Old Language 2015,		6
93	Digital Flavor 2015,		12
92	WildAR: Creating a Networked AR System for "In-the-Wild" Studies 2015,		1
91	A flourishing field. <i>Interactions</i> , 2015 , 22, 56-59	1	0
90	Multimodal Digital Taste Experience with Dicious Vessel. <i>Lecture Notes in Computer Science</i> , 2015 , 409-418	1	0
89	Sensorendipity 2014,		3
88	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> , 2014 , 2014, 4159-62	0.9	29
87	Taste+ 2014,		12
86	Using digital game as clinical screening test to detect color deficiency in young children 2014,		4
85	The Sensation of Taste in the Future of Immersive Media 2014,		12
84	Digital flavor interface 2014,		4
83	Creative design computing for happy healthy living 2014,		2
82	Effects of mobile AR-enabled interactions on retention and transfer for learning in art museum contexts 2014,		5
81	Simulating the sensation of taste for immersive experiences 2013,		28
80	Don't mind me touching my wrist 2013,		87

79	A Browser-Based Perceptual Experiment Platform for Visual Search Study in Augmented Reality System 2013 ,		1
78	The Digital Box and Block Test Automating traditional post-stroke rehabilitation assessment 2013 ,		3
77	Toward a cognitive theory of creativity support 2013 ,		11
76	A theoretical framework of design critiquing in architecture studios. <i>Design Studies</i> , 2013 , 34, 302-325	3.6	75
75	FunRasa 2013 ,		13
74	Evidence-based design of healthcare facilities: opportunities for research and practice in infection prevention. <i>Infection Control and Hospital Epidemiology</i> , 2013 , 34, 514-6	2	21
73	Designing Interactive Computing for Happy Healthy Life. <i>Communications in Computer and Information Science</i> , 2013 , 1-13	0.3	1
72	A letter to a friend: Artificial intelligence and intelligent artifacts. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2012 , 26, 9-9	1.3	
71	Sketch it, make it 2012 ,		20
70	Home-based computerized cognitive assessment tool for dementia screening. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2012 , 4, 429-442	2.2	7
69	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> , 2011 , 2, 23-41		4
68	mediPuppet 2011 ,		4
67	Computing harmony with PerLogicArt 2011 ,		5
66	mediRobbi: An Interactive Companion for Pediatric Patients during Hospital Visit. <i>Lecture Notes in Computer Science</i> , 2011 , 547-556	0.9	1
65	Using Pen-Based Computing in Technology for Health. <i>Lecture Notes in Computer Science</i> , 2011 , 192-201	0.9	2
64	Tactile Hand Gesture Recognition through Haptic Feedback for Affective Online Communication. <i>Lecture Notes in Computer Science</i> , 2011 , 555-563	0.9	3
63	Games for Health: Design Cognition-Focused Interventions to Enhance Mental Activity. <i>Communications in Computer and Information Science</i> , 2011 , 415-419	0.3	1
62	Helping Hands versus ERSP Vision: Comparing Object Recognition Technologies for the Visually Impaired. <i>Communications in Computer and Information Science</i> , 2011 , 383-388	0.3	3

61	Sketch That Scene for Me and Meet Me in Cyberspace 2011 , 121-130		2
60	Promoting Positive Employee Health Behavior with Mobile Technology Design. <i>Communications in Computer and Information Science</i> , 2011 , 420-424	0.3	
59	Sociable Tabletop Companions at Dinner Party <i>Communications in Computer and Information Science</i> , 2011 , 459-463	0.3	1
58	DraWiing Together: Exploring Collaborative User Engagement in Art Exhibitions. <i>Lecture Notes in Computer Science</i> , 2011 , 142-151	0.9	
57	A CONSTRAINT-BASED FURNITURE DESIGN CRITIC. <i>Research and Practice in Technology Enhanced Learning</i> , 2010 , 05, 97-122	2.6	2
56	Design computing and cognition: An introduction. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2010 , 24, 1-2	1.3	
55	Move, Beam, and Check! Imagineering Tangible Optical Chess on An Interactive Tabletop Display. <i>Computers in Entertainment</i> , 2010 , 8, 1-15		1
54	Senior-friendly technologies 2010 ,		13
53	Grocery hunter 2010 ,		7
52	Facial expression wonderland (FEW) 2010 ,		14
51	Mobile music touch 2010 ,		40
50	Making digital leaf collages with blow painting! 2010 ,		2
49	Computational clock drawing analysis for cognitive impairment screening 2010 ,		8
48	Distance-based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. <i>IPSI Transactions on Computer Vision and Applications</i> , 2010 , 2, 253-261	3.3	
47	Curved-straight lines-analysis (CSLA) algorithm for handwritten digit recognition enhancement 2010 ,		2
46	"Dinner Party" sociable interfaces in a tabletop art project 2010 ,		1
45	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> , 2010 , 31, 146-168	3.6	55
44	HealthQuest: Technology That Encourages Physical Activity in the Workplace. <i>Lecture Notes in Computer Science</i> , 2010 , 263-266	0.9	

43	Distance-Based Multiple Paths Quantization of Vocabulary Tree for Object and Scene Retrieval. <i>Lecture Notes in Computer Science</i> , 2010 , 313-322	0.9	
42	Designing together while apart: The role of computer-mediated communication and collaborative virtual environments on design collaboration 2009 ,		4
41	Games for sketch data collection 2009 ,		3
40	The effects of computing technology in creative design tasks 2009 ,		1
39	Exploring architectural robotics with the human hive 2009 ,		1
38	MunchCrunch 2009 ,		13
37	Tangible sketching in 3D with posey 2009 ,		4
36	Back to the real world: Tangible interaction for design. <i>Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM</i> , 2009 , 23, 221-223	1.3	2
35	The ED of the Future: an Interdisciplinary Graduate Course in Healthcare Design. <i>Academic Emergency Medicine</i> , 2009 , 16, S277-S277	3.4	1
34	The mechanisms of value transfer in design meetings. <i>Design Studies</i> , 2009 , 30, 119-137	3.6	35
33	ArchiDNA: An interactive system for creating 2D and 3D conceptual drawings in architectural design. <i>CAD Computer Aided Design</i> , 2009 , 41, 159-172	2.9	6
32	Easigami 2009 ,		8
31	Educating the New Makers: Cross-Disciplinary Creativity. <i>Leonardo</i> , 2009 , 42, 210-215	0.1	6
30	PianoTouch: A wearable haptic piano instruction system for passive learning of piano skills 2008 ,		30
29	Posey 2008 ,		23
28	Escape machine 2008 ,		7
27	On context of content 2007 ,		2
26	Design, art, craft, science 2007 ,		1

25	Environments for creativity 2007 ,		16
24	Computational Support for Sketching in Design: A Review. <i>Foundations and Trends in Human-Computer Interaction</i> , 2007 , 2, 1-93	2.8	57
23	Flow selection 2006 ,		5
22	FlexM: Designing a Physical Construction Kit for 3d Modeling. <i>International Journal of Architectural Computing</i> , 2006 , 4, 27-47	0.8	7
21	Energy Cube and Energy Magnets. <i>International Journal of Architectural Computing</i> , 2006 , 4, 49-66	0.8	2
20	THE DESIGNOSAUR AND THE FURNITURE FACTORY 2006 , 123-140		8
19	Design sketches and sketch design tools. <i>Knowledge-Based Systems</i> , 2005 , 18, 383-405	7.3	23
18	SPOT! Fetch Light. <i>Automation in Construction</i> , 2005 , 14, 181-188	9.6	9
17	Let There Be Light! Knowledge-Based 3-D Sketching Design Tools. <i>International Journal of Architectural Computing</i> , 2004 , 2, 211-227	0.8	1
16	Three R# of Drawing and Design Computation 2004 , 613-632		5
15	A Physical Computing Studio: Exploring Computational Artifacts and Environments. <i>International Journal of Architectural Computing</i> , 2003 , 1, 169-190	0.8	6
14	Afterword: Why Peer Review Journals?. <i>International Journal of Architectural Computing</i> , 2003 , 1, 253-265.8		5
13	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, 149-174	1.3	25
12	Sketching annotations in a 3D web environment 2002 ,		8
11	Navigational blocks 2002 ,		5
10	Navigational blocks 2002 ,		33
9	Annotating and sketching on 3D web models 2002 ,		28
8	Thinking with Diagrams in Architectural Design. <i>Artificial Intelligence Review</i> , 2001 , 15, 135-149	9.7	38

7	The Design Amanuensis 2001 , 1-13		2
6	Space Pen 2001 , 257-270		5
5	Intentions in and relations among design drawings. <i>Design Studies</i> , 2000 , 21, 483-503	3.6	64
4	Drawing on the Back of an Envelope: a framework for interacting with application programs by freehand drawing. <i>Computers and Graphics</i> , 2000 , 24, 835-849	1.8	39
3	Collaboration and coordination in architectural design: approaches to computer mediated team work. <i>Automation in Construction</i> , 1998 , 7, 465-473	9.6	15
2	Ambiguous intentions 1996 ,		114
1	TeleTables and Window Seat 160-171		2