Klaus Miesenberger

List of Publications by Citations

99 papers	287 citations	8 h-index	12 g-index
105 ext. papers	332 ext. citations	0.8 avg, IF	3.27 L-index

#	Paper	IF	Citations
99	**Guidelines for the Development of Accessible Computer Games.** *Lecture Notes in Computer Science,* **2006**, 403-406	0.9	19
98	Towards a Universal Maths Conversion Library. *Lecture Notes in Computer Science,* **2004**, 664-669	0.9	17
97	Twenty five years of training and education in ICT Design for All and Assistive Technology. *Technology and Disability,* **2011**, 23, 163-170	0.7	16
96	More Than Just a Game: Accessibility in Computer Games. *Lecture Notes in Computer Science,* **2008**, 247-260	0.9	15
95	Towards Generalised Accessibility of Computer Games. *Lecture Notes in Computer Science,* **2008**, 518-527	0.9	15
94	A Computer Game Designed for All. *Lecture Notes in Computer Science,* **2008**, 585-592	0.9	12
93	Accessibility of Brainstorming Sessions for Blind People. *Lecture Notes in Computer Science,* **2014**, 237-244	0.9	11
92	Easy to Read on the Web State of the Art and Research Directions. *Procedia Computer Science,* **2014**, 27, 318-326	1.6	8
91	Accessibility Issues in Game-Like Interfaces. *Lecture Notes in Computer Science,* **2008**, 601-604	0.9	8
90	Supporting Blind Students in Navigation and Manipulation of Mathematical Expressions: Basic Requirements and Strategies. *Lecture Notes in Computer Science,* **2006**, 1235-1242	0.9	8
89	A software model to support collaborative mathematical work between braille and sighted users **2007**,		6
88	Mathematical Working Environment for the Blind Motivation and Basic Ideas. *Lecture Notes in Computer Science,* **2004**, 656-663	0.9	6
87	Design for All in Information Technology: A Universal Concern. *Lecture Notes in Computer Science,* **2005**, 406-420	0.9	6
86	Raising the Expertise of Web Designers Through Training The Experience of BFWD Accessible Web Design (Barrierefreies Webdesign) in Austria. *Lecture Notes in Computer Science,* **2006**, 253-257	0.9	6
85	Can We Improve App Accessibility with Advanced Development Methods?. *Lecture Notes in Computer Science,* **2018**, 64-70	0.9	5
84	"Easy-to-Read on the Web": State of the Art and Needed Research. *Lecture Notes in Computer Science,* **2014**, 161-168	0.9	5
83	A Mobile Guidance Platform for Public Transportation. *Lecture Notes in Computer Science,* **2014**, 58-64	0.9	5

82	Virtual Navigation Environment for Blind and Low Vision People. *Lecture Notes in Computer Science*, **2018**, 114-122	0.9	5
81	Best Practice in Design for All. *Human Factors and Ergonomics*, **2009**, 1-19		5
80	MAPVI **2019**,		4
79	Making Tabletop Interaction Accessible for Blind Users **2014**,		4
78	ECDL – PD – Using a Well Known Standard to Lift Barriers on the Labour Market. *Lecture Notes in Computer Science*, **2002**, 723-730	0.9	4
77	Web Accessibility Conformity Assessment – Implementation Alternatives for a Quality Mark in Austria. *Lecture Notes in Computer Science*, **2006**, 271-278	0.9	4
76	Presenting Non-verbal Communication to Blind Users in Brainstorming Sessions. *Lecture Notes in Computer Science*, **2014**, 220-225	0.9	4
75	The Assistive Home – More than Just Another Approach to Independent Living?. *Lecture Notes in Computer Science*, **2004**, 891-897	0.9	4
74	MathInBraille Online Converter. *Lecture Notes in Computer Science*, **2012**, 196-203	0.9	4
73	ICT and Assistive Technology in Teachers Education and Training. *Lecture Notes in Computer Science*, **2002**, 107-114	0.9	4
72	Joint Study Programme on Accessible Web Design. *Lecture Notes in Computer Science*, **2008**, 182-189	0.9	3
71	HeadControl+: A Multi-modal Input Device. *Lecture Notes in Computer Science*, **2004**, 774-781	0.9	3
70	Requirements Engineering for People with Cognitive Disabilities – Exploring New Ways for Peer-Researchers and Developers to Cooperate. *Lecture Notes in Computer Science*, **2018**, 439-445	0.9	3
69	An Accessible Environment to Integrate Blind Participants into Brainstorming Sessions. *Lecture Notes in Computer Science*, **2016**, 587-593	0.9	3
68	TokenAccess: Improving Accessibility of Automatic Teller Machines (ATMs) by Transferring the Interface and Interaction to Personal Accessible Devices. *Lecture Notes in Computer Science*, **2018**, 335-342	0.9	3
67	Chemical Workbench for Blind People – Accessing the Structure of Chemical Formula. *Lecture Notes in Computer Science*, **2008**, 953-960	0.9	3
66	Towards Generalised Accessibility of Computer Games Introduction to the Special Thematic Session. *Lecture Notes in Computer Science*, **2008**, 542-544	0.9	3
65	Improving the Re-digitisation Process by Using Software with Automatic Metadata Detection. *Lecture Notes in Computer Science*, **2010**, 35-42	0.9	3

64	Key factors in the engineering process for systems for aging in place contributing to low usability and success. *Journal of Enabling Technologies*, **2018**, 12, 186-196	0.9	3
63	Assistec A University Course on Assistive Technologies. *Lecture Notes in Computer Science*, **2006**, 361-368	0.9	3
62	Gaze Based Magnification to Assist Visually Impaired Persons. *Lecture Notes in Computer Science*, **2018**, 333-337	0.9	2
61	Assisting people with Nystagmus through image stabilization: Using an ARX model to overcome processing delays. *Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference*, **2017**, 2017, 1222-1225	0.9	2
60	Virtual mobility trainer for visually impaired people. *Technology and Disability*, **2015**, 26, 211-219	0.7	2
59	ASVG Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. *Journal of Assistive Technologies*, **2015**, 9, 239-246		2
58	Web Accessibility -Implementierungsstrategien für ein Gütesiegel. *Hmd*, **2009**, 46, 71-79	0.7	2
57	ECDL-PD: International Co-operation to Keep the Syllabus and MQTB Open for Everybody. *Lecture Notes in Computer Science*, **2004**, 164-170	0.9	2
56	Schulbuch Barrierefrei (Accessible School Books) Co-operation Between Publishers and Service Providers in Austria. *Lecture Notes in Computer Science*, **2006**, 32-39	0.9	2
55	ECDL bf: Equal Opportunities Through Equal Access to an ECDL E-Learning Solution. *Lecture Notes in Computer Science*, **2006**, 560-567	0.9	2
54	Accessible Information Space to Promote Accessible Tourism. *Lecture Notes in Computer Science*, **2006**, 329-336	0.9	2
53	Techniques for Improved Speech-Based Access to Diagrammatic Representations. *Lecture Notes in Computer Science*, **2018**, 636-643	0.9	2
52	AUDiaL: A Natural Language Interface to Make Statistical Charts Accessible to Blind Persons. *Lecture Notes in Computer Science*, **2020**, 373-384	0.9	2
51	Postgraduate Course on Accessible Web Design. *Lecture Notes in Computer Science*, **2004**, 183-186	0.9	2
50	Accessibility of a Social Network Game. *Lecture Notes in Computer Science*, **2010**, 243-246	0.9	2
49	The eAccess+ Network: Enhancing the Take-Up of eAccessibility in Europe. *Lecture Notes in Computer Science*, **2012**, 325-328	0.9	2
48	A Comparative Study on Java Technologies for Focus and Cursor Handling in Accessible Dynamic Interactions. *Studies in Health Technology and Informatics*, **2015**, 217, 267-73	0.5	2
47	Accapto, a Generic Design and Development Toolkit for Accessible Mobile Apps. *Studies in Health Technology and Informatics*, **2017**, 242, 660-664	0.5	2

46	IDMILE: An interactive didactic math inclusion learning environment for blind students. *Technology and Disability*, **2017**, 29, 47-61	0.7	1
45	Using XML for Publishing on Demand in Different Output Formats **2006**,		1
44	Learning from Each Other: Comparing the Service Provision for Blind and Visually-Impaired Students in Post-secondary Education in Japan and Europe. *Lecture Notes in Computer Science*, **2002**, 753-755	0.9	1
43	Developing Academic Skills among Print Disabled Students: IT Based Austrian-Wide Network for Service Provision. *Lecture Notes in Computer Science*, **2002**, 739-746	0.9	1
42	Cognitive Disabilities and Accessibility - Pushing the Boundaries of Inclusion Using Digital Technologies and Accessible eLearning Environments. *Lecture Notes in Computer Science*, **2020**, 47-52	0.9	1
41	Accessible Multimodal Tool Support for Brainstorming Meetings. *Lecture Notes in Computer Science*, **2020**, 11-20	0.9	1
40	ECDL PD: 15 Years Later. *Lecture Notes in Computer Science*, **2016**, 429-436	0.9	1
39	Interfacing the Interface: Unification Through Separation. *Lecture Notes in Computer Science*, **2004**, 125-132	0.9	1
38	Mobility Support for People with Dementia. *Lecture Notes in Computer Science*, **2016**, 253-256	0.9	1
37	Personalized Computer Access for People with Severe Motor Disabilities. *Lecture Notes in Computer Science*, **2017**, 397-415	0.9	1
36	Success through Exchange: The Higher Education Accessibility Guide (HEAG). *Lecture Notes in Computer Science*, **2010**, 531-536	0.9	1
35	Virtual Braille-Keyboard in Co-located Meetings. *Lecture Notes in Computer Science*, **2014**, 231-236	0.9	1
34	Personal access to documents using different literacy levels. *Universal Access in the Information Society*, **2020**, 19, 527-539	2.5	1
33	Accessibility of Co-Located Meetings. *Lecture Notes in Computer Science*, **2022**, 289-294	0.9	1
32	Gravity Controls for Windows. *Lecture Notes in Computer Science*, **2012**, 157-163	0.9	0
31	ASVG Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. *Journal of Assistive Technologies*,239-246		0
30	Analysis of Implicit Didactics in Math Schoolbooks for Interactive Non-visual User Interface Development. *Lecture Notes in Computer Science*, **2016**, 19-26	0.9	0
29	Dealing with Changes in Supporting Students with Disabilities in Higher Education. *Lecture Notes in Computer Science*, **2012**, 25-32	0.9	0

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10	Gesture-Based Browsing of Mathematics. *Lecture Notes in Computer Science*, **2014**, 525-532	0.9
9	Automated Configuration of Applications for People with Specific Needs. *Lecture Notes in Computer Science*, **2014**, 234-237	0.9
8	AsTeRICS. *Advances in Medical Technologies and Clinical Practice Book Series*, **2014**, 154-179	0.3
7	Proposal for a Structure Mark-Up Supporting Accessibility for the Next Generation (X)HTML-Standards. *Lecture Notes in Computer Science*, **2008**, 418-425	0.9
6	Effective Non-visual Access to Diagrams via an Augmented Natural Language Interface. *Lecture Notes in Computer Science*, **2022**, 63-72	0.9
5	Buddy - A Personal Companion to Match People with Cognitive Disabilities and AT. *Lecture Notes in Computer Science*, **2022**, 275-283	0.9
4	Development, Evaluation and Assessment of Assistive Technologies. *Lecture Notes in Computer Science*, **2022**, 259-266	0.9
3	Art Karshmer Lectures in Access to Mathematics, Science and Engineering. *Lecture Notes in Computer Science*, **2022**, 3-6	0.9
2	Cognitive Disabilities and Accessibility. *Lecture Notes in Computer Science*, **2022**, 409-416	0.9
1	Accessible User Interface Concept for Business Meeting Tool Support Including Spatial and Non-verbal Information for Blind and Visually Impaired People. *Lecture Notes in Computer Science*, **2022**, 321-328	0.9