

Klaus Miesenberger

List of Publications by Year in Descending Order

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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.

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	Effective Non-visual Access to Diagrams via an Augmented Natural Language Interface. <i>Lecture Notes in Computer Science, 2022, 63-72</i>	0.9	
98	Buddy - A Personal Companion to Match People with Cognitive Disabilities and AT. <i>Lecture Notes in Computer Science, 2022, 275-283</i>	0.9	
97	Development, Evaluation and Assessment of Assistive Technologies. <i>Lecture Notes in Computer Science, 2022, 259-266</i>	0.9	
96	Art Karshmer Lectures in Access to Mathematics, Science and Engineering. <i>Lecture Notes in Computer Science, 2022, 3-6</i>	0.9	
95	Accessibility of Co-Located Meetings. <i>Lecture Notes in Computer Science, 2022, 289-294</i>	0.9	1
94	Cognitive Disabilities and Accessibility. <i>Lecture Notes in Computer Science, 2022, 409-416</i>	0.9	
93	Accessible User Interface Concept for Business Meeting Tool Support Including Spatial and Non-verbal Information for Blind and Visually Impaired People. <i>Lecture Notes in Computer Science, 2022, 321-328</i>	0.9	
92	Pointing Gesture Based User Interaction of Tool Supported Brainstorming Meetings. <i>Lecture Notes in Computer Science, 2020, 21-29</i>	0.9	
91	Accessibility of Non-verbal Communication: Making Spatial Information Accessible to People with Disabilities. <i>Lecture Notes in Computer Science, 2020, 3-10</i>	0.9	
90	Adaptive User Interfaces for People with Cognitive Disabilities within the Easy Reading Framework. <i>Lecture Notes in Computer Science, 2020, 53-60</i>	0.9	
89	AUDiaL: A Natural Language Interface to Make Statistical Charts Accessible to Blind Persons. <i>Lecture Notes in Computer Science, 2020, 373-384</i>	0.9	2
88	Automatic Assistance to Cognitive Disabled Web Users via Reinforcement Learning on the Browser. <i>Lecture Notes in Computer Science, 2020, 61-72</i>	0.9	
87	User Centered Design and User Participation in Inclusive R&D. <i>Lecture Notes in Computer Science, 2020, 3-9</i>	0.9	
86	Cognitive Disabilities and Accessibility - Pushing the Boundaries of Inclusion Using Digital Technologies and Accessible eLearning Environments. <i>Lecture Notes in Computer Science, 2020, 47-52</i>	0.9	1
85	Accessible Multimodal Tool Support for Brainstorming Meetings. <i>Lecture Notes in Computer Science, 2020, 11-20</i>	0.9	1
84	Personal access to documents using different literacy levels. <i>Universal Access in the Information Society, 2020, 19, 527-539</i>	2.5	1
83	MAPVI 2019,		4

82	Gaze Based Magnification to Assist Visually Impaired Persons. <i>Lecture Notes in Computer Science</i> , 2018 , 333-337	0.9	2
81	Can We Improve App Accessibility with Advanced Development Methods?. <i>Lecture Notes in Computer Science</i> , 2018 , 64-70	0.9	5
80	Art Karshmer Lectures in Access to Mathematics, Science and Engineering. <i>Lecture Notes in Computer Science</i> , 2018 , 561-564	0.9	
79	Requirements Engineering for People with Cognitive Disabilities [Exploring New Ways for Peer-Researchers and Developers to Cooperate. <i>Lecture Notes in Computer Science</i> , 2018 , 439-445	0.9	3
78	Techniques for Improved Speech-Based Access to Diagrammatic Representations. <i>Lecture Notes in Computer Science</i> , 2018 , 636-643	0.9	2
77	Virtual Navigation Environment for Blind and Low Vision People. <i>Lecture Notes in Computer Science</i> , 2018 , 114-122	0.9	5
76	TokenAccess: Improving Accessibility of Automatic Teller Machines (ATMs) by Transferring the Interface and Interaction to Personal Accessible Devices. <i>Lecture Notes in Computer Science</i> , 2018 , 335-342	0.9	3
75	Key factors in the engineering process for systems for aging in place contributing to low usability and success. <i>Journal of Enabling Technologies</i> , 2018 , 12, 186-196	0.9	3
74	Assisting people with Nystagmus through image stabilization: Using an ARX model to overcome processing delays. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , 2017 , 2017, 1222-1225	0.9	2
73	IDMILE: An interactive didactic math inclusion learning environment for blind students. <i>Technology and Disability</i> , 2017 , 29, 47-61	0.7	1
72	Personalized Computer Access for People with Severe Motor Disabilities. <i>Lecture Notes in Computer Science</i> , 2017 , 397-415	0.9	1
71	Accapto, a Generic Design and Development Toolkit for Accessible Mobile Apps. <i>Studies in Health Technology and Informatics</i> , 2017 , 242, 660-664	0.5	2
70	ECDL PD: 15 Years Later. <i>Lecture Notes in Computer Science</i> , 2016 , 429-436	0.9	1
69	An Accessible Environment to Integrate Blind Participants into Brainstorming Sessions. <i>Lecture Notes in Computer Science</i> , 2016 , 587-593	0.9	3
68	Easy Reader for the Importance of Being Understood. <i>Lecture Notes in Computer Science</i> , 2016 , 297-300	0.9	
67	Analysis of Implicit Didactics in Math Schoolbooks for Interactive Non-visual User Interface Development. <i>Lecture Notes in Computer Science</i> , 2016 , 19-26	0.9	0
66	Mobility Support for People with Dementia. <i>Lecture Notes in Computer Science</i> , 2016 , 253-256	0.9	1
65	A LaTeX to Braille Conversion Tool for Creating Accessible Schoolbooks in Austria. <i>Lecture Notes in Computer Science</i> , 2016 , 397-400	0.9	

64	Virtual mobility trainer for visually impaired people. <i>Technology and Disability</i> , 2015 , 26, 211-219	0.7	2
63	ASVG [Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. <i>Journal of Assistive Technologies</i> , 2015 , 9, 239-246		2
62	A Comparative Study on Java Technologies for Focus and Cursor Handling in Accessible Dynamic Interactions. <i>Studies in Health Technology and Informatics</i> , 2015 , 217, 267-73	0.5	2
61	Making Tabletop Interaction Accessible for Blind Users 2014 ,		4
60	Easy to Read on the Web [State of the Art and Research Directions. <i>Procedia Computer Science</i> , 2014 , 27, 318-326	1.6	8
59	"Easy-to-Read on the Web": State of the Art and Needed Research. <i>Lecture Notes in Computer Science</i> , 2014 , 161-168	0.9	5
58	Presenting Non-verbal Communication to Blind Users in Brainstorming Sessions. <i>Lecture Notes in Computer Science</i> , 2014 , 220-225	0.9	4
57	Accessibility of Brainstorming Sessions for Blind People. <i>Lecture Notes in Computer Science</i> , 2014 , 237-244	0.9	11
56	A Mobile Guidance Platform for Public Transportation. <i>Lecture Notes in Computer Science</i> , 2014 , 58-64	0.9	5
55	Virtual Braille-Keyboard in Co-located Meetings. <i>Lecture Notes in Computer Science</i> , 2014 , 231-236	0.9	1
54	Roadmap to eAccessibility. <i>Lecture Notes in Computer Science</i> , 2014 , 324-331	0.9	
53	Gesture-Based Browsing of Mathematics. <i>Lecture Notes in Computer Science</i> , 2014 , 525-532	0.9	
52	Automated Configuration of Applications for People with Specific Needs. <i>Lecture Notes in Computer Science</i> , 2014 , 234-237	0.9	
51	AsTeRICS. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2014 , 154-179	0.3	
50	Gravity Controls for Windows. <i>Lecture Notes in Computer Science</i> , 2012 , 157-163	0.9	0
49	MathInBraille Online Converter. <i>Lecture Notes in Computer Science</i> , 2012 , 196-203	0.9	4
48	Dealing with Changes in Supporting Students with Disabilities in Higher Education. <i>Lecture Notes in Computer Science</i> , 2012 , 25-32	0.9	0
47	The eAccess+ Network: Enhancing the Take-Up of eAccessibility in Europe. <i>Lecture Notes in Computer Science</i> , 2012 , 325-328	0.9	2

46	Twenty five years of training and education in ICT Design for All and Assistive Technology. <i>Technology and Disability</i> , 2011 , 23, 163-170	0.7	16
45	Innovative Man Machine Interfaces and Solutions to Support Totally Blind People. <i>Advances in Intelligent and Soft Computing</i> , 2011 , 437-444		
44	Planning of Inclusive and Accessible Events. <i>Lecture Notes in Computer Science</i> , 2010 , 266-272	0.9	
43	Improving the Re-digitisation Process by Using Software with Automatic Metadata Detection. <i>Lecture Notes in Computer Science</i> , 2010 , 35-42	0.9	3
42	Web_Access: Education on Accessible Web Design. <i>Lecture Notes in Computer Science</i> , 2010 , 404-407	0.9	
41	New Production and Delivery System for Pupils with Disabilities in Austria as Chance for Higher Quality Output. <i>Lecture Notes in Computer Science</i> , 2010 , 43-46	0.9	
40	Accessibility of a Social Network Game. <i>Lecture Notes in Computer Science</i> , 2010 , 243-246	0.9	2
39	Success through Exchange: The Higher Education Accessibility Guide (HEAG). <i>Lecture Notes in Computer Science</i> , 2010 , 531-536	0.9	1
38	Web Accessibility -Implementierungsstrategien fflein GEsiegel. <i>Hmd</i> , 2009 , 46, 71-79	0.7	2
37	Best Practice in Design for All. <i>Human Factors and Ergonomics</i> , 2009 , 1-19		5
36	More Than Just a Game: Accessibility in Computer Games. <i>Lecture Notes in Computer Science</i> , 2008 , 247-260	0.9	15
35	Joint Study Programme on Accessible Web Design. <i>Lecture Notes in Computer Science</i> , 2008 , 182-189	0.9	3
34	Towards Generalised Accessibility of Computer Games. <i>Lecture Notes in Computer Science</i> , 2008 , 518-527	0.9	15
33	Chemical Workbench for Blind People Accessing the Structure of Chemical Formula. <i>Lecture Notes in Computer Science</i> , 2008 , 953-960	0.9	3
32	Towards Generalised Accessibility of Computer Games Introduction to the Special Thematic Session. <i>Lecture Notes in Computer Science</i> , 2008 , 542-544	0.9	3
31	A Computer Game Designed for All. <i>Lecture Notes in Computer Science</i> , 2008 , 585-592	0.9	12
30	Accessibility Issues in Game-Like Interfaces. <i>Lecture Notes in Computer Science</i> , 2008 , 601-604	0.9	8
29	Proposal for a Structure Mark-Up Supporting Accessibility for the Next Generation (X)HTML-Standards. <i>Lecture Notes in Computer Science</i> , 2008 , 418-425	0.9	

28	A software model to support collaborative mathematical work between braille and sighted users 2007 ,		6
27	Guidelines for the Development of Accessible Computer Games. <i>Lecture Notes in Computer Science</i> , 2006 , 403-406	0.9	19
26	Using XML for Publishing on Demand in Different Output Formats 2006 ,		1
25	IRCS ¶infra Red Code System: Access to Infra Red Codes for Ambient and Assisted Living. <i>Lecture Notes in Computer Science</i> , 2006 , 488-491	0.9	
24	Schulbuch Barrierefrei (Accessible School Books) ¶Co-operation Between Publishers and Service Providers in Austria. <i>Lecture Notes in Computer Science</i> , 2006 , 32-39	0.9	2
23	ECDL bf: Equal Opportunities Through Equal Access to an ECDL E-Learning Solution. <i>Lecture Notes in Computer Science</i> , 2006 , 560-567	0.9	2
22	Accessible Information Space to Promote Accessible Tourism. <i>Lecture Notes in Computer Science</i> , 2006 , 329-336	0.9	2
21	Web Accessibility Conformity Assessment ¶Implementation Alternatives for a Quality Mark in Austria. <i>Lecture Notes in Computer Science</i> , 2006 , 271-278	0.9	4
20	Supporting Blind Students in Navigation and Manipulation of Mathematical Expressions: Basic Requirements and Strategies. <i>Lecture Notes in Computer Science</i> , 2006 , 1235-1242	0.9	8
19	Raising the Expertise of Web Designers Through Training ¶The Experience of BFWD ¶Accessible Web Design (Barrierefreies Webdesign) in Austria. <i>Lecture Notes in Computer Science</i> , 2006 , 253-257	0.9	6
18	¶Assisted¶A University Course on Assistive Technologies. <i>Lecture Notes in Computer Science</i> , 2006 , 361-368.	0.9	3
17	Design for All in Information Technology: A Universal Concern. <i>Lecture Notes in Computer Science</i> , 2005 , 406-420	0.9	6
16	SmartX ¶Enabling Traditional Environmental Control to Use Standard HCI. <i>Lecture Notes in Computer Science</i> , 2004 , 945-952	0.9	
15	Mathematical Working Environment for the Blind Motivation and Basic Ideas. <i>Lecture Notes in Computer Science</i> , 2004 , 656-663	0.9	6
14	ECDL-PD: International Co-operation to Keep the Syllabus and MQTB Open for Everybody. <i>Lecture Notes in Computer Science</i> , 2004 , 164-170	0.9	2
13	HeadControl+: A Multi-modal Input Device. <i>Lecture Notes in Computer Science</i> , 2004 , 774-781	0.9	3
12	The Assistive Home ¶More than Just Another Approach to Independent Living?. <i>Lecture Notes in Computer Science</i> , 2004 , 891-897	0.9	4
11	Postgraduate Course on Accessible Web Design. <i>Lecture Notes in Computer Science</i> , 2004 , 183-186	0.9	2

10	Towards a Universal Maths Conversion Library. <i>Lecture Notes in Computer Science</i> , 2004 , 664-669	0.9	17
9	Interfacing the Interface: Unification Through Separation. <i>Lecture Notes in Computer Science</i> , 2004 , 125-132	0.9	1
8	Learning from Each Other: Comparing the Service Provision for Blind and Visually-Impaired Students in Post-secondary Education in Japan and Europe. <i>Lecture Notes in Computer Science</i> , 2002 , 753-755	0.9	1
7	Virtual Libraries Initiatives with Usable Results for Print Disabled People. <i>Lecture Notes in Computer Science</i> , 2002 , 366-373	0.9	
6	Developing Academic Skills among Print Disabled Students: IT Based Austrian-Wide Network for Service Provision. <i>Lecture Notes in Computer Science</i> , 2002 , 739-746	0.9	1
5	ECDL PD Using a Well Known Standard to Lift Barriers on the Labour Market. <i>Lecture Notes in Computer Science</i> , 2002 , 723-730	0.9	4
4	Harmonisation of the Copyright Law throughout the European Union A Challenge for All Print Disabled People. <i>Lecture Notes in Computer Science</i> , 2002 , 321-328	0.9	
3	ICT and Assistive Technology in Teachers Education and Training. <i>Lecture Notes in Computer Science</i> , 2002 , 107-114	0.9	4
2	AsTeRICS1857-1884		
1	ASVG Accessible Scalable Vector Graphics: intention trees to make charts more accessible and usable. <i>Journal of Assistive Technologies</i> , 239-246		0