

# Brygg Ullmer

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7624258/publications.pdf>

Version: 2024-02-01

25  
papers

4,398  
citations

1163117

8  
h-index

1474206

9  
g-index

26  
all docs

26  
docs citations

26  
times ranked

2075  
citing authors

#	ARTICLE	IF	CITATIONS
1	Tangible bits. , 1997, , .		2,417
2	The metaDESK. , 1997, , .		393
3	Gibbon genome and the fast karyotype evolution of small apes. Nature, 2014, 513, 195-201.	27.8	320
4	Ambient Displays: Turning Architectural Space into an Interface between People and Digital Information. Lecture Notes in Computer Science, 1998, , 22-32.	1.3	213
5	ambientROOM. , 1998, , .		210
6	Token+constraint systems for tangible interaction with digital information. ACM Transactions on Computer-Human Interaction, 2005, 12, 81-118.	5.7	177
7	mediaBlocks. , 1998, , .		165
8	DataTiles. , 2001, , .		148
9	Exploring the design space of gestural interaction with active tokens through user-defined gestures. , 2014, , .		67
10	Strata/ICC. , 2001, , .		28
11	Distributed and collaborative visualization of large data sets using high-speed networks. Future Generation Computer Systems, 2006, 22, 1004-1010.	7.5	27
12	Entangling space, form, light, time, computational STEAM, and cultural artifacts. Interactions, 2012, 19, 32-39.	1.0	26
13	Hard and Soft Tangibles. , 2018, , .		24
14	Toward tangibles and display-rich interfaces for co-located and distributed genomics collaborations. Personal and Ubiquitous Computing, 2020, , 1.	2.8	24
15	Envisioning tangibles and display-rich interfaces for co-located and distributed genomics collaborations. , 2019, , .		23
16	Framing fraught topics through tangible multi-display engagement with live news. , 2017, , .		22
17	Tangible user interfaces in context and theory. , 2007, , .		19
18	Tangible menus and interaction trays. , 2008, , .		14

#	ARTICLE	IF	CITATIONS
19	Decoupling interaction hardware design using libraries of reusable electronics. , 2009, , .		14
20	Cartouche. , 2010, , .		12
21	Discovery of a new repeat family in the <i>Callithrix jacchus</i> genome. Genome Research, 2016, 26, 649-659.	5.5	11
22	Casier. , 2010, , .		10
23	Empirically Evaluating the Effects of Perceptual Information Channels on the Size Perception of Tangibles in Near-Field Virtual Reality. , 2021, , .		9
24	Tangible User Interfaces. Human Factors and Ergonomics, 2012, , 465-490.	0.0	3
25	Contact-sensitive artefacts: implementing tangible interfaces through force-torque sensing. International Journal of Arts and Technology, 2008, 1, 332.	0.1	0