

# Minglu Zhu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/790621/publications.pdf>

Version: 2024-02-01

24  
papers

3,136  
citations

361045

20  
h-index

752256

20  
g-index

24  
all docs

24  
docs citations

24  
times ranked

1807  
citing authors

#	ARTICLE	IF	CITATIONS
1	Haptic-feedback smart glove as a creative human-machine interface (HMI) for virtual/augmented reality applications. <i>Science Advances</i> , 2020, 6, eaaz8693.	4.7	419
2	Triboelectric nanogenerator sensors for soft robotics aiming at digital twin applications. <i>Nature Communications</i> , 2020, 11, 5381.	5.8	363
3	Machine Learning Glove Using Self-Powered Conductive Superhydrophobic Triboelectric Textile for Gesture Recognition in VR/AR Applications. <i>Advanced Science</i> , 2020, 7, 2000261.	5.6	290
4	Self-Powered and Self-Functional Cotton Sock Using Piezoelectric and Triboelectric Hybrid Mechanism for Healthcare and Sports Monitoring. <i>ACS Nano</i> , 2019, 13, 1940-1952.	7.3	221
5	Deep learning-enabled triboelectric smart socks for IoT-based gait analysis and VR applications. <i>Npj Flexible Electronics</i> , 2020, 4, .	5.1	213
6	Progress in TENG technology—A journey from energy harvesting to nanoenergy and nanosystem. <i>EcoMat</i> , 2020, 2, e12058.	6.8	194
7	Technologies toward next generation human machine interfaces: From machine learning enhanced tactile sensing to neuromorphic sensory systems. <i>Applied Physics Reviews</i> , 2020, 7, .	5.5	194
8	Making use of nanoenergy from human “Nanogenerator and self-powered sensor enabled sustainable wireless IoT sensory systems. <i>Nano Today</i> , 2021, 36, 101016.	6.2	180
9	Triboelectric Self-Powered Wearable Flexible Patch as 3D Motion Control Interface for Robotic Manipulator. <i>ACS Nano</i> , 2018, 12, 11561-11571.	7.3	179
10	Self-powered glove-based intuitive interface for diversified control applications in real/cyber space. <i>Nano Energy</i> , 2019, 58, 641-651.	8.2	140
11	Artificial Intelligence of Things (AIoT) Enabled Virtual Shop Applications Using Self-Powered Sensor Enhanced Soft Robotic Manipulator. <i>Advanced Science</i> , 2021, 8, e2100230.	5.6	138
12	Low cost exoskeleton manipulator using bidirectional triboelectric sensors enhanced multiple degree of freedom sensory system. <i>Nature Communications</i> , 2021, 12, 2692.	5.8	107
13	Battery-free short-range self-powered wireless sensor network (SS-WSN) using TENG based direct sensory transmission (TDST) mechanism. <i>Nano Energy</i> , 2020, 67, 104266.	8.2	101
14	An epidermal sEMG tattoo-like patch as a new human “machine interface for patients with loss of voice. <i>Microsystems and Nanoengineering</i> , 2020, 6, 16.	3.4	84
15	Self-powered multifunctional monitoring system using hybrid integrated triboelectric nanogenerators and piezoelectric microsensors. <i>Nano Energy</i> , 2019, 58, 612-623.	8.2	83
16	Triboelectric single-electrode-output control interface using patterned grid electrode. <i>Nano Energy</i> , 2019, 60, 545-556.	8.2	71
17	Progress in the Triboelectric Human “Machine Interfaces (HMIs)-Moving from Smart Gloves to AI/Haptic Enabled HMI in the 5G/IoT Era. <i>Nanoenergy Advances</i> , 2021, 1, 81-121.	3.6	59
18	Intuitive-augmented human-machine multidimensional nano-manipulation terminal using triboelectric stretchable strip sensors based on minimalist design. <i>Nano Energy</i> , 2019, 60, 440-448.	8.2	47

#	ARTICLE	IF	CITATIONS
19	All in One, Self-Powered Bionic Artificial Nerve Based on a Triboelectric Nanogenerator. <i>Advanced Science</i> , 2021, 8, 2004727.	5.6	26
20	Scalable self-attaching/assembling robotic cluster (S2A2RC) system enabled by triboelectric sensors for in-orbit spacecraft application. <i>Nano Energy</i> , 2022, 93, 106894.	8.2	21
21	Haptic-Feedback Ring Enabled Human-Machine Interface (HMI) Aiming at Immersive Virtual Reality Experience. , 2021, , .		3
22	Smart Soft Robotic Manipulator for Artificial Intelligence of Things (AIOT) Based Unmanned Shop Applications. , 2021, , .		2
23	Self-Powered Intuitive Control Interface Towards Diversified Gaming, AI, and Online Shopping Applications. , 2019, , .		1
24	Exploration of Multi-dimensional Sensing in Human Machine Interactions. , 2021, , .		0