

# Tsutomu Terada

## List of Publications by Citations

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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.

121  
papers

520  
citations

11  
h-index

16  
g-index

175  
ext. papers

719  
ext. citations

1.7  
avg, IF

3.69  
L-index

#	Paper	IF	Citations
121	HASC Challenge <b>2011</b> ,		54
120	A destination prediction method using driving contexts and trajectory for car navigation systems <b>2009</b> ,		21
119	Monitoring respiratory rates with a wearable system using a stretchable strain sensor during moderate exercise. <i>Medical and Biological Engineering and Computing</i> , <b>2019</b> , 57, 2741-2756	3.1	19
118	A smile/laughter recognition mechanism for smile-based life logging <b>2013</b> ,		18
117	Ultrasound-based movement sensing, gesture-, and context-recognition <b>2013</b> ,		15
116	A recognition method for combined activities with accelerometers <b>2014</b> ,		14
115	HASC2011corpus <b>2011</b> ,		14
114	An information layout method for an optical see-through head mounted display focusing on the viewability <b>2008</b> ,		14
113	The augmented narrative <b>2015</b> ,		13
112	Ubiquitous Chip: A Rule-Based I/O Control Device for Ubiquitous Computing. <i>Lecture Notes in Computer Science</i> , <b>2004</b> , 238-253	0.9	13
111	Design of a Car Navigation System that Predicts User Destination <b>2006</b> ,		11
110	A Context-Aware System that Changes Sensor Combinations Considering Energy Consumption. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 197-212	0.9	11
109	A Method for Wearable Projector Selection that Considers the Viewability of Projected Images. <i>Computers in Entertainment</i> , <b>2010</b> , 8, 1-16		10
108	An information presentation method for head mounted display considering surrounding environments <b>2014</b> ,		9
107	Evaluating Gesture Recognition by Multiple-Sensor-Containing Mobile Devices <b>2011</b> ,		9
106	Lighting choreographer <b>2011</b> ,		8
105	A Motion Recognition Method for a Wearable Dancing Musical Instrument <b>2009</b> ,		8

104	A Map Matching Algorithm for Car Navigation Systems that Predict User Destination <b>2008,</b>		8
103	A Context Aware System Based on Scent <b>2011,</b>		7
102	A Framework for Constructing Entertainment Contents Using Flash and Wearable Sensors. <i>Lecture Notes in Computer Science, 2010,</i> 334-341	0.9	7
101	Screen Unlocking Method using Behavioral Characteristics when Taking Mobile Phone from Pocket <b>2016,</b>		7
100	Mobile phone user authentication with grip gestures using pressure sensors. <i>International Journal of Pervasive Computing and Communications, 2015,</i> 11, 288-301	3.3	6
99	Early gesture recognition method with an accelerometer. <i>International Journal of Pervasive Computing and Communications, 2015,</i> 11, 270-287	3.3	6
98	Training system of bicycle pedaling using auditory feedback <b>2015,</b>		6
97	<b>2010,</b>		6
96	A method for identification of moving objects by integrative use of a camera and accelerometers <b>2012,</b>		6
95	A system for practicing formations in dance performance supported by self-propelled screen <b>2013,</b>		5
94	A pointing method using two accelerometers for wearable computing <b>2009,</b>		5
93	Designing gestures for hands and feet in daily life <b>2011,</b>		5
92	A system for visualizing sound source using augmented reality <b>2012,</b>		5
91	A pointing method using accelerometers for graphical user interfaces <b>2012,</b>		5
90	Musical B-boying: A Wearable Musical Instrument by Dancing. <i>Lecture Notes in Computer Science, 2008,</i> 155-160	0.9	5
89	An Information Layout Method for an Optical See-through HMD Considering the Background <b>2007,</b>		5
88	An event-driven navigation platform for wearable computing environments		5
87	Readability and legibility of fonts considering shakiness of head mounted displays <b>2019,</b>		4

86	Recognizing activities and identifying users based on tabletop activities with load cells <b>2015,</b>		4
85	Implementation and evaluation on a concealed interface using abdominal circumference <b>2014,</b>		4
84	A system for visualizing sound source using augmented reality. <i>International Journal of Pervasive Computing and Communications</i> , <b>2013</b> , 9, 227-242	3.3	4
83	Wearable DJ system <b>2009,</b>		4
82	Wearable MC system a system for supporting MC performances using wearable computing technologies <b>2011,</b>		4
81	Evaluation study on sensor placement and gesture selection for mobile devices <b>2012,</b>		4
80	Reconfigurable hardware architecture for saving power consumption on a sensor node <b>2008,</b>		4
79	CLAD: a Sensor Management Device forWearable Computing <b>2007,</b>		4
78	A Route Planning Method Using Cost Map for Mobile Sensor Nodes <b>2007,</b>		4
77	Airstic Drum: A Drumstick for Integration of Real and Virtual Drums. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 57-69	0.9	4
76	A life log system that recognizes the objects in a pocket <b>2015,</b>		3
75	A Motion Recognition Method Using Foot Pressure Sensors <b>2018,</b>		3
74	A Lifelog System for Detecting Psychological Stress with Glass-equipped Temperature Sensors <b>2016,</b>		3
73	An evaluation on behaviors in taking photos by changing icon images on head mounted display <b>2015,</b>		3
72	Evaluation function of sensor position for activity recognition considering wearability <b>2013,</b>		3
71	A method for energy saving on context-aware system by sampling control and data complement <b>2010,</b>		3
70	A context-aware audio presentation method in wearable computing <b>2011,</b>		3
69	Filtering Order Adaptation Based on Attractor Selection for Data Broadcasting System <b>2009,</b>		3

68	A rule-based RFID tag system using ubiquitous chips		3
67	A System for Supporting Performers in Stuffed Suits. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 85-100	0.9	3
66	Personal identification system based on rotation of toilet paper rolls <b>2017</b> ,		2
65	Gesture Recognition Method Utilizing Ultrasonic Active Acoustic Sensing. <i>Journal of Information Processing</i> , <b>2017</b> , 25, 331-340	0.2	2
64	An Activity Recognition Method by Measuring Circumference of Body Parts <b>2016</b> ,		2
63	A method for controlling crowd flow by changing recommender information on navigation application. <i>International Journal of Pervasive Computing and Communications</i> , <b>2016</b> , 12, 87-106	3.3	2
62	A Method for Embedding Context to Sound-based Life Log. <i>Journal of Information Processing</i> , <b>2014</b> , 22, 651-659	0.2	2
61	A user identification method based on features of opening/closing a refrigerator door <b>2017</b> ,		2
60	Smart eye mask <b>2017</b> ,		2
59	A percussion learning system by rhythm internalization using haptic indication <b>2015</b> ,		2
58	YOUPLAY <b>2015</b> ,		2
57	Multi-tiles <b>2015</b> ,		2
56	A system for practicing formations in dance performance using a two-axis movable electric curtain track <b>2014</b> ,		2
55	Mobile Phone User Authentication with Grip Gestures using Pressure Sensors <b>2014</b> ,		2
54	Labeling method for acceleration data using an execution sequence of activities <b>2013</b> ,		2
53	Primer Streamer <b>2013</b> ,		2
52	A heart rate presentation system for keeping music tempo in live performance <b>2013</b> ,		2
51	Method of determining training data for gesture recognition considering decay in gesture movements <b>2013</b> ,		2

50	Toward Achieving On-Site Programming <b>2009</b> ,		2
49	IT-enabled donation boxes to promote donation <b>2009</b> ,		2
48	A text input method for half-sized keyboard using keying interval <b>2012</b> ,		2
47	Development of a navigation system with a route planning algorithm using body-worn sensors <b>2008</b> ,		2
46	Composition of filtering functions <b>2003</b> ,		2
45	An event-driven wearable system for supporting motorbike racing teams		2
44	A rule-based acceleration data processing engine for small sensor node <b>2008</b> ,		2
43	Toward Construction of Wearable Sensing Environments. <i>Studies in Computational Intelligence</i> , <b>2010</b> , 207-230	0.8	2
42	Construction of a Prototyping Support System for Painted Musical Instruments. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 384-397	0.9	2
41	Mimebot: spherical robot visually imitating a rolling sphere. <i>International Journal of Pervasive Computing and Communications</i> , <b>2017</b> , 13, 92-111	3.3	1
40	Evaluation on Context Recognition Using Temperature Sensors in the Nostrils. <i>Sensors</i> , <b>2019</b> , 19,	3.8	1
39	A Dance Performance Environment in which Performers Dance with Multiple Robotic Balls <b>2016</b> ,		1
38	Estimating Trajectory of Inhabitants with Sparsely Aligned Infrared Sensors <b>2016</b> ,		1
37	Success Imprinter <b>2016</b> ,		1
36	A Navigation System for Crowd Flow Control by Controlling Information Presentation <b>2015</b> ,		1
35	A Multi-modal Information Presentation Method for Performers in Stuffed Suits <b>2014</b> ,		1
34	A sound-based lifelog system using ultrasound <b>2014</b> ,		1
33	Evaluating effect of types of instructions for gesture recognition with an accelerometer <b>2014</b> ,		1

32	Early Gesture Recognition Method with an accelerometer <b>2014</b> ,		1
31	A System for Supporting self-haircuts Using Camera Equipped Robot <b>2014</b> ,		1
30	On achieving dependability for wearable computing by device bypassing <b>2014</b> ,		1
29	A system for visualizing human behavior based on car metaphors <b>2013</b> ,		1
28	The structure of the superior and inferior parietal lobes predicts inter-individual suitability for virtual reality. <i>Scientific Reports</i> , <b>2021</b> , 11, 23688	4.9	1
27	An Auditory Feedback System to Improve the Foot Pressure Balance for Runners <b>2019</b> ,		1
26	A Method for Behavior Change Support by Controlling Psychological Effects on Walking Motivation Caused by Step Count Log Competition System. <i>Sensors</i> , <b>2021</b> , 21,	3.8	1
25	Union and Intersection of Filtering Functions for Information Filtering. <i>Lecture Notes in Computer Science</i> , <b>2004</b> , 738-749	0.9	1
24	Input Interface Using Wrinkles on Clothes for Wearable Computing. <i>Journal of Information Processing</i> , <b>2019</b> , 27, 96-105	0.2	1
23	A method for structuring meeting logs using wearable sensors. <i>Internet of Things (Netherlands)</i> , <b>2019</b> , 5, 140-152	6.9	1
22	Sensing and Wearable Computing. <i>Journal of the Institute of Electrical Engineers of Japan</i> , <b>2009</b> , 129, 152-155	0	1
21	Effects of Augmented Reality Object and Texture Presentation on Walking Behavior. <i>Electronics (Switzerland)</i> , <b>2021</b> , 10, 702	2.6	1
20	Effectiveness of time-varying echo information for target geometry identification in bat-inspired human echolocation. <i>PLoS ONE</i> , <b>2021</b> , 16, e0250517	3.7	1
19	A Navigation System for Controlling Sightseeing Route by Changing Presenting Information <b>2016</b> ,		1
18	Design Guidelines on LED Costumes for Dance Performances. <i>Designs</i> , <b>2019</b> , 3, 51	1.8	1
17	Comparative Evaluation of Priming Effects on HMDs and Smartphones with Photo Taking Behaviors. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 71-85	0.9	0
16	Exploring Gaze Movement Gesture Recognition Method for Eye-Based Interaction Using Eyewear with Infrared Distance Sensor Array. <i>Electronics (Switzerland)</i> , <b>2022</b> , 11, 1637	2.6	0
15	Real-world Oriented Wearable Interfaces. <i>Journal of the Robotics Society of Japan</i> , <b>2014</b> , 32, 866-869	0.1	

- 14 A POSITION DETECTION METHOD OF DEVICES ON CONDUCTIVE CLOTHES BY CONTROLLING LED BLINKING. *International Journal of Wavelets, Multiresolution and Information Processing*, **2013**, 11, 1350020<sup>0.9</sup>
- 13 Application development environment for event-driven ubiquitous devices. *International Journal of Pervasive Computing and Communications*, **2009**, 5, 87-103 3.3
- 12 A Hybrid Data Delivery Method of Data Broadcasting and On-demand Wireless Communication. *IPSJ Digital Courier*, **2006**, 2, 840-851
- 11 On functional properties of information filtering. *Electronics and Communications in Japan*, **2003**, 86, 37-49
- 10 Design and implementation of an active database system for receiving broadcast data. *Electronics and Communications in Japan, Part III: Fundamental Electronic Science (English Translation of Denshi Tsushin Gakkai Ronbunshi)*, **2003**, 86, 87-99
- 9 On Query Processing Considering Energy Consumption for Broadcast Database Systems **2007**, 884-890
- 8 A Portable Electric Bass Using Two PDAS. *IFIP Advances in Information and Communication Technology*, **2003**, 289-296 0.5
- 7 An Application Development Environment for Rule-Based I/O Control Devices. *Lecture Notes in Computer Science*, **2005**, 121-130 0.9
- 6 TEMPEST: A Text Input System for Musical Performers. *Lecture Notes in Computer Science*, **2006**, 322-325<sup>0.9</sup>
- 5 Editor's Message to Special Issue of Ubiquitous Computing Systems (VII). *Journal of Information Processing*, **2018**, 26, 706-706 0.2
- 4 Laryngeal Elevation Measurement for Dysphagia Rehabilitation by Stretchable Strain Sensors. *Transactions of the Society of Instrument and Control Engineers*, **2019**, 55, 655-661 0.1
- 3 Filtering Order Adaptation Based on Attractor Selection for Data Broadcasting System. *Springer Optimization and Its Applications*, **2010**, 163-186 0.4
- 2 A Pedestrian Support System by Presenting Implicit/Explicit Human Information. *Lecture Notes in Computer Science*, **2014**, 791-802 0.9
- 1 Method to Grasp a Feeling of Being There by Turning a Head Forcibly while Watching a Tourism Video using a VR Headset. *Electronics (Switzerland)*, **2020**, 9, 1470 2.6