

Tsutomu Terada

List of Publications by Year in Descending Order

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Version: 2024-04-27

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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	Exploring Gaze Movement Gesture Recognition Method for Eye-Based Interaction Using Eyewear with Infrared Distance Sensor Array. <i>Electronics (Switzerland)</i> , 2022 , 11, 1637	2.6	0
120	The structure of the superior and inferior parietal lobes predicts inter-individual suitability for virtual reality. <i>Scientific Reports</i> , 2021 , 11, 23688	4.9	1
119	A Method for Behavior Change Support by Controlling Psychological Effects on Walking Motivation Caused by Step Count Log Competition System. <i>Sensors</i> , 2021 , 21,	3.8	1
118	Effects of Augmented Reality Object and Texture Presentation on Walking Behavior. <i>Electronics (Switzerland)</i> , 2021 , 10, 702	2.6	1
117	Effectiveness of time-varying echo information for target geometry identification in bat-inspired human echolocation. <i>PLoS ONE</i> , 2021 , 16, e0250517	3.7	1
116	Method to Grasp a Feeling of Being There by Turning a Head Forcibly while Watching a Tourism Video using a VR Headset. <i>Electronics (Switzerland)</i> , 2020 , 9, 1470	2.6	
115	Readability and legibility of fonts considering shakiness of head mounted displays 2019 ,		4
114	Evaluation on Context Recognition Using Temperature Sensors in the Nostrils. <i>Sensors</i> , 2019 , 19,	3.8	1
113	An Auditory Feedback System to Improve the Foot Pressure Balance for Runners 2019 ,		1
112	Input Interface Using Wrinkles on Clothes for Wearable Computing. <i>Journal of Information Processing</i> , 2019 , 27, 96-105	0.2	1
111	Laryngeal Elevation Measurement for Dysphagia Rehabilitation by Stretchable Strain Sensors. <i>Transactions of the Society of Instrument and Control Engineers</i> , 2019 , 55, 655-661	0.1	
110	A method for structuring meeting logs using wearable sensors. <i>Internet of Things (Netherlands)</i> , 2019 , 5, 140-152	6.9	1
109	Design Guidelines on LED Costumes for Dance Performances. <i>Designs</i> , 2019 , 3, 51	1.8	1
108	Monitoring respiratory rates with a wearable system using a stretchable strain sensor during moderate exercise. <i>Medical and Biological Engineering and Computing</i> , 2019 , 57, 2741-2756	3.1	19
107	A Motion Recognition Method Using Foot Pressure Sensors 2018 ,		3
106	Editor's Message to Special Issue of Ubiquitous Computing Systems (VII). <i>Journal of Information Processing</i> , 2018 , 26, 706-706	0.2	
105	Comparative Evaluation of Priming Effects on HMDs and Smartphones with Photo Taking Behaviors. <i>Lecture Notes in Computer Science</i> , 2018 , 71-85	0.9	0

104	Mimebot: spherical robot visually imitating a rolling sphere. <i>International Journal of Pervasive Computing and Communications</i> , 2017 , 13, 92-111	3.3	1
103	Personal identification system based on rotation of toilet paper rolls 2017 ,		2
102	Gesture Recognition Method Utilizing Ultrasonic Active Acoustic Sensing. <i>Journal of Information Processing</i> , 2017 , 25, 331-340	0.2	2
101	A user identification method based on features of opening/closing a refrigerator door 2017 ,		2
100	Smart eye mask 2017 ,		2
99	A Dance Performance Environment in which Performers Dance with Multiple Robotic Balls 2016 ,		1
98	An Activity Recognition Method by Measuring Circumference of Body Parts 2016 ,		2
97	Estimating Trajectory of Inhabitants with Sparsely Aligned Infrared Sensors 2016 ,		1
96	Success Imprinter 2016 ,		1
95	A method for controlling crowd flow by changing recommender information on navigation application. <i>International Journal of Pervasive Computing and Communications</i> , 2016 , 12, 87-106	3.3	2
94	A Lifelog System for Detecting Psychological Stress with Glass-equipped Temperature Sensors 2016 ,		3
93	Screen Unlocking Method using Behavioral Characteristics when Taking Mobile Phone from Pocket 2016 ,		7
92	A Navigation System for Controlling Sightseeing Route by Changing Presenting Information 2016 ,		1
91	A life log system that recognizes the objects in a pocket 2015 ,		3
90	The augmented narrative 2015 ,		13
89	A percussion learning system by rhythm internalization using haptic indication 2015 ,		2
88	YOUPLAY 2015 ,		2
87	Mobile phone user authentication with grip gestures using pressure sensors. <i>International Journal of Pervasive Computing and Communications</i> , 2015 , 11, 288-301	3.3	6

86	Early gesture recognition method with an accelerometer. <i>International Journal of Pervasive Computing and Communications</i> , 2015 , 11, 270-287	3.3	6
85	A Navigation System for Crowd Flow Control by Controlling Information Presentation 2015 ,		1
84	Training system of bicycle pedaling using auditory feedback 2015 ,		6
83	An evaluation on behaviors in taking photos by changing icon images on head mounted display 2015 ,		3
82	Recognizing activities and identifying users based on tabletop activities with load cells 2015 ,		4
81	Multi-tiles 2015 ,		2
80	A Method for Embedding Context to Sound-based Life Log. <i>Journal of Information Processing</i> , 2014 , 22, 651-659	0.2	2
79	Real-world Oriented Wearable Interfaces. <i>Journal of the Robotics Society of Japan</i> , 2014 , 32, 866-869	0.1	
78	A recognition method for combined activities with accelerometers 2014 ,		14
77	A Multi-modal Information Presentation Method for Performers in Stuffed Suits 2014 ,		1
76	A sound-based lifelog system using ultrasound 2014 ,		1
75	Evaluating effect of types of instructions for gesture recognition with an accelerometer 2014 ,		1
74	An information presentation method for head mounted display considering surrounding environments 2014 ,		9
73	Implementation and evaluation on a concealed interface using abdominal circumference 2014 ,		4
72	A system for practicing formations in dance performance using a two-axis movable electric curtain track 2014 ,		2
71	Early Gesture Recognition Method with an accelerometer 2014 ,		1
70	A System for Supporting self-haircuts Using Camera Equipped Robot 2014 ,		1
69	Mobile Phone User Authentication with Grip Gestures using Pressure Sensors 2014 ,		2

68	On achieving dependability for wearable computing by device bypassing 2014 ,		1
67	A Pedestrian Support System by Presenting Implicit/Explicit Human Information. <i>Lecture Notes in Computer Science</i> , 2014 , 791-802	0.9	
66	Ultrasound-based movement sensing, gesture-, and context-recognition 2013 ,		15
65	A smile/laughter recognition mechanism for smile-based life logging 2013 ,		18
64	A system for practicing formations in dance performance supported by self-propelled screen 2013 ,		5
63	A system for visualizing human behavior based on car metaphors 2013 ,		1
62	Labeling method for acceleration data using an execution sequence of activities 2013 ,		2
61	Evaluation function of sensor position for activity recognition considering wearability 2013 ,		3
60	Primer Streamer 2013 ,		2
59	A heart rate presentation system for keeping music tempo in live performance 2013 ,		2
58	Method of determining training data for gesture recognition considering decay in gesture movements 2013 ,		2
57	A POSITION DETECTION METHOD OF DEVICES ON CONDUCTIVE CLOTHES BY CONTROLLING LED BLINKING. <i>International Journal of Wavelets, Multiresolution and Information Processing</i> , 2013 , 11, 1350020 ⁹		
56	A system for visualizing sound source using augmented reality. <i>International Journal of Pervasive Computing and Communications</i> , 2013 , 9, 227-242	3.3	4
55	A method for identification of moving objects by integrative use of a camera and accelerometers 2012 ,		6
54	A system for visualizing sound source using augmented reality 2012 ,		5
53	Evaluation study on sensor placement and gesture selection for mobile devices 2012 ,		4
52	A pointing method using accelerometers for graphical user interfaces 2012 ,		5
51	A text input method for half-sized keyboard using keying interval 2012 ,		2

50	Construction of a Prototyping Support System for Painted Musical Instruments. <i>Lecture Notes in Computer Science</i> , 2012 , 384-397	0.9	2
49	Airstic Drum: A Drumstick for Integration of Real and Virtual Drums. <i>Lecture Notes in Computer Science</i> , 2012 , 57-69	0.9	4
48	A System for Supporting Performers in Stuffed Suits. <i>Lecture Notes in Computer Science</i> , 2012 , 85-100	0.9	3
47	HASC Challenge 2011 ,		54
46	Evaluating Gesture Recognition by Multiple-Sensor-Containing Mobile Devices 2011 ,		9
45	HASC2011 corpus 2011 ,		14
44	Designing gestures for hands and feet in daily life 2011 ,		5
43	Wearable MC system a system for supporting MC performances using wearable computing technologies 2011 ,		4
42	Lighting choreographer 2011 ,		8
41	A Context Aware System Based on Scent 2011 ,		7
40	A context-aware audio presentation method in wearable computing 2011 ,		3
39	A method for energy saving on context-aware system by sampling control and data complement 2010 ,		3
38	A Method for Wearable Projector Selection that Considers the Viewability of Projected Images. <i>Computers in Entertainment</i> , 2010 , 8, 1-16		10
37	2010 ,		6
36	Toward Construction of Wearable Sensing Environments. <i>Studies in Computational Intelligence</i> , 2010 , 207-230	0.8	2
35	A Framework for Constructing Entertainment Contents Using Flash and Wearable Sensors. <i>Lecture Notes in Computer Science</i> , 2010 , 334-341	0.9	7
34	Filtering Order Adaptation Based on Attractor Selection for Data Broadcasting System. <i>Springer Optimization and Its Applications</i> , 2010 , 163-186	0.4	
33	Toward Achieving On-Site Programming 2009 ,		2

32	IT-enabled donation boxes to promote donation 2009 ,		2
31	Wearable DJ system 2009 ,		4
30	A destination prediction method using driving contexts and trajectory for car navigation systems 2009 ,		21
29	A pointing method using two accelerometers for wearable computing 2009 ,		5
28	A Motion Recognition Method for a Wearable Dancing Musical Instrument 2009 ,		8
27	Filtering Order Adaptation Based on Attractor Selection for Data Broadcasting System 2009 ,		3
26	Application development environment for event-driven ubiquitous devices. <i>International Journal of Pervasive Computing and Communications</i> , 2009 , 5, 87-103	3.3	
25	Sensing and Wearable Computing. <i>Journal of the Institute of Electrical Engineers of Japan</i> , 2009 , 129, 152-155	0	1
24	Musical B-boying: A Wearable Musical Instrument by Dancing. <i>Lecture Notes in Computer Science</i> , 2008 , 155-160	0.9	5
23	A Map Matching Algorithm for Car Navigation Systems that Predict User Destination 2008 ,		8
22	An information layout method for an optical see-through head mounted display focusing on the viewability 2008 ,		14
21	Reconfigurable hardware architecture for saving power consumption on a sensor node 2008 ,		4
20	Development of a navigation system with a route planning algorithm using body-worn sensors 2008 ,		2
19	A rule-based acceleration data processing engine for small sensor node 2008 ,		2
18	A Context-Aware System that Changes Sensor Combinations Considering Energy Consumption. <i>Lecture Notes in Computer Science</i> , 2008 , 197-212	0.9	11
17	An Information Layout Method for an Optical See-through HMD Considering the Background 2007 ,		5
16	CLAD: a Sensor Management Device forWearable Computing 2007 ,		4
15	A Route Planning Method Using Cost Map for Mobile Sensor Nodes 2007 ,		4

14	On Query Processing Considering Energy Consumption for Broadcast Database Systems 2007 , 884-890		
13	Design of a Car Navigation System that Predicts User Destination 2006 ,		11
12	A Hybrid Data Delivery Method of Data Broadcasting and On-demand Wireless Communication. <i>IPSJ Digital Courier</i> , 2006 , 2, 840-851		
11	TEMPEST: A Text Input System for Musical Performers. <i>Lecture Notes in Computer Science</i> , 2006 , 322-325.	0.9	
10	An Application Development Environment for Rule-Based I/O Control Devices. <i>Lecture Notes in Computer Science</i> , 2005 , 121-130	0.9	
9	Ubiquitous Chip: A Rule-Based I/O Control Device for Ubiquitous Computing. <i>Lecture Notes in Computer Science</i> , 2004 , 238-253	0.9	13
8	Union and Intersection of Filtering Functions for Information Filtering. <i>Lecture Notes in Computer Science</i> , 2004 , 738-749	0.9	1
7	Composition of filtering functions 2003 ,		2
6	On functional properties of information filtering. <i>Electronics and Communications in Japan</i> , 2003 , 86, 37-49		
5	Design and implementation of an active database system for receiving broadcast data. <i>Electronics and Communications in Japan, Part III: Fundamental Electronic Science (English Translation of Denshi Tsushin Gakkai Ronbunshi)</i> , 2003 , 86, 87-99		
4	A Portable Electric Bass Using Two PDAS. <i>IFIP Advances in Information and Communication Technology</i> , 2003 , 289-296	0.5	
3	A rule-based RFID tag system using ubiquitous chips		3
2	An event-driven wearable system for supporting motorbike racing teams		2
1	An event-driven navigation platform for wearable computing environments		5