

Vittorio Fuccella

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8733827/publications.pdf>

Version: 2024-02-01

22
papers

213
citations

1163117

8
h-index

1058476

14
g-index

23
all docs

23
docs citations

23
times ranked

179
citing authors

#	ARTICLE	IF	CITATIONS
1	The use of different data sources in the analysis of co-authorship networks and scientific performance. <i>Social Networks</i> , 2013, 35, 370-381.	2.1	73
2	Local context-based recognition of sketched diagrams. <i>Journal of Visual Languages and Computing</i> , 2014, 25, 955-962.	1.8	14
3	Novice and Expert Performance of KeyScreetch: A Gesture-Based Text Entry Method for Touch-Screens. <i>IEEE Transactions on Human-Machine Systems</i> , 2014, 44, 511-523.	3.5	14
4	Towards a trust, reputation and recommendation meta model. <i>Journal of Visual Languages and Computing</i> , 2014, 25, 850-857.	1.8	12
5	Interpretation of strokes in radial menus: The case of the KeyScreetch text entry method. <i>Journal of Visual Languages and Computing</i> , 2013, 24, 234-247.	1.8	11
6	Recognition and autocompletion of partially drawn symbols by using polar histograms as spatial relation descriptors. <i>Computers and Graphics</i> , 2014, 39, 101-116.	2.5	11
7	Handwriting on Smartwatches: An Empirical Investigation. <i>IEEE Transactions on Human-Machine Systems</i> , 2017, 47, 1100-1109.	3.5	11
8	A technique for improving text editing on touchscreen devices. <i>Journal of Visual Languages and Computing</i> , 2018, 47, 1-8.	1.8	9
9	C-QWERTY: a text entry method for circular smartwatches (S). , 2019, , .		9
10	Improving co-authorship network structures by combining multiple data sources: evidence from Italian academic statisticians. <i>Scientometrics</i> , 2016, 107, 167-184.	3.0	8
11	Visual languages: A graphical review. <i>Information Visualization</i> , 2018, 17, 335-350.	1.9	8
12	T18: an ambiguous keyboard layout for smartwatches. , 2020, , .		7
13	Extending local context-based specifications of visual languages. <i>Journal of Visual Languages and Computing</i> , 2015, 31, 184-195.	1.8	6
14	Investigating Human Performance in Hand-Drawn Symbol Autocompletion. , 2013, , .		4
15	The design and evaluation of a gestural keyboard for entering programming code on mobile devices. , 2018, , .		4
16	BubbleBoard: A Zoom-Based Text Entry Method on Smartwatches. <i>Lecture Notes in Computer Science</i> , 2022, , 14-27.	1.3	3
17	Identifying attachment areas on sketched symbols. , 2011, , .		2
18	Visual exploration of visual parser execution. <i>Multimedia Tools and Applications</i> , 2022, 81, 299-317.	3.9	2

#	ARTICLE	IF	CITATIONS
19	Using the local context for the definition and implementation of visual languages. Computer Languages, Systems and Structures, 2018, 54, 20-38.	1.4	1
20	Recent Advancements on Smartwatches and Smartbands in Healthcare. Smart Innovation, Systems and Technologies, 2021, , 117-127.	0.6	1
21	<scp>PolyRec Gesture Design Tool</scp>: A tool for fast prototyping of gestureâ€based mobile applications. Software - Practice and Experience, 2022, 52, 594-618.	3.6	1
22	ParVis. , 2020, , .		1