Vittorio Fuccella

List of Publications by Year
in descending order

22	213	1163117	1058476
papers	citations	8	14
		h-index	g-index

23	23	23	179
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Visual exploration of visual parser execution. Multimedia Tools and Applications, 2022, 81, 299-317.	3.9	2
2	‹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
3	BubbleBoard: A Zoom-Based Text Entry Method onÂSmartwatches. Lecture Notes in Computer Science, 2022, , 14-27.	1.3	3
4	Recent Advancements on Smartwatches and Smartbands in Healthcare. Smart Innovation, Systems and Technologies, 2021, , 117-127.	0.6	1
5	T18: an ambiguous keyboard layout for smartwatches. , 2020, , .		7
6	ParVis. , 2020, , .		1
7	C-QWERTY: a text entry method for circular smartwatches (S). , 2019, , .		9
8	Using the local context for the definition and implementation of visual languages. Computer Languages, Systems and Structures, 2018, 54, 20-38.	1.4	1
9	Visual languages: A graphical review. Information Visualization, 2018, 17, 335-350.	1.9	8
10	The design and evaluation of a gestural keyboard for entering programming code on mobile devices. , 2018, , .		4
11	A technique for improving text editing on touchscreen devices. Journal of Visual Languages and Computing, 2018, 47, 1-8.	1.8	9
12	Handwriting on Smartwatches: An Empirical Investigation. IEEE Transactions on Human-Machine Systems, 2017, 47, 1100-1109.	3.5	11
13	Improving co-authorship network structures by combining multiple data sources: evidence from Italian academic statisticians. Scientometrics, 2016, 107, 167-184.	3.0	8
14	Extending local context-based specifications of visual languages. Journal of Visual Languages and Computing, 2015, 31, 184-195.	1.8	6
15	Local context-based recognition of sketched diagrams. Journal of Visual Languages and Computing, 2014, 25, 955-962.	1.8	14
16	Towards a trust, reputation and recommendation meta model. Journal of Visual Languages and Computing, 2014, 25, 850-857.	1.8	12
17	Recognition and autocompletion of partially drawn symbols by using polar histograms as spatial relation descriptors. Computers and Graphics, 2014, 39, 101-116.	2.5	11
18	Novice and Expert Performance of KeyScretch: A Gesture-Based Text Entry Method for Touch-Screens. IEEE Transactions on Human-Machine Systems, 2014, 44, 511-523.	3.5	14

#	Article	IF	Citations
19	The use of different data sources in the analysis of co-authorship networks and scientific performance. Social Networks, 2013, 35, 370-381.	2.1	73
20	Investigating Human Performance in Hand-Drawn Symbol Autocompletion. , 2013, , .		4
21	Interpretation of strokes in radial menus: The case of the KeyScretch text entry method. Journal of Visual Languages and Computing, 2013, 24, 234-247.	1.8	11
22	Identifying attachment areas on sketched symbols. , 2011, , .		2