

Jean Vanderdonckt

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.

236
papers

2,769
citations

24
h-index

43
g-index

272
ext. papers

3,309
ext. citations

1.9
avg, IF

5.33
L-index

#	Paper	IF	Citations
236	A Unifying Reference Framework for multi-target user interfaces. <i>Interacting With Computers</i> , 2003 , 15, 289-308	1.6	487
235	USIXML: A Language Supporting Multi-path Development of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2005 , 200-220	0.9	156
234	Applying model-based techniques to the development of UIs for mobile computers 2001 ,		102
233	A MDA-Compliant Environment for Developing User Interfaces of Information Systems. <i>Notes on Numerical Fluid Mechanics and Multidisciplinary Design</i> , 2005 , 16-31	0.3	75
232	Past, Present, and Future of Model-Based User Interface Development. <i>I-com</i> , 2011 , 10, 2-11	1	54
231	Development milestones towards a tool for working with guidelines. <i>Interacting With Computers</i> , 1999 , 12, 81-118	1.6	54
230	Fusion engines for multimodal input 2009 ,		52
229	A toolkit for peer-to-peer distributed user interfaces 2009 ,		46
228	Graceful degradation of user interfaces as a design method for multiplatform systems 2004 ,		45
227	Gestures for Smart Rings 2018 ,		45
226	A model-based approach for distributed user interfaces 2011 ,		36
225	An open source workbench for prototyping multimodal interactions based on off-the-shelf heterogeneous components 2009 ,		35
224	A Theoretical Survey of User Interface Description Languages: Preliminary Results 2009 ,		34
223	A Review of XML-compliant User Interface Description Languages. <i>Lecture Notes in Computer Science</i> , 2003 , 377-391	0.9	33
222	The 4C Reference Model for Distributed User Interfaces 2008 ,		30
221	A transformational approach for multimodal web user interfaces based on UsiXML 2005 ,		29
220	Usability Evaluation of User Interfaces Generated with a Model-Driven Architecture Tool. <i>Human-computer Interaction Series</i> , 2008 , 3-32	0.6	28

219	A Systematic Review of Gesture Elicitation Studies 2020 ,		28
218	Euphoria: A Scalable, event-driven architecture for designing interactions across heterogeneous devices in smart environments. <i>Information and Software Technology</i> , 2019 , 109, 43-59	3.4	28
217	AudioCubes 2008 ,		27
216	Usability evaluation of multi-device/platform user interfaces generated by model-driven engineering 2010 ,		25
215	Derivation of a Dialog Model from a Task Model by Activity Chain Extraction. <i>Lecture Notes in Computer Science</i> , 2003 , 203-217	0.9	25
214	Task Modelling in Multiple Contexts of Use. <i>Lecture Notes in Computer Science</i> , 2002 , 59-73	0.9	25
213	GrafiXML, a Multi-target User Interface Builder Based on UsiXML 2008 ,		24
212	Generative Programming of graphical user interfaces 2004 ,		24
211	Hydroxyethylrutosides in elderly patients with chronic venous insufficiency: its efficacy and tolerability. <i>Gerontology</i> , 1994 , 40, 45-52	5.5	24
210	Visual techniques for traditional and multimedia layouts 1994 ,		24
209	A Sketching Tool for Designing Anyuser, Anyplatform, Anywhere User Interfaces. <i>Lecture Notes in Computer Science</i> , 2005 , 550-564	0.9	23
208	Task Modelling for Context-Sensitive User Interfaces. <i>Lecture Notes in Computer Science</i> , 2001 , 49-68	0.9	21
207	User interface design by collaborative sketching 2012 ,		20
206	Transformation templates 2010 ,		20
205	Multi-fidelity Prototyping of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2007 , 150-164	0.9	20
204	Towards an Extended Model of User Interface Adaptation: The Isatine Framework. <i>Lecture Notes in Computer Science</i> , 2008 , 374-392	0.9	20
203	Towards an evaluation of graphical user interfaces aesthetics based on metrics 2014 ,		19
202	A computational framework for context-aware adaptation of user interfaces 2013 ,		19

201	Splitting rules for graceful degradation of user interfaces 2006 ,		19
200	SketchiXML 2004 ,		19
199	Towards a dynamic strategy for computer-aided visual placement 1994 ,		19
198	Towards an improvement of GPR-based detection of pipes and leaks in water distribution networks. <i>Journal of Applied Geophysics</i> , 2019 , 162, 138-151	1.7	18
197	An automated layout approach for model-driven WIMP-UI generation 2012 ,		18
196	User interface derivation from business processes 2008 ,		18
195	Model-Driven Engineering of Multi-target Plastic User Interfaces 2008 ,		18
194	A first draft of a Model-driven Method for Designing Graphical User Interfaces of Rich Internet Applications 2006 ,		18
193	Trainable Sketch Recognizer for Graphical User Interface Design. <i>Lecture Notes in Computer Science</i> , 2007 , 124-135	0.9	18
192	Showing user interface adaptivity by animated transitions 2011 ,		17
191	Attach Me, Detach Me, Assemble Me Like You Work. <i>Lecture Notes in Computer Science</i> , 2005 , 198-212	0.9	17
190	FlowiXML: a step towards designing workflow management systems. <i>International Journal of Web Engineering and Technology</i> , 2008 , 4, 163	0.3	16
189	Towards Uniformed Task Models in a Model-Based Approach. <i>Lecture Notes in Computer Science</i> , 2001 , 164-182	0.9	16
188	Evaluating a graphical notation for modelling software development methodologies. <i>Journal of Visual Languages and Computing</i> , 2012 , 23, 195-212		15
187	Generative pattern-based design of user interfaces 2010 ,		15
186	Multimodality for Plastic User Interfaces: Models, Methods, and Principles 2008 , 61-84		15
185	Addressing the mapping problem in user interface design with UsiXML 2004 ,		15
184	!FTL, an Articulation-Invariant Stroke Gesture Recognizer with Controllable Position, Scale, and Rotation Invariances 2018 ,		15

183	Flexible Reporting for Automated Usability and Accessibility Evaluation of Web Sites. <i>Lecture Notes in Computer Science</i> , 2005 , 281-294	0.9	15
182	Solving the Mapping Problem in User Interface Design by Seamless Integration in IdealXML. <i>Lecture Notes in Computer Science</i> , 2006 , 161-172	0.9	15
181	A methodology for designing information security feedback based on User Interface Patterns. <i>Advances in Engineering Software</i> , 2009 , 40, 1231-1241	3.6	14
180	Versatile clinical information system design for emergency departments. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2005 , 9, 174-83		13
179	A Model-Based Approach to Presentation: A Continuum from Task Analysis to Prototype 1995 , 77-94		13
178	Designing graphical user interfaces integrating gestures 2012 ,		12
177	Automated Evaluation of Web Usability and Accessibility by Guideline Review. <i>Lecture Notes in Computer Science</i> , 2004 , 17-30	0.9	12
176	The influence of a knowledge-based system on designers' cognitive activities: a study involving professional web designers. <i>Behaviour and Information Technology</i> , 2009 , 28, 45-62	2.4	11
175	Flexible re-engineering of web sites 2004 ,		11
174	Human-Centered Engineering Of Interactive Systems With The User Interface Markup Language. <i>Human-computer Interaction Series</i> , 2009 , 139-171	0.6	11
173	Towards Method Engineering of Model-Driven User Interface Development 2007 , 112-125		11
172	. <i>IEEE Access</i> , 2019 , 7, 176982-176997	3.5	11
171	A design space for engineering graphical adaptive menus 2016 ,		10
170	A Framework and a Language for Usability Automatic Evaluation of Web Sites by Static Analysis of HTML Source Code 2002 , 337-348		10
169	Visual Design of User Interfaces by (De)composition 2006 , 157-170		10
168	Conceptual Modelling of Interaction 2011 , 335-358		10
167	Assessing User Interface Aesthetics based on the Inter-subjectivity of Judgment		9
166	The PDA-LPA design space for user interface adaptation 2017 ,		8

165	Getting users involved in aligning their needs with business processes models and systems. <i>Business Process Management Journal</i> , 2011 , 17, 748-786	3.6	8
164	Generating User Interface from Task, User and Domain Models 2009 ,		8
163	A layout inference algorithm for Graphical User Interfaces. <i>Information and Software Technology</i> , 2016 , 70, 155-175	3.4	7
162	An ontology for reasoning on body-based gestures 2019 ,		7
161	User interface master detail pattern on Android 2012 ,		7
160	Simplifying the development of cross-platform web user interfaces by collaborative model-based design 2013 ,		7
159	GAMBIT 2012 ,		7
158	Context-Aware Generation of User Interface Containers for Mobile Devices 2008 ,		7
157	Model-based design, generation, and evaluation of virtual user interfaces 2004 ,		7
156	Migratable user interfaces: beyond migratory interfaces		7
155	Ring x2 2018 ,		7
154	AB4Web. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-28	3.4	6
153	distributed user interfaces 2012 ,		6
152	An intelligent editor for multi-presentation user interfaces 2008 ,		6
151	KnowiXML 2004 ,		6
150	Multi-Model and Multi-Level Development of User Interfaces 2005 , 193-216		6
149	The Comets Inspector: Towards Run Time Plasticity Control Based on a Semantic Network 2006 , 324-338		6
148	The Beautification Process in Model-Driven Engineering of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2007 , 411-425	0.9	6

147	Agent-Based User Interface Generation from Combined Task, Context and Domain Models. <i>Lecture Notes in Computer Science</i> , 2010 , 146-161	0.9	6
146	STRATUS 2016 ,		6
145	Generative patterns for designing multiple user interfaces 2016 ,		5
144	Head and Shoulders Gestures: Exploring User-Defined Gestures with Upper Body. <i>Lecture Notes in Computer Science</i> , 2019 , 192-213	0.9	5
143	UsiGesture: An environment for integrating pen-based interaction in user interface development 2012 ,		5
142	Animated transitions between user interface views 2012 ,		5
141	Distributed user interfaces 2011 ,		5
140	Assessing lag perception in electronic sketching 2012 ,		5
139	A Structured Approach to Support 3D User Interface Development 2009 ,		5
138	A haptic rendering engine of web pages for blind users 2008 ,		5
137	Reverse engineering of Web pages based on derivations and transformations		5
136	Focus-based design of mixed reality systems 2004 ,		5
135	Conceptualising mixed spaces of interaction for designing continuous interaction. <i>Virtual Reality</i> , 2004 , 8, 83-95	6	5
134	Towards virtualization of user interfaces based on UsiXML 2005 ,		5
133	Multipath Transformational Development of User Interfaces with Graph Transformations. <i>Human-computer Interaction Series</i> , 2009 , 107-138	0.6	5
132	Cascading Dialog Modeling with UsiXML. <i>Lecture Notes in Computer Science</i> , 2008 , 121-135	0.9	5
131	Towards a Library of Workflow User Interface Patterns. <i>Lecture Notes in Computer Science</i> , 2008 , 96-101	0.9	5
130	Creating Contextualised Usability Guides for Web Sites Design and Evaluation 2005 , 147-158		5

129	Transferring Knowledge of User Interfaces Guidelines to the Web 2001 , 293-304		5
128	Key Activities for a Development Methodology of Interactive Applications 1996 , 109-134		5
127	Variability Management and Assessment for User Interface Design. <i>Human-computer Interaction Series</i> , 2017 , 81-106	0.6	4
126	Sketching by Cross-Surface Collaboration. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 386-397	0.4	4
125	Gelicit. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-41	3.4	4
124	A Gesture Elicitation Study of Nose-Based Gestures. <i>Sensors</i> , 2020 , 20,	3.8	4
123	UIPLML: Pattern-based engineering of user interfaces of multi-platform systems 2016 ,		4
122	Advance human-machine interface automatic evaluation. <i>Universal Access in the Information Society</i> , 2013 , 12, 387-401	2.5	4
121	2013 ,		4
120	Model-Based Engineering of Multi-platform, Synchronous and Collaborative UIs - Extending UsiXML for Polymorphic User Interface Specification 2012 ,		4
119	Systematic generation of abstract user interfaces 2012 ,		4
118	User interface design by sketching 2010 ,		4
117	User interface extensible markup language 2010 ,		4
116	A fusion framework for multimodal interactive applications 2009 ,		4
115	Flippable user interfaces for internationalization 2011 ,		4
114	Using Profiles to Support Model Transformations in the Model-Driven Development of User Interfaces 2009 , 35-46		4
113	Generating systems from multiple sketched models. <i>Journal of Visual Languages and Computing</i> , 2010 , 21, 98-108		4
112	2008 ,		4

111	A language perspective on the development of plastic multimodal user interfaces. <i>Journal on Multimodal User Interfaces</i> , 2007 , 1, 1-12	1.7	4
110	Direct manipulation of user interfaces for migration 2006 ,		4
109	A domain model-driven approach for producing user interfaces to multi-platform information systems 2004 ,		4
108	On the Problem of Selecting Interaction Objects 163-178		4
107	Cloud Menus 2018 ,		4
106	What Gestures Do Users with Visual Impairments Prefer to Interact with Smart Devices? 2020 ,		4
105	Specification of a UX Process Reference Model towards the Strategic Planning of UX Activities 2019 ,		4
104	A Method to Design Information Security Feedback Using Patterns and HCI-Security Criteria 2009 , 283-294		4
103	Augmenting Accessibility Guidelines with User Ability Rationales. <i>Lecture Notes in Computer Science</i> , 2013 , 579-586	0.9	4
102	User Interface Development Life Cycle for Business-Driven Enterprise Applications 2009 , 23-34		4
101	Two-dimensional Stroke Gesture Recognition. <i>ACM Computing Surveys</i> , 2022 , 54, 1-36	13.4	4
100	The Continuity Property in Mixed Reality and Multiplatform Systems: A Comparative Study 2005 , 323-334		4
99	The Task-Dialog and Task-Presentation Mapping Problem: Some Preliminary Results. <i>Lecture Notes in Computer Science</i> , 2001 , 227-246	0.9	4
98	MoCaDiX. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-40	3.4	3
97	Gesture Elicitation and Usability Testing for an Armband Interacting with Netflix and Spotify. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 625-637	0.4	3
96	ePHoRt: Towards a Reference Architecture for Tele-Rehabilitation Systems. <i>IEEE Access</i> , 2019 , 7, 97159-97176	3.5	3
95	Polymodal Menus. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2017 , 1, 1-19	3.4	3
94	Towards task-based linguistic modeling for designing GUIs 2015 ,		3

93	WiSel 2015 ,		3
92	Adapt-first: A MDE transformation approach for supporting user interface adaptation 2015 ,		3
91	A user's feedback ontology for context-aware interaction 2015 ,		3
90	Towards Canonical Task Types for User Interface Design 2009 ,		3
89	Addressing the impact of business process changes on software user interfaces 2008 ,		3
88	Splitting rules for graceful degradation of user interfaces 2006 ,		3
87	Goal-Oriented Design of Domain Control Panels. <i>Lecture Notes in Computer Science</i> , 2006 , 249-260	0.9	3
86	User Interface Evaluation : is it Ever Usable?. <i>Advances in Human Factors/Ergonomics</i> , 1995 , 20, 329-334		3
85	A Geometric Model-Based Approach to Hand Gesture Recognition. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2022 , 1-11	7.3	3
84	Toward Usable Intelligent User Interface. <i>Lecture Notes in Computer Science</i> , 2015 , 459-471	0.9	3
83	SketchiXML: A Design Tool for Informal User Interface Rapid Prototyping 2006 , 160-176		3
82	Distributed User Interfaces in Ambient Environment. <i>Communications in Computer and Information Science</i> , 2008 , 121-130	0.3	3
81	Extending UsiXML to Support User-Aware Interfaces. <i>Lecture Notes in Computer Science</i> , 2010 , 95-110	0.9	3
80	Exploring a Design Space of Graphical Adaptive Menus. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2020 , 10, 1-40	1.8	3
79	Mass-Computer Interaction for Thousands of Users and Beyond 2018 ,		3
78	Comparing Some Distances in Template-based 2D Gesture Recognition 2018 ,		3
77	QTK - A Mixed Declarative/Procedural Approach for Designing Executable User Interfaces. <i>Lecture Notes in Computer Science</i> , 2001 , 109-110	0.9	3
76	Interface Model Elicitation from Textual Scenarios. <i>International Federation for Information Processing</i> , 2008 , 53-66		3

75	Automated Repair Tool for Usability and Accessibility of Web Sites 2007 , 261-272		3
74	A Newcomer's Guide to EICS, the Engineering Interactive Computing Systems Community. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-9	3.4	2
73	A Comparative Evaluation of User Preferences for Extra-User Interfaces. <i>International Journal of Human-Computer Interaction</i> , 2012 , 28, 760-767	3.6	2
72	A Model-Based Approach for Developing Vectorial User Interfaces 2009 ,		2
71	A Classification of Security Feedback Design Patterns for Interactive Web Applications 2008 ,		2
70	How to Describe Workflow Information Systems to Support Business Process. <i>Advanced Issues of E-Commerce and Web-Based Information Systems (WECWIS)</i> , <i>International Workshop on</i> , 2008 ,		2
69	A Transformational Approach for Pattern-Based Design of User Interfaces 2008 ,		2
68	Prototyping and evaluating glove-based multimodal interfaces. <i>Journal on Multimodal User Interfaces</i> , 2008 , 2, 43-52	1.7	2
67	Using the MetroWeb tool to improve usability quality of Web sites		2
66	A Glimpse into the Past, Present, and Future of Engineering Interactive Computing Systems. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-32	3.4	2
65	Towards Rapid Prototyping of Foldable Graphical User Interfaces with Flecto. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-33	3.4	2
64	Design Space and Users' Preferences for Smartglasses Graphical Menus: A Vignette Study 2020 ,		2
63	A Comparison of Shortcut and Step-by-Step Adaptive Menus for Smartphones		2
62	Multi-fidelity User Interface Specifications. <i>Lecture Notes in Computer Science</i> , 2008 , 43-57	0.9	2
61	Recognizing 3D Trajectories as 2D Multi-stroke Gestures. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-21	3.4	2
60	Model-Driven Engineering of Workflow User Interfaces 2009 , 9-22		2
59	Cross-Fertilisation Between Human-Computer Interaction and Artificial Intelligence 2020 , 365-388		2
58	Task-Driven Plasticity: One Step Forward with UbiDraw. <i>Lecture Notes in Computer Science</i> , 2008 , 181-196.9		2

57	A Rule-Based Approach for Model Management in a User Interface Business Alignment Framework. <i>Lecture Notes in Computer Science</i> , 2010 , 1-14	0.9	2
56	Computer-Aided Design of Menu Bar and Pull-Down Menus for Business Oriented Applications. <i>Eurographics</i> , 1999 , 84-99		2
55	Taking That Perfect Aerial Photo: A Synopsis of Interactions for Drone-based Aerial Photography and Video 2021 ,		2
54	Toward a Task-driven Intelligent GUI Adaptation by Mixed-initiative. <i>International Journal of Human-Computer Interaction</i> , 2021 , 37, 445-458	3.6	2
53	Empirical Evaluation of a Method for Monitoring Cloud Services Based on Models at Runtime. <i>IEEE Access</i> , 2021 , 9, 55898-55919	3.5	2
52	Towards the Maturation of IT Usability Evaluation (MAUSE). <i>Lecture Notes in Computer Science</i> , 2005 , 1134-1137	0.9	2
51	Rapid Prototyping of Distributed User Interfaces 2007 , 151-166		2
50	A Comparative Usability Study of Electronic Newspapers 2001 , 325-337		2
49	Distribution Primitives for Distributed User Interfaces. <i>Human-computer Interaction Series</i> , 2011 , 23-31	0.6	2
48	End-user composition of graphical user interfaces by composite pattern 2019 ,		1
47	GestMan 2019 ,		1
46	ProSPer 2016 ,		1
45	ECOVAL: A Framework for Increasing the Ecological Validity in Usability Testing 2015 ,		1
44	2012 ,		1
43	Human-Centered Software Engineering: Software Engineering Architectures, Patterns, and Sodels for Human Computer Interaction. <i>Human-computer Interaction Series</i> , 2009 , 1-6	0.6	1
42	Colored graph transformation rules for model-driven engineering of multi-target systems 2008 ,		1
41	Modeling interaction for image-guided procedures 2003 , 5029, 108		1
40	A Comparison of Placement Strategies for Effective Visual Design 125-144		1

39	ProSPer: a MOST model extension applied to persuasive interactive systems		1
38	Identification Criteria in Task Modeling. <i>International Federation for Information Processing</i> , 2008 , 7-20		1
37	Entre contraintes ergonomiques, créativité et esthétique : rôle d'un système à base de connaissances sur l'activité des concepteurs web. <i>Travail Humain</i> , 2009 , 72, 23	1.2	1
36	Design Options for Multimodal Web Applications 2007 , 41-56		1
35	A Method for Developing 3D User Interfaces of Information Systems 2007 , 85-100		1
34	HCI Challenges in Human Movement Analysis. <i>Lecture Notes in Computer Science</i> , 2019 , 725-730	0.9	1
33	The foldinterface editor 2020 ,		1
32	A pen user interface for controlling a virtual puppet 2020 ,		1
31	A Process Reference Model for UX. <i>Communications in Computer and Information Science</i> , 2020 , 128-152	0.3	1
30	Weighting Task Procedure for Zoomable Task Hierarchy Modeling of Rich Internet Applications. <i>Lecture Notes in Computer Science</i> , 2010 , 92-102	0.9	1
29	A Framework to Develop VR Interaction Techniques Based on OpenInterface and AFreeCA. <i>Lecture Notes in Computer Science</i> , 2011 , 1-18	0.9	1
28	Developing User Interfaces for Community-Oriented Workflow Information Systems 2010 , 253-275		1
27	User Interface eXtensible Markup Language SIG. <i>Lecture Notes in Computer Science</i> , 2011 , 693-695	0.9	1
26	Multi-dimensional Context-Aware Adaptation for Web Applications. <i>Lecture Notes in Computer Science</i> , 2012 , 352-354	0.9	1
25	Engineering Slidable Graphical User Interfaces with Slime. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-29	3.4	1
24	An empirical study of rules for mapping BPMN models to graphical user interfaces. <i>Multimedia Tools and Applications</i> , 2021 , 80, 9813-9848	2.5	1
23	Model-based intelligent user interface adaptation: challenges and future directions. <i>Software and Systems Modeling</i> , 2021 , 20, 1335	1.9	1
22	Towards A Support of User Interface Design By Composition Rules 2007 , 231-244		1

21	Enhancing playful customer experience with personalization. <i>Journal of Retailing and Consumer Services</i> , 2022 , 68, 103017	8.5	1
20	SketchADoodle: Touch-surface Multi-stroke Gesture Handling by Bzler Curves. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-30	3.4	0
19	A grammar for specifying full-body gestures elicited for abstract tasks. <i>Journal of Intelligent and Fuzzy Systems</i> , 2020 , 39, 2433-2444	1.6	
18	G-Menu: A Keyword-by-Gesture Based Dynamic Menu Interface for Smartphones. <i>Lecture Notes in Computer Science</i> , 2019 , 99-114	0.9	
17	Context-Aware Adaptation of User Interfaces. <i>Lecture Notes in Computer Science</i> , 2011 , 700-701	0.9	
16	Using Ergonomic Rules for Evaluation by Linguistic Ergonomic Criteria. <i>Advances in Human Factors/Ergonomics</i> , 1995 , 367-372		
15	Transformational Development of User Interfaces with Graph Transformations 2005 , 107-120		
14	Multimodality and Context-Aware Adaptation 2004 , 427-432		
13	How do Users Perceive Applying Web Design Guidelines? 2001 , 357-373		
12	A Laboratory of Ergonomic Analyses for Children Suffering from Cerebral Palsy 2001 , 35-49		
11	A Small Knowledge-Based System for Selecting Interaction Styles 2001 , 247-262		
10	The Comets Inspector 2007 , 167-174		
9	A Space Model for 3D User Interface Development 2009 , 103-114		
8	Software Support for User Interface Description Language. <i>Lecture Notes in Computer Science</i> , 2011 , 740-741	0.9	
7	Towards Model-Based AHMI Automatic Evaluation 2011 , 191-198		
6	Business Performer-Centered Design of User Interfaces. <i>Studies in Computational Intelligence</i> , 2011 , 123-132	1.82	
5	Context-Aware Adaptation of Service Front-Ends. <i>Lecture Notes in Computer Science</i> , 2012 , 451-452	0.9	
4	Improving DUIs with a Decentralized Approach with Transactions and Feedbacks. <i>Human-computer Interaction Series</i> , 2013 , 17-25	0.6	

- 3 . *International Journal of Human-Computer Interaction*, **2021**, 37, 1720-1736 3.6
- 2 HCI-E(^2): HCI Engineering Education. *Lecture Notes in Computer Science*, **2021**, 542-547 0.9
- 1 A Method for Generating Multiplatform User Interfaces for E-Learning Environments90-111