Jean Vanderdonckt

List of Publications by Year in Descending Order

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 Geometric Model-Based Approach to Hand Gesture Recognition. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, **2022**, 1-11	7.3	3
235	Two-dimensional Stroke Gesture Recognition. *ACM Computing Surveys*, **2022**, 54, 1-36	13.4	4
234	Enhancing playful customer experience with personalization. *Journal of Retailing and Consumer Services*, **2022**, 68, 103017	8.5	1
233	Engineering Slidable Graphical User Interfaces with Slime. *Proceedings of the ACM on Human-Computer Interaction*, **2021**, 5, 1-29	3.4	1
232	. *International Journal of Human-Computer Interaction*, **2021**, 37, 1720-1736	3.6	
231	Taking That Perfect Aerial Photo: A Synopsis of Interactions for Drone-based Aerial Photography and Video **2021**,		2
230	An empirical study of rules for mapping BPMN models to graphical user interfaces. *Multimedia Tools and Applications*, **2021**, 80, 9813-9848	2.5	1
229	Toward a Task-driven Intelligent GUI Adaptation by Mixed-initiative. *International Journal of Human-Computer Interaction*, **2021**, 37, 445-458	3.6	2
228	HCI-E(^2): HCI Engineering Education. *Lecture Notes in Computer Science*, **2021**, 542-547	0.9	
227	Model-based intelligent user interface adaptation: challenges and future directions. *Software and Systems Modeling*, **2021**, 20, 1335	1.9	1
226	Empirical Evaluation of a Method for Monitoring Cloud Services Based on Models at Runtime. *IEEE Access*, **2021**, 9, 55898-55919	3.5	2
225	A Gesture Elicitation Study of Nose-Based Gestures. *Sensors*, **2020**, 20,	3.8	4
224	A grammar for specifying full-body gestures elicited for abstract tasks. *Journal of Intelligent and Fuzzy Systems*, **2020**, 39, 2433-2444	1.6	
223	A Systematic Review of Gesture Elicitation Studies **2020**,		28
222	What Gestures Do Users with Visual Impairments Prefer to Interact with Smart Devices? **2020**,		4
221	A Glimpse into the Past, Present, and Future of Engineering Interactive Computing Systems. *Proceedings of the ACM on Human-Computer Interaction*, **2020**, 4, 1-32	3.4	2
220	Towards Rapid Prototyping of Foldable Graphical User Interfaces with Flecto. *Proceedings of the ACM on Human-Computer Interaction*, **2020**, 4, 1-33	3.4	2

219	Design Space and Users Preferences for Smartglasses Graphical Menus: A Vignette Study **2020**,		2
218	Recognizing 3D Trajectories as 2D Multi-stroke Gestures. *Proceedings of the ACM on Human-Computer Interaction*, **2020**, 4, 1-21	3.4	2
217	The foldinterface editor **2020**,		1
216	A pen user interface for controlling a virtual puppet **2020**,		1
215	SketchADoodle: Touch-surface Multi-stroke Gesture Handling by Bžier Curves. *Proceedings of the ACM on Human-Computer Interaction*, **2020**, 4, 1-30	3.4	0
214	Cross-Fertilisation Between Human-Computer Interaction and Artificial Intelligence **2020**, 365-388		2
213	A Process Reference Model for UX. *Communications in Computer and Information Science*, **2020**, 128-152	0.3	1
212	Exploring a Design Space of Graphical Adaptive Menus. *ACM Transactions on Interactive Intelligent Systems*, **2020**, 10, 1-40	1.8	3
211	AB4Web. *Proceedings of the ACM on Human-Computer Interaction*, **2019**, 3, 1-28	3.4	6
210	End-user composition of graphical user interfaces by composite pattern **2019**,		1
209	MoCaDiX. *Proceedings of the ACM on Human-Computer Interaction*, **2019**, 3, 1-40	3.4	3
208	Sketching by Cross-Surface Collaboration. *Advances in Intelligent Systems and Computing*, **2019**, 386-397	0.4	4
207	A Newcomer's Guide to EICS, the Engineering Interactive Computing Systems Community. *Proceedings of the ACM on Human-Computer Interaction*, **2019**, 3, 1-9	3.4	2
206	Gelicit. *Proceedings of the ACM on Human-Computer Interaction*, **2019**, 3, 1-41	3.4	4
205	GestMan **2019**,		1
204	Towards an improvement of GPR-based detection of pipes and leaks in water distribution networks. *Journal of Applied Geophysics*, **2019**, 162, 138-151	1.7	18
203	Gesture Elicitation and Usability Testing for an Armband Interacting with Netflix and Spotify. *Advances in Intelligent Systems and Computing*, **2019**, 625-637	0.4	3
202	An ontology for reasoning on body-based gestures **2019**,		7

201	Head and Shoulders Gestures: Exploring User-Defined Gestures with Upper Body. *Lecture Notes in Computer Science*, **2019**, 192-213	0.9	5
200	ePHoRt: Towards a Reference Architecture for Tele-Rehabilitation Systems. *IEEE Access*, **2019**, 7, 97159-97176		3
199	G-Menu: A Keyword-by-Gesture Based Dynamic Menu Interface for Smartphones. *Lecture Notes in Computer Science*, **2019**, 99-114	0.9	
198	Specification of a UX Process Reference Model towards the Strategic Planning of UX Activities **2019**,		4
197	HCI Challenges in Human Movement Analysis. *Lecture Notes in Computer Science*, **2019**, 725-730	0.9	1
196	Euphoria: A Scalable, event-driven architecture for designing interactions across heterogeneous devices in smart environments. *Information and Software Technology*, **2019**, 109, 43-59	3.4	28
195	. *IEEE Access*, **2019**, 7, 176982-176997	3.5	11
194	Cloud Menus **2018**,		4
193	!FTL, an Articulation-Invariant Stroke Gesture Recognizer with Controllable Position, Scale, and Rotation Invariances **2018**,		15
192	Mass-Computer Interaction for Thousands of Users and Beyond **2018**,		3
191	Ring x2 **2018**,		7
190	Gestures for Smart Rings **2018**,		45
189	Comparing Some Distances in Template-based 2D Gesture Recognition **2018**,		3
188	Variability Management and Assessment for User Interface Design. *Human-computer Interaction Series*, **2017**, 81-106	0.6	4
187	Polymodal Menus. *Proceedings of the ACM on Human-Computer Interaction*, **2017**, 1, 1-19	3.4	3
186	The PDA-LPA design space for user interface adaptation **2017**,		8
185	UIPLML: Pattern-based engineering of user interfaces of multi-platform systems **2016**,		4
184	Generative patterns for designing multiple user interfaces **2016**,		5

183	A design space for engineering graphical adaptive menus **2016**,		10
182	ProSPer **2016**,		1
181	A layout inference algorithm for Graphical User Interfaces. *Information and Software Technology*, **2016**, 70, 155-175	3.4	7
180	STRATUS **2016**,		6
179	Towards task-based linguistic modeling for designing GUIs **2015**,		3
178	WiSel **2015**,		3
177	ECOVAL: A Framework for Increasing the Ecological Validity in Usability Testing **2015**,		1
176	Adapt-first: A MDE transformation approach for supporting user interface adaptation **2015**,		3
175	A user's feedback ontology for context-aware interaction **2015**,		3
174	Toward Usable Intelligent User Interface. *Lecture Notes in Computer Science*, **2015**, 459-471	0.9	3
173	Towards an evaluation of graphical user interfaces aesthetics based on metrics **2014**,		19
172	Advance human□machine interface automatic evaluation. *Universal Access in the Information Society*, **2013**, 12, 387-401	2.5	4
171	A computational framework for context-aware adaptation of user interfaces **2013**,		19
170	**2013**,		4
169	Simplifying the development of cross-platform web user interfaces by collaborative model-based design **2013**,		7
168	Augmenting Accessibility Guidelines with User Ability Rationales. *Lecture Notes in Computer Science*, **2013**, 579-586	0.9	4
167	Improving DUIs with a Decentralized Approach with Transactions and Feedbacks. *Human-computer Interaction Series*, **2013**, 17-25	0.6	
166	Evaluating a graphical notation for modelling software development methodologies. *Journal of Visual Languages and Computing*, **2012**, 23, 195-212		15

165	Model-Based Engineering of Multi-platform, Synchronous and Collaborative UIs - Extending UsiXML for Polymorphic User Interface Specification **2012**,		4
164	**2012**,		1
163	UsiGesture: An environment for integrating pen-based interaction in user interface development **2012**,		5
162	A Comparative Evaluation of User Preferences for Extra-User Interfaces. *International Journal of Human-Computer Interaction*, **2012**, 28, 760-767	3.6	2
161	Systematic generation of abstract user interfaces **2012**,		4
160	Animated transitions between user interface views **2012**,		5
159	User interface master detail pattern on Android **2012**,		7
158	An automated layout approach for model-driven WIMP-UI generation **2012**,		18
157	User interface design by collaborative sketching **2012**,		20
156	distributed user interfaces **2012**,		6
155	GAMBIT **2012**,		7
154	Assessing lag perception in electronic sketching **2012**,		5
153	Designing graphical user interfaces integrating gestures **2012**,		12
152	Multi-dimensional Context-Aware Adaptation for Web Applications. *Lecture Notes in Computer Science*, **2012**, 352-354	0.9	1
151	Context-Aware Adaptation of Service Front-Ends. *Lecture Notes in Computer Science*, **2012**, 451-452	0.9	
150	Getting users involved in aligning their needs with business processes models and systems. *Business Process Management Journal*, **2011**, 17, 748-786	3.6	8
149	Past, Present, and Future of Model-Based User Interface Development. *I-com*, **2011**, 10, 2-11	1	54
148	Flippable user interfaces for internationalization **2011**,		4

147	A model-based approach for distributed user interfaces **2011**,		36
146	Showing user interface adaptivity by animated transitions **2011**,		17
145	Context-Aware Adaptation of User Interfaces. *Lecture Notes in Computer Science*, **2011**, 700-701	0.9	
144	Distributed user interfaces **2011**,		5
143	Conceptual Modelling of Interaction **2011**, 335-358		10
142	A Framework to Develop VR Interaction Techniques Based on OpenInterface and AFreeCA. *Lecture Notes in Computer Science*, **2011**, 1-18	0.9	1
141	User Interface eXtensible Markup Language SIG. *Lecture Notes in Computer Science*, **2011**, 693-695	0.9	1
140	Software Support for User Interface Description Language. *Lecture Notes in Computer Science*, **2011**, 740-741	0.9	
139	Towards Model-Based AHMI Automatic Evaluation **2011**, 191-198		
138	Business Performer-Centered Design of User Interfaces. *Studies in Computational Intelligence*, **2011**, 123-142	0.6	
137	Distribution Primitives for Distributed User Interfaces. *Human-computer Interaction Series*, **2011**, 23-31	0.6	2
136	Transformation templates **2010**,		20
135	User interface design by sketching **2010**,		4
134	User interface extensible markup language **2010**,		4
133	Generative pattern-based design of user interfaces **2010**,		15
132	Usability evaluation of multi-device/platform user interfaces generated by model-driven engineering **2010**,		25
131	Generating systems from multiple sketched models. *Journal of Visual Languages and Computing*, **2010**, 21, 98-108		4
130	A Rule-Based Approach for Model Management in a User Interface Business Alignment Framework. *Lecture Notes in Computer Science*, **2010**, 1-14	0.9	2

129	Agent-Based User Interface Generation from Combined Task, Context and Domain Models. *Lecture Notes in Computer Science*, **2010**, 146-161	0.9	6
128	Weighting Task Procedure for Zoomable Task Hierarchy Modeling of Rich Internet Applications. *Lecture Notes in Computer Science*, **2010**, 92-102	0.9	1
127	Developing User Interfaces for Community-Oriented Workflow Information Systems **2010**, 253-275		1
126	Extending UsiXML to Support User-Aware Interfaces. *Lecture Notes in Computer Science*, **2010**, 95-110	0.9	3
125	A fusion framework for multimodal interactive applications **2009**,		4
124	A Theoretical Survey of User Interface Description Languages: Preliminary Results **2009**,		34
123	The influence of a knowledge-based system on designers' cognitive activities: a study involving professional web designers. *Behaviour and Information Technology*, **2009**, 28, 45-62	2.4	11
122	An open source workbench for prototyping multimodal interactions based on off-the-shelf heterogeneous components **2009**,		35
121	A toolkit for peer-to-peer distributed user interfaces **2009**,		46
120	Human-Centered Software Engineering: Software Engineering Architectures, Patterns, and Sodels for Human Computer Interaction. *Human-computer Interaction Series*, **2009**, 1-6	0.6	1
119	A methodology for designing information security feedback based on User Interface Patterns. *Advances in Engineering Software*, **2009**, 40, 1231-1241	3.6	14
118	Using Profiles to Support Model Transformations in the Model-Driven Development of User Interfaces **2009**, 35-46		4
117	Towards Canonical Task Types for User Interface Design **2009**,		3
116	A Model-Based Approach for Developing Vectorial User Interfaces **2009**,		2
115	A Structured Approach to Support 3D User Interface Development **2009**,		5
114	Generating User Interface from Task, User and Domain Models **2009**,		8
113	Fusion engines for multimodal input **2009**,		52
112	Entre contraintes ergonomiques, crˆativit˜et esthˆtique´: rˆle d'un systˆme ˆbase de connaissances sur l'activit˜des concepteurs web. *Travail Humain*, **2009**, 72, 23	1.2	1

111	Multipath Transformational Development of User Interfaces with Graph Transformations. *Human-computer Interaction Series*, **2009**, 107-138	0.6	5
110	Human-Centered Engineering Of Interactive Systems With The User Interface Markup Language. *Human-computer Interaction Series*, **2009**, 139-171	0.6	11
109	Model-Driven Engineering of Workflow User Interfaces **2009**, 9-22		2
108	A Method to Design Information Security Feedback Using Patterns and HCI-Security Criteria **2009**, 283-294		4
107	A Space Model for 3D User Interface Development **2009**, 103-114		
106	User Interface Development Life Cycle for Business-Driven Enterprise Applications **2009**, 23-34		4
105	Usability Evaluation of User Interfaces Generated with a Model-Driven Architecture Tool. *Human-computer Interaction Series*, **2008**, 3-32	0.6	28
104	User interface derivation from business processes **2008**,		18
103	GrafiXML, a Multi-target User Interface Builder Based on UsiXML **2008**,		24
102	Context-Aware Generation of User Interface Containers for Mobile Devices **2008**,		7
101	A Classification of Security Feedback Design Patterns for Interactive Web Applications **2008**,		2
100	Model-Driven Engineering of Multi-target Plastic User Interfaces **2008**,		18
99	Multimodality for Plastic User Interfaces: Models, Methods, and Principles **2008**, 61-84		15
98	How to Describe Workflow Information Systems to Support Business Process. *Advanced Issues of E-Commerce and Web-Based Information Systems (WECWIS), International Workshop on*, **2008**,		2
97	The 4C Reference Model for Distributed User Interfaces **2008**,		30
96	Addressing the impact of business process changes on software user interfaces **2008**,		3
95	A Transformational Approach for Pattern-Based Design of User Interfaces **2008**,		2
94	A haptic rendering engine of web pages for blind users **2008**,		5

93	AudioCubes **2008**,		27
92	An intelligent editor for multi-presentation user interfaces **2008**,		6
91	Colored graph transformation rules for model-driven engineering of multi-target systems **2008**,		1
90	**2008**,		4
89	FlowiXML: a step towards designing workflow management systems. *International Journal of Web Engineering and Technology*, **2008**, 4, 163	0.3	16
88	Prototyping and evaluating glove-based multimodal interfaces. *Journal on Multimodal User Interfaces*, **2008**, 2, 43-52	1.7	2
87	Identification Criteria in Task Modeling. *International Federation for Information Processing*, **2008**, 7-20		1
86	Multi-fidelity User Interface Specifications. *Lecture Notes in Computer Science*, **2008**, 43-57	0.9	2
85	Cascading Dialog Modeling with UsiXML. *Lecture Notes in Computer Science*, **2008**, 121-135	0.9	5
84	Towards a Library of Workflow User Interface Patterns. *Lecture Notes in Computer Science*, **2008**, 96-101	0.9	5
83	Distributed User Interfaces in Ambient Environment. *Communications in Computer and Information Science*, **2008**, 121-130	0.3	3
82	Task-Driven Plasticity: One Step Forward with UbiDraw. *Lecture Notes in Computer Science*, **2008**, 181-196	0.9	2
81	Towards an Extended Model of User Interface Adaptation: The Isatine Framework. *Lecture Notes in Computer Science*, **2008**, 374-392	0.9	20
80	Interface Model Elicitation from Textual Scenarios. *International Federation for Information Processing*, **2008**, 53-66		3
79	A language perspective on the development of plastic multimodal user interfaces. *Journal on Multimodal User Interfaces*, **2007**, 1, 1-12	1.7	4
78	The Comets Inspector **2007**, 167-174		
77	The Beautification Process in Model-Driven Engineering of User Interfaces. *Lecture Notes in Computer Science*, **2007**, 411-425	0.9	6
76	Design Options for Multimodal Web Applications **2007**, 41-56		1

75	A Method for Developing 3D User Interfaces of Information Systems **2007**, 85-100		1
74	Trainable Sketch Recognizer for Graphical User Interface Design. *Lecture Notes in Computer Science*, **2007**, 124-135	0.9	18
73	Multi-fidelity Prototyping of User Interfaces. *Lecture Notes in Computer Science*, **2007**, 150-164	0.9	20
72	Towards Method Engineering of Model-Driven User Interface Development **2007**, 112-125		11
71	Rapid Prototyping of Distributed User Interfaces **2007**, 151-166		2
70	Towards A Support of User Interface Design By Composition Rules **2007**, 231-244		1
69	Automated Repair Tool for Usability and Accessibility of Web Sites **2007**, 261-272		3
68	Splitting rules for graceful degradation of user interfaces **2006**,		3
67	Splitting rules for graceful degradation of user interfaces **2006**,		19
66	Direct manipulation of user interfaces for migration **2006**,		4
65	Goal-Oriented Design of Domain Control Panels. *Lecture Notes in Computer Science*, **2006**, 249-260	0.9	3
64	A first draft of a Model-driven Method for Designing Graphical User Interfaces of Rich Internet Applications **2006**,		18
63	The Comets Inspector: Towards Run Time Plasticity Control Based on a Semantic Network **2006**, 324-338		6
62	Visual Design of User Interfaces by (De)composition **2006**, 157-170		10
61	SketchiXML: A Design Tool for Informal User Interface Rapid Prototyping **2006**, 160-176		3
60	Solving the Mapping Problem in User Interface Design by Seamless Integration in IdealXML. *Lecture Notes in Computer Science*, **2006**, 161-172	0.9	15
59	Multi-Model and Multi-Level Development of User Interfaces **2005**, 193-216		6
58	USIXML: A Language Supporting Multi-path Development of User Interfaces. *Lecture Notes in Computer Science*, **2005**, 200-220	0.9	156

57	Versatile clinical information system design for emergency departments. *IEEE Transactions on Information Technology in Biomedicine*, **2005**, 9, 174-83		13
56	A transformational approach for multimodal web user interfaces based on UsiXML **2005**,		29
55	Towards virtualization of user interfaces based on UsiXML **2005**,		5
54	A MDA-Compliant Environment for Developing User Interfaces of Information Systems. *Notes on Numerical Fluid Mechanics and Multidisciplinary Design*, **2005**, 16-31	0.3	75
53	Transformational Development of User Interfaces with Graph Transformations **2005**, 107-120		
52	Creating Contextualised Usability Guides for Web Sites Design and Evaluation **2005**, 147-158		5
51	The Continuity Property in Mixed Reality and Multiplatform Systems: A Comparative Study **2005**, 323-334		4
50	Towards the Maturation of IT Usability Evaluation (MAUSE). *Lecture Notes in Computer Science*, **2005**, 1134-1137	0.9	2
49	Attach Me, Detach Me, Assemble Me Like You Work. *Lecture Notes in Computer Science*, **2005**, 198-212	0.9	17
48	Flexible Reporting for Automated Usability and Accessibility Evaluation of Web Sites. *Lecture Notes in Computer Science*, **2005**, 281-294	0.9	15
47	A Sketching Tool for Designing Anyuser, Anyplatform, Anywhere User Interfaces. *Lecture Notes in Computer Science*, **2005**, 550-564	0.9	23
46	KnowiXML **2004**,		6
45	SketchiXML **2004**,		19
44	Flexible re-engineering of web sites **2004**,		11
43	Focus-based design of mixed reality systems **2004**,		5
42	Graceful degradation of user interfaces as a design method for multiplatform systems **2004**,		45
41	Generative Programming of graphical user interfaces **2004**,		24
40	A domain model-driven approach for producing user interfaces to multi-platform information systems **2004**,		4

39	Model-based design, generation, and evaluation of virtual user interfaces **2004**,		7
38	Addressing the mapping problem in user interface design with UsiXML **2004**,		15
37	Automated Evaluation of Web Usability and Accessibility by Guideline Review. *Lecture Notes in Computer Science*, **2004**, 17-30	0.9	12
36	Conceptualising mixed spaces of interaction for designing continuous interaction. *Virtual Reality*, **2004**, 8, 83-95	6	5
35	Multimodality and Context-Aware Adaptation **2004**, 427-432		
34	A Review of XML-compliant User Interface Description Languages. *Lecture Notes in Computer Science*, **2003**, 377-391	0.9	33
33	Modeling interaction for image-guided procedures **2003**, 5029, 108		1
32	A Unifying Reference Framework for multi-target user interfaces. *Interacting With Computers*, **2003**, 15, 289-308	1.6	487
31	Derivation of a Dialog Model from a Task Model by Activity Chain Extraction. *Lecture Notes in Computer Science*, **2003**, 203-217	0.9	25
30	A Framework and a Language for Usability Automatic Evaluation of Web Sites by Static Analysis of HTML Source Code **2002**, 337-348		10
29	Task Modelling in Multiple Contexts of Use. *Lecture Notes in Computer Science*, **2002**, 59-73	0.9	25
28	Applying model-based techniques to the development of UIs for mobile computers **2001**,		102
27	How do Users Perceive Applying Web Design Guidelines? **2001**, 357-373		
26	A Laboratory of Ergonomic Analyses for Children Suffering from Cerebral Palsy **2001**, 35-49		
25	A Small Knowledge-Based System for Selecting Interaction Styles **2001**, 247-262		
24	The Task-Dialog and Task-Presentation Mapping Problem: Some Preliminary Results. *Lecture Notes in Computer Science*, **2001**, 227-246	0.9	4
23	QTk - A Mixed Declarative/Procedural Approach for Designing Executable User Interfaces. *Lecture Notes in Computer Science*, **2001**, 109-110	0.9	3
22	Towards Uniformed Task Models in a Model-Based Approach. *Lecture Notes in Computer Science*, **2001**, 164-182	0.9	16

21	Task Modelling for Context-Sensitive User Interfaces. *Lecture Notes in Computer Science*, **2001**, 49-68	0.9	21
20	Transferring Knowledge of User Interfaces Guidelines to the Web **2001**, 293-304		5
19	A Comparative Usability Study of Electronic Newspapers **2001**, 325-337		2
18	Development milestones towards a tool for working with guidelines. *Interacting With Computers*, **1999**, 12, 81-118	1.6	54
17	Computer-Aided Design of Menu Bar and Pull-Down Menus for Business Oriented Applications. *Eurographics*, **1999**, 84-99		2
16	Key Activities for a Development Methodology of Interactive Applications **1996**, 109-134		5
15	User Interface Evaluation : is it Ever Usable?. *Advances in Human Factors/Ergonomics*, **1995**, 20, 329-334		3
14	Using Ergonomic Rules for Evaluation by Linguistic Ergonomic Criteria. *Advances in Human Factors/Ergonomics*, **1995**, 367-372		
13	A Model-Based Approach to Presentation: A Continuum from Task Analysis to Prototype **1995**, 77-94		13
12	Hydroxyethylrutosides in elderly patients with chronic venous insufficiency: its efficacy and tolerability. *Gerontology*, **1994**, 40, 45-52	5.5	24
11	Towards a dynamic strategy for computer-aided visual placement **1994**,		19
10	Visual techniques for traditional and multimedia layouts **1994**,		24
9	Reverse engineering of Web pages based on derivations and transformations		5
8	Using the MetroWeb tool to improve usability quality of Web sites		2
7	Migratable user interfaces: beyond migratory interfaces		7
6	A Comparison of Placement Strategies for Effective Visual Design125-144		1
5	On the Problem of Selecting Interaction Objects163-178		4
4	Assessing User Interface Aesthetics based on the Inter-subjectivity of Judgment		9

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3	A Comparison of Shortcut and Step-by-Step Adaptive Menus for Smartphones	2
2	ProSPer: a MOST model extension applied to persuasive interactive systems	1
1	A Method for Generating Multiplatform User Interfaces for E-Learning Environments	90-111