Roope Raisamo

List of Publications by Year
in descending order

		430442		315357
197	2,729	18	38	
papers	citations	h-index	g-index	

205	205	205	1769
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Evaluation of Gender Classification Methods with Automatically Detected and Aligned Faces. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 541-547.	9.7	286
2	An experimental comparison of gender classification methods. Pattern Recognition Letters, 2008, 29, 1544-1556.	2.6	168
3	Human augmentation: Past, present and future. International Journal of Human Computer Studies, 2019, 131, 131-143.	3.7	102
4	A Survey of Mid-Air Ultrasound Haptics and Its Applications. IEEE Transactions on Haptics, 2021, 14, 2-19.	1.8	91
5	Methods for Presenting Braille Characters on a Mobile Device with a Touchscreen and Tactile Feedback. IEEE Transactions on Haptics, 2009, 2, 28-39.	1.8	88
6	Emotional and behavioral responses to haptic stimulation. , 2008, , .		83
7	Head-mounted display with mid-air tactile feedback. , 2015, , .		62
8	Touch gestures in communicating emotional intention via vibrotactile stimulation. International Journal of Human Computer Studies, 2013, 71, 679-690.	3.7	61
9	Investigating perceived barriers to the use of open educational resources in higher education in Tanzania. International Review of Research in Open and Distance Learning, 2014, 15, .	1.0	61
10	Challenges and instructors' intention to adopt and use open educational resources in higher education in Tanzania. International Review of Research in Open and Distance Learning, 2014, 15, .	1.0	57
11	Device independent text input. , 2000, , .		55
12	Appropriateness of foot interaction for non-accurate spatial tasks. , 2004, , .		52
13	A Model for Assessing Learning Management System Success in Higher Education in Sub‐Saharan Countries. Electronic Journal of Information Systems in Developing Countries, 2014, 61, 1-17.	0.9	50
14	Gaze gestures and haptic feedback in mobile devices. , 2014, , .		43
15	Measures and modalities in restorative virtual natural environments: An integrative narrative review. Computers in Human Behavior, 2022, 126, 107008.	5.1	41
16	Emotional responses to thermal stimuli. , 2011, , .		40
17	Design and evaluation of a tactile memory game for visually impaired children. Interacting With Computers, 2007, 19, 196-205.	1.0	36
18	Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation. IEEE Transactions on Haptics, 2013, 6, 517-521.	1.8	33

#	Article	IF	Citations
19	Mapping information to audio and tactile icons. , 2009, , .		32
20	Cold or Hot? How Thermal Stimuli Are Related to Human Emotional System?. Lecture Notes in Computer Science, 2013, , 20-29.	1.0	29
21	Using Haptic Feedback to Improve Grasp Force Control in Multiple Sclerosis Patients. IEEE Transactions on Robotics, 2009, 25, 593-601.	7.3	27
22	Quikwriting as a multi-device text entry method. , 2004, , .		26
23	The Role of Gesture Types and Spatial Feedback in Haptic Communication. IEEE Transactions on Haptics, 2011, 4, 295-306.	1.8	26
24	Haptically augmented remote speech communication. , 2012, , .		26
25	Testing Usability of Multimodal Applications with Visually Impaired Children. IEEE MultiMedia, 2006, 13, 70-76.	1.5	22
26	Glasses with haptic feedback of gaze gestures. , 2014, , .		22
27	Delivering directional haptic cues through eyeglasses and a seat. , 2015, , .		22
28	A Survey of Mid-Air Ultrasonic Tactile Feedback. , 2019, , .		22
29	Experiences on haptic interfaces for visually impaired young children. , 2004, , .		21
30	Multimodal interaction with speech and physical touch interface in a media center application. , 2009, , .		21
31	Effect of virtual eating environment on consumers' evaluations of healthy and unhealthy snacks. Food Quality and Preference, 2020, 82, 103871.	2.3	21
32	Mobile devices as infotainment user interfaces in the car. , 2013, , .		20
33	Interaction with WebVR 360° video player: Comparing three interaction paradigms. , 2017, , .		20
34	Evaluating the effect of temporal parameters for vibrotactile saltatory patterns. , 2009, , .		19
35	Responses to visual, tactile and visual–tactile forward collision warnings while gaze on and off the road. Transportation Research Part F: Traffic Psychology and Behaviour, 2016, 40, 68-77.	1.8	19
36	Gaze Interaction With Vibrotactile Feedback: Review and Design Guidelines. Human-Computer Interaction, 2020, 35, 1-39.	3.1	19

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37	Technologies for Multimodal Interaction in Extended Reality—A Scoping Review. Multimodal Technologies and Interaction, 2021, 5, 81.	1.7	19
38	JCAT: Collaborative active textbooks using Java. Computer Networks, 1997, 29, 1577-1586.	1.0	18
39	Evaluation of HeadTurn. , 2016, , .		18
40	Designing tactile feedback for piezo buttons. , 2011, , .		17
41	Feedback for Smooth Pursuit Gaze Tracking Based Control. , 2016, , .		17
42	Physiological and Psychological Restoration in Matched Real and Virtual Natural Environments. , 2020, , .		17
43	Asynchronous industrial collaboration: How virtual reality and virtual tools aid the process of maintenance method development and documentation creation. Computers in Industry, 2022, 140, 103663.	5.7	17
44	Glance Awareness and Gaze Interaction in Smartwatches. , 2015, , .		16
45	The micole architecture. , 2007, , .		15
46	Supporting visually impaired children with software agents in a multimodal learning environment. Virtual Reality, 2006, 9, 108-117.	4.1	14
47	Perception of low-amplitude haptic stimuli when biking. , 2008, , .		14
48	User Expectations of Everyday Gaze Interaction on Smartglasses. , 2016, , .		14
49	Evaluating ray casting and two gaze-based pointing techniques for object selection in virtual reality. , 2018, , .		14
50	Evaluation of haptic virtual reality user interfaces for medical marking on 3D models. International Journal of Human Computer Studies, 2021, 147, 102561.	3.7	14
51	Seriously fun. , 2008, , .		13
52	Comparison of three designs for haptic button edges on touchscreens. , 2010, , .		13
53	Berlin Kompass: Multimodal Gameful Empowerment for Foreign Language Learning. Journal of Educational Technology Systems, 2015, 43, 429-450.	3.6	13
54	Enhancing personal communication with spatial haptics: Two scenario-based experiments on gestural interaction. Journal of Visual Languages and Computing, 2009, 20, 287-304.	1.8	12

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55	Accessible Multimodal Media Center Application for Blind and Partially Sighted People. Computers in Entertainment, 2010, 8, 1-30.	1.2	12
56	TraQuMe. , 2014, , .		12
57	Crossmodal Rhythm Perception. Lecture Notes in Computer Science, 2008, , 111-119.	1.0	12
58	An alternative way of drawing. , 1999, , .		11
59	Non-Visual Feedback Cues for Pen Computing. , 0, , .		11
60	Tactile Modulation of Emotional Speech Samples. Advances in Human-Computer Interaction, 2012, 2012, 1-13.	1.8	11
61	Intuitiveness of vibrotactile speed regulation cues. ACM Transactions on Applied Perception, 2013, 10, 1-15.	1.2	11
62	Light-weight immaterial particle displays with mid-air tactile feedback. , 2015, , .		11
63	Experiences on a multimodal information kiosk with an interactive agent. , 2002, , .		10
64	User experience and expectations of haptic feedback in in-car interaction. , 2014, , .		10
65	A review on objective measurement of usage in technology acceptance studies. Universal Access in the Information Society, 2016, 15, 713-726.	2.1	10
66	Unimodal and Multimodal Signals to Support Control Transitions in Semiautonomous Vehicles. , 2019, , .		10
67	Comparison of Controller-Based Locomotion Techniques for Visual Observation in Virtual Reality. Multimodal Technologies and Interaction, 2021, 5, 31.	1.7	10
68	Telling Time by Vibration. Lecture Notes in Computer Science, 2008, , 924-929.	1.0	10
69	Interpersonal Haptic Communication: Review and Directions for the Future. International Journal of Human Computer Studies, 2022, 166, 102881.	3.7	10
70	Design and evaluation of the alignment stick. Interacting With Computers, 2000, 12, 483-506.	1.0	9
71	User performance with trackball-mice. Interacting With Computers, 2007, 19, 407-427.	1.0	9
72	Non-visual interaction with graphs assisted with directional-predictive sounds and vibrations: a comparative study. Universal Access in the Information Society, 2008, 7, 93-102.	2.1	9

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73	Haptic interaction becomes reality. Journal of Ambient Intelligence and Smart Environments, 2009, 1, 37-41.	0.8	9
74	Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments. , 2013, , .		9
75	Field-of-view extension for VR viewers. , 2017, , .		9
76	Trade-Off between Task Accuracy, Task Completion Time and Naturalness for Direct Object Manipulation in Virtual Reality. Multimodal Technologies and Interaction, 2022, 6, 6.	1.7	9
77	Distributed Asymmetric Virtual Reality in Industrial Context: Enhancing the Collaboration of Geographically Dispersed Teams in the Pipeline of Maintenance Method Development and Technical Documentation Creation. Applied Sciences (Switzerland), 2022, 12, 3728.	1.3	9
78	An alternative approach to strengthening tactile memory for sensory disabled people. Universal Access in the Information Society, 2006, 5, 189-198.	2.1	8
79	Facial expression classification based on local spatiotemporal edge and texture descriptors. , 2010, , .		8
80	Presenting spatial tactile messages with a hand-held device. , 2011, , .		8
81	Seek'N'Share. , 2013, , .		8
82	Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. Entertainment Computing, 2014, 5, 475-484.	1.8	8
83	Collaborative navigation in virtual worlds. , 2015, , .		8
84	Supporting Collaboration between Visually Impaired and Sighted Children in a Multimodal Learning Environment. Lecture Notes in Computer Science, 2008, , 11-20.	1.0	8
85	Designing Gesture-Based Control for Factory Automation. Lecture Notes in Computer Science, 2013, , 202-209.	1.0	8
86	One-directional position-sensitive force transducer based on EMFi. Sensors and Actuators A: Physical, 2005, 123-124, 204-209.	2.0	7
87	Non-visual game design and training in gameplay skill acquisition – A puzzle game case study. Interacting With Computers, 2008, 20, 386-405.	1.0	7
88	Emotional responses to haptic stimuli in laboratory versus travelling by bus contexts. , 2009, , .		7
89	Haptic feedback to gaze events. , 2014, , .		7
90	Comparison of three implementations of HeadTurn: a multimodal interaction technique with gaze and head turns. , 2016, , .		7

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91	Directional cueing of gaze with a vibrotactile headband. , 2017, , .		7
92	Hands-free vibrotactile feedback for object selection tasks in virtual reality. , 2018, , .		7
93	Gaze Augmented Hand-Based Kinesthetic Interaction: What You See is What You Feel. IEEE Transactions on Haptics, 2019, 12, 114-127.	1.8	7
94	Investigating mid-air gestures and handhelds in motion tracked environments. , 2016, , .		7
95	Evaluating Ultrasonic Tactile FeedbackÂStimuli. Lecture Notes in Computer Science, 2020, , 253-261.	1.0	7
96	Agent-based architecture for implementing multimodal learning environments for visually impaired children. , 2005, , .		6
97	Haptic numbers. , 2010, , .		6
98	Camera pose estimation in soccer scenes based on vanishing points. , 2010, , .		6
99	Evaluating different types of actuators for Liquid Screen Overlays (LSO). , 2016, , .		6
100	Mobile Games for Training Tactile Perception. Lecture Notes in Computer Science, 2004, , 468-475.	1.0	6
101	Exploration of directional-predictive sounds for nonvisual interaction with graphs. Knowledge and Information Systems, 2007, 13, 221-241.	2.1	5
102	Non-visual Gameplay: Making Board Games Easy and Fun. Lecture Notes in Computer Science, 2008, , 561-568.	1.0	5
103	An Exploration of Volumetric Data in Auditory Space. AES: Journal of the Audio Engineering Society, 2014, 62, 172-187.	0.8	5
104	Generating Virtual Tactile Exciter for HD Haptics : A Tectonic Actuatorsâ€™ Case Study. , 2019, , .		5
105	Gaze-based Kinaesthetic Interaction for Virtual Reality. Interacting With Computers, 2020, 32, 17-32.	1.0	5
106	Evaluations of Piezo Actuated Haptic Stimulations. Lecture Notes in Computer Science, 2011, , 296-305.	1.0	5
107	Delayed Haptic Feedback to Gaze Gestures. Lecture Notes in Computer Science, 2014, , 25-31.	1.0	5
108	Gel-based Haptic Mediator for High-Definition Tactile Communication. , 2019, , .		5

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109	Haptic feedback in eye typing. Journal of Eye Movement Research, 2016, 9, .	0.5	5
110	Haptic visualization of bathymetric data. , 2012, , .		4
111	Emerging application areas and challenges of automatic face analysis. Continuum, 2013, 27, 572-584.	0.5	4
112	Using gaze gestures with haptic feedback on glasses. , 2014, , .		4
113	Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task. , 2014, , .		4
114	Haptic user interface enhancement system for touchscreen based interaction. , 2014, , .		4
115	Touchscreen Overlay Augmented with the Stick-Slip Phenomenon to Generate Kinetic Energy. , 2016, , .		4
116	Vibrotactile stimulation of the head enables faster gaze gestures. International Journal of Human Computer Studies, 2017, 98, 62-71.	3.7	4
117	Toward Efficient Academia-Industry Collaboration: A Case Study of Joint VR System Development. , 2021, , .		4
118	Optimizing Menu Selection Process for Single-Switch Manipulation. Lecture Notes in Computer Science, 2004, , 836-844.	1.0	4
119	Comparison of Extensive vs. Confirmation Haptic Interfaces with Two Levels of Disruptive Tasks. Lecture Notes in Computer Science, 2012, , 383-394.	1.0	4
120	Casual immersive viewing with smartphones. , 2016, , .		4
121	Vibrotactile Information for Intuitive Speed Regulation. , 0, , .		4
122	Sonification with Musical Characteristics: A Path Guided by User-Engagement. , 0, , .		4
123	Providing two-dimensional tactile directional information with one-dimensional movement. , 2009, , .		3
124	Exploring the effects of cumulative contextual cues on interpreting vibrotactile messages. , 2011, , .		3
125	Squeeze vs. tilt. , 2011, , .		3
126	An evaluation of the virtual curvature with the StickGrip haptic device: a case study. Universal Access in the Information Society, 2013, 12, 161-173.	2.1	3

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127	User experiences of mobile audio conferencing with spatial audio, haptics and gestures. , 2013, , .		3
128	Virtual Sectioning and Haptic Exploration of Volumetric Shapes in the Absence of Visual Feedback. Advances in Human-Computer Interaction, 2013, 2013, 1-15.	1.8	3
129	Preferences for touch gestures in audio-tactile communication. , 2014, , .		3
130	Using Skin Micro-Displacements to Create Vibrotactile Signals for Mobile Touchscreen Displays. IEEE Sensors Journal, 2016, 16, 6908-6919.	2.4	3
131	Extreme field-of-view for head-mounted displays. , 2017, , .		3
132	Generating Localized Haptic Feedback over a Spherical Surface. , 2021, , .		3
133	Multimodal Media Center Interface Based on Speech, Gestures and Haptic Feedback. Lecture Notes in Computer Science, 2009, , 54-57.	1.0	3
134	The Impact of Control-Display Gain in Kinesthetic Search. Lecture Notes in Computer Science, 2020, , 158-166.	1.0	3
135	Augmentation of Perceived Sweetness in Sugar Reduced Cakes by Local Odor Display. , 2020, , .		3
136	Evaluation of virtual handles for dental implant manipulation in virtual reality implant planning procedure. International Journal of Computer Assisted Radiology and Surgery, 0, , .	1.7	3
137	TrackMouse. , 2004, , .		2
138	Manipulating Vibro-Tactile Sequences on Mobile PC. Lecture Notes in Computer Science, 2005, , 245-252.	1.0	2
139	Perception Strategies in Modal-Redistributed Interaction. , 0, , .		2
140	A camera-joystick for sound-augmented non-visual navigation and target acquisition: a case study. Universal Access in the Information Society, 2008, 7, 129-144.	2.1	2
141	Proactive Agents to Assist Multimodal Explorative Learning of Astronomical Phenomena. Advances in Human-Computer Interaction, 2008, 2008, 1-13.	1.8	2
142	Haptic applications as physics teaching tools. , 2010, , .		2
143	Multimodal multi-device program guide for smart conferences. , 2011, , .		2
144	RehApp â€" A Wearable Haptic System for Rehabilitation and Sports Training. Lecture Notes in Computer Science, 2012, , 210-213.	1.0	2

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145	Mobile Interaction with Elevators. , 2013, , .		2
146	Enhancing the Conference Experience with a Multi-Device, Multimodal, Multi-User Program Guide. , 2013, , .		2
147	Actuators for touchscreen tactile overlay. , 2014, , .		2
148	Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems. , 2014, , .		2
149	Identifying User Interaction Patterns in E-Textbooks. Scientific World Journal, The, 2015, 2015, 1-12.	0.8	2
150	Evaluating transparent liquid screen overlay as a haptic conductor: Method of enhancing touchscreen based user interaction by a transparent deformable liquid screen overlay. , 2015, , .		2
151	Mechanism for developing a kinesthetic haptic feedback system. , 2016, , .		2
152	Developing a stick-slip based kinesthetic touchscreen system for realtime stylus manipulation. , 2016, , .		2
153	The cutaneous-rabbit illusion: What if it is not a Rabbit?. , 2017, , .		2
154	Remote Expert for Assistance in a Physical Operational Task. , 2018, , .		2
155	Gigapixel virtual reality employing live superzoom cameras. , 2018, , .		2
156	Developing Intelligent Multimodal IVI Systems to Reduce Driver Distraction. Advances in Intelligent Systems and Computing, 2019, , 91-97.	0.5	2
157	Haptic Actuation Plate for Multi-Layered In-Vehicle Control Panel. Multimodal Technologies and Interaction, 2021, 5, 25.	1.7	2
158	Distinguishing Vibrotactile Effects with Tactile Mouse and Trackball. , 2006, , 337-348.		2
159	Evaluating the Length of Virtual Horizontal Bar Chart Columns Augmented with Wrench and Sound Feedback. Lecture Notes in Computer Science, 2006, , 353-360.	1.0	2
160	Multimodal Interaction with Speech, Gestures and Haptic Feedback in a Media Center Application. Lecture Notes in Computer Science, 2009, , 836-837.	1.0	2
161	Effects of Visual Locomotion and Tactile Stimuli Duration on the Emotional Dimensions of the Cutaneous Rabbit Illusion. , 2020, , .		2
162	Cyclic Input of Characters through a Single Button Manipulation. Lecture Notes in Computer Science, 2002, , 259-266.	1.0	2

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163	Audio-Haptic Car Navigation Interface with Rhythmic Tactons. Lecture Notes in Computer Science, 2014, , 208-215.	1.0	2
164	Gaze Tracker Accuracy and Precision Measurements in Virtual Reality Headsets. , 2020, , .		2
165	Where's My Cellphone: Non-contact based Hand-Gestures and Ultrasound haptic feedback for Secondary Task Interaction while Driving. , 2021, , .		2
166	Evaluation of voice commands for mode change in virtual reality implant planning procedure. International Journal of Computer Assisted Radiology and Surgery, 2022, 17, 1981-1989.	1.7	2
167	An evaluation of color patterns for imaging of warning signals in cockpit displays. , 2002, , .		1
168	Integrating discrete events and continuous head movements for video-based interaction techniques. Behaviour and Information Technology, 2011, 30, 739-746.	2.5	1
169	Haptic feedback of gaze gestures with glasses. , 2015, , .		1
170	Gaze Cueing with a Vibrotactile Headband for a Visual Search Task. Augmented Human Research, 2017, 2, 1.	3.5	1
171	Direct retinal signals for virtual environments. , 2017, , .		1
172	Reducing driver distraction by improving secondary task performance through multimodal touchscreen interaction. SN Applied Sciences, 2019, 1, 1.	1.5	1
173	Video Conferencing in the Age of Covid-19: Engaging Online Interaction Using Facial Expression Recognition and Supplementary Haptic Cues. Advances in Intelligent Systems and Computing, 2021, , 217-223.	0.5	1
174	Origo Steering Wheel: Improving Tactile Feedback for Steering Wheel IVIS Interaction using Embedded Haptic Wave Guides and Constructive Wave Interference. , 2021, , .		1
175	Video as Input: Spiral Search with the Sparse Angular Sampling. Lecture Notes in Computer Science, 2006, , 542-552.	1.0	1
176	Accessible Speech-Based and Multimodal Media Center Interface for Users with Physical Disabilities. Lecture Notes in Computer Science, 2010, , 66-79.	1.0	1
177	Camera Based Target Acquisition Augmented with Phosphene Sensations. Lecture Notes in Computer Science, 2010, , 282-289.	1.0	1
178	Design and Evaluation of Tamhattan. , 2012, , 90-107.		1
179	Enhancing Interactive Graph Manipulation Tools with Tactile Feedback. Lecture Notes in Computer Science, 2004, , 359-368.	1.0	1
180	NonVisNavi: Non-visual Mobile Navigation Application for Pedestrians. Lecture Notes in Computer Science, 2012, , 214-217.	1.0	1

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181	Kinesthetic Elementary Mathematics - Creating Flow with Gesture Modality. International Journal of Serious Games, 2016, 3, .	0.8	1
182	Using Dynamic Real-Time Haptic Mediation in VR and AR Environments. Advances in Intelligent Systems and Computing, 2020, , 407-413.	0.5	1
183	Embedded Haptic Waveguides to Improve Tactile Feedback : Designing a custom 3D-printed surface to enhance signal mediation. , 2020, , .		1
184	Expert Evaluation of Haptic Virtual Reality User Interfaces for Medical Landmarking. , 2022, , .		1
185	Enhancing mobile device peripheral controls using Visible Light Communication (VLC). , 2015, , .		0
186	Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise. Advances in Human-Computer Interaction, 2015, 2015, 1-13.	1.8	0
187	Developing actuation mechanism for stick-slip based intelligent mobile displays. , 2017, , .		0
188	Illumination for 360 degree cameras. , 2018, , .		0
189	Creating Embedded Haptic Waveguides in a 3D-Printed Surface to Improve Haptic Mediation for Surface-Based Interaction. Advances in Intelligent Systems and Computing, 2021, , 605-611.	0.5	0
190	Visualization of Music Notation for Partially Sighted Persons. Lecture Notes in Computer Science, 2002, , 682-683.	1.0	0
191	Haptic interaction becomes mainstream. , 2008, , .		0
192	Postgraduate Studies in the Field of HCI. Lecture Notes in Computer Science, 2009, , 928-929.	1.0	0
193	Demo hour. Interactions, 2015, 22, 6-9.	0.8	0
194	The Project Case: A West African Digital University. IFIP Advances in Information and Communication Technology, 2016, , 174-181.	0.5	0
195	Applying Human–Computer Interaction Practices to IoT Prototyping. , 2017, , 257-294.		0
196	Providing Comprehensive Navigational Cues Through the Driving Seat to Reduce Visual Distraction in Current Generation of Semi-autonomous Vehicles. Advances in Intelligent Systems and Computing, 2020, , 882-888.	0.5	0
197	Head and Gaze Orientation in Hemispheric Image Viewing. Frontiers in Virtual Reality, 2022, 3, .	2.5	0