

Roope Raisamo

List of Publications by Year in descending order

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197
papers

2,729
citations

430442

18
h-index

315357

38
g-index

205
all docs

205
docs citations

205
times ranked

1769
citing authors

#	ARTICLE	IF	CITATIONS
1	Measures and modalities in restorative virtual natural environments: An integrative narrative review. <i>Computers in Human Behavior</i> , 2022, 126, 107008.	5.1	41
2	Trade-Off between Task Accuracy, Task Completion Time and Naturalness for Direct Object Manipulation in Virtual Reality. <i>Multimodal Technologies and Interaction</i> , 2022, 6, 6.	1.7	9
3	Head and Gaze Orientation in Hemispheric Image Viewing. <i>Frontiers in Virtual Reality</i> , 2022, 3, .	2.5	0
4	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. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 3728.	1.3	9
5	Asynchronous industrial collaboration: How virtual reality and virtual tools aid the process of maintenance method development and documentation creation. <i>Computers in Industry</i> , 2022, 140, 103663.	5.7	17
6	Expert Evaluation of Haptic Virtual Reality User Interfaces for Medical Landmarking. , 2022, , .		1
7	Interpersonal Haptic Communication: Review and Directions for the Future. <i>International Journal of Human Computer Studies</i> , 2022, 166, 102881.	3.7	10
8	Evaluation of voice commands for mode change in virtual reality implant planning procedure. <i>International Journal of Computer Assisted Radiology and Surgery</i> , 2022, 17, 1981-1989.	1.7	2
9	Evaluation of haptic virtual reality user interfaces for medical marking on 3D models. <i>International Journal of Human Computer Studies</i> , 2021, 147, 102561.	3.7	14
10	A Survey of Mid-Air Ultrasound Haptics and Its Applications. <i>IEEE Transactions on Haptics</i> , 2021, 14, 2-19.	1.8	91
11	Generating Localized Haptic Feedback over a Spherical Surface. , 2021, , .		3
12	Creating Embedded Haptic Waveguides in a 3D-Printed Surface to Improve Haptic Mediation for Surface-Based Interaction. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 605-611.	0.5	0
13	Video Conferencing in the Age of Covid-19: Engaging Online Interaction Using Facial Expression Recognition and Supplementary Haptic Cues. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 217-223.	0.5	1
14	Haptic Actuation Plate for Multi-Layered In-Vehicle Control Panel. <i>Multimodal Technologies and Interaction</i> , 2021, 5, 25.	1.7	2
15	Comparison of Controller-Based Locomotion Techniques for Visual Observation in Virtual Reality. <i>Multimodal Technologies and Interaction</i> , 2021, 5, 31.	1.7	10
16	Toward Efficient Academia-Industry Collaboration: A Case Study of Joint VR System Development. , 2021, , .		4
17	Origo Steering Wheel: Improving Tactile Feedback for Steering Wheel IVIS Interaction using Embedded Haptic Wave Guides and Constructive Wave Interference. , 2021, , .		1
18	Where's My Cellphone: Non-contact based Hand-Gestures and Ultrasound haptic feedback for Secondary Task Interaction while Driving. , 2021, , .		2

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19	Technologies for Multimodal Interaction in Extended Realityâ€™A Scoping Review. Multimodal Technologies and Interaction, 2021, 5, 81.	1.7	19
20	Gaze Interaction With Vibrotactile Feedback: Review and Design Guidelines. Human-Computer Interaction, 2020, 35, 1-39.	3.1	19
21	Effect of virtual eating environment on consumersâ€™ evaluations of healthy and unhealthy snacks. Food Quality and Preference, 2020, 82, 103871.	2.3	21
22	Gaze-based Kinaesthetic Interaction for Virtual Reality. Interacting With Computers, 2020, 32, 17-32.	1.0	5
23	Effects of Visual Locomotion and Tactile Stimuli Duration on the Emotional Dimensions of the Cutaneous Rabbit Illusion. , 2020, , .		2
24	Using Dynamic Real-Time Haptic Mediation in VR and AR Environments. Advances in Intelligent Systems and Computing, 2020, , 407-413.	0.5	1
25	The Impact of Control-Display Gain in Kinesthetic Search. Lecture Notes in Computer Science, 2020, , 158-166.	1.0	3
26	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
27	Evaluating Ultrasonic Tactile Feedbackâ€™Stimuli. Lecture Notes in Computer Science, 2020, , 253-261.	1.0	7
28	Physiological and Psychological Restoration in Matched Real and Virtual Natural Environments. , 2020, , .		17
29	Gaze Tracker Accuracy and Precision Measurements in Virtual Reality Headsets. , 2020, , .		2
30	Augmentation of Perceived Sweetness in Sugar Reduced Cakes by Local Odor Display. , 2020, , .		3
31	Embedded Haptic Waveguides to Improve Tactile Feedback : Designing a custom 3D-printed surface to enhance signal mediation. , 2020, , .		1
32	Reducing driver distraction by improving secondary task performance through multimodal touchscreen interaction. SN Applied Sciences, 2019, 1, 1.	1.5	1
33	Unimodal and Multimodal Signals to Support Control Transitions in Semiautonomous Vehicles. , 2019, , .		10
34	Developing Intelligent Multimodal IVI Systems to Reduce Driver Distraction. Advances in Intelligent Systems and Computing, 2019, , 91-97.	0.5	2
35	Gaze Augmented Hand-Based Kinesthetic Interaction: What You See is What You Feel. IEEE Transactions on Haptics, 2019, 12, 114-127.	1.8	7
36	Human augmentation: Past, present and future. International Journal of Human Computer Studies, 2019, 131, 131-143.	3.7	102

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37	Generating Virtual Tactile Exciter for HD Haptics : A Tectonic Actuators™ Case Study. , 2019, , .		5
38	A Survey of Mid-Air Ultrasonic Tactile Feedback. , 2019, , .		22
39	Gel-based Haptic Mediator for High-Definition Tactile Communication. , 2019, , .		5
40	Remote Expert for Assistance in a Physical Operational Task. , 2018, , .		2
41	Evaluating ray casting and two gaze-based pointing techniques for object selection in virtual reality. , 2018, , .		14
42	Hands-free vibrotactile feedback for object selection tasks in virtual reality. , 2018, , .		7
43	Illumination for 360 degree cameras. , 2018, , .		0
44	Gigapixel virtual reality employing live superzoom cameras. , 2018, , .		2
45	Interaction with WebVR 360° video player: Comparing three interaction paradigms. , 2017, , .		20
46	Field-of-view extension for VR viewers. , 2017, , .		9
47	The cutaneous-rabbit illusion: What if it is not a Rabbit?. , 2017, , .		2
48	Gaze Cueing with a Vibrotactile Headband for a Visual Search Task. Augmented Human Research, 2017, 2, 1.	3.5	1
49	Directional cueing of gaze with a vibrotactile headband. , 2017, , .		7
50	Vibrotactile stimulation of the head enables faster gaze gestures. International Journal of Human Computer Studies, 2017, 98, 62-71.	3.7	4
51	Extreme field-of-view for head-mounted displays. , 2017, , .		3
52	Direct retinal signals for virtual environments. , 2017, , .		1
53	Developing actuation mechanism for stick-slip based intelligent mobile displays. , 2017, , .		0
54	Applying Human-Computer Interaction Practices to IoT Prototyping. , 2017, , 257-294.		0

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55	User Expectations of Everyday Gaze Interaction on Smartglasses. , 2016, , .		14
56	Evaluation of HeadTurn. , 2016, , .		18
57	Comparison of three implementations of HeadTurn: a multimodal interaction technique with gaze and head turns. , 2016, , .		7
58	Touchscreen Overlay Augmented with the Stick-Slip Phenomenon to Generate Kinetic Energy. , 2016, , .		4
59	Mechanism for developing a kinesthetic haptic feedback system. , 2016, , .		2
60	Using Skin Micro-Displacements to Create Vibrotactile Signals for Mobile Touchscreen Displays. IEEE Sensors Journal, 2016, 16, 6908-6919.	2.4	3
61	Evaluating different types of actuators for Liquid Screen Overlays (LSO). , 2016, , .		6
62	Developing a stick-slip based kinesthetic touchscreen system for realtime stylus manipulation. , 2016, , .		2
63	Responses to visual, tactile and visualâ€”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
64	Feedback for Smooth Pursuit Gaze Tracking Based Control. , 2016, , .		17
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	Investigating mid-air gestures and handhelds in motion tracked environments. , 2016, , .		7
67	Casual immersive viewing with smartphones. , 2016, , .		4
68	Haptic feedback in eye typing. Journal of Eye Movement Research, 2016, 9, .	0.5	5
69	The Project Case: A West African Digital University. IFIP Advances in Information and Communication Technology, 2016, , 174-181.	0.5	0
70	Kinesthetic Elementary Mathematics - Creating Flow with Gesture Modality. International Journal of Serious Games, 2016, 3, .	0.8	1
71	Head-mounted display with mid-air tactile feedback. , 2015, , .		62
72	Collaborative navigation in virtual worlds. , 2015, , .		8

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73	Haptic feedback of gaze gestures with glasses. , 2015, , .		1
74	Enhancing mobile device peripheral controls using Visible Light Communication (VLC). , 2015, , .		0
75	Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise. Advances in Human-Computer Interaction, 2015, 2015, 1-13.	1.8	0
76	Identifying User Interaction Patterns in E-Textbooks. Scientific World Journal, The, 2015, 2015, 1-12.	0.8	2
77	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
78	Delivering directional haptic cues through eyeglasses and a seat. , 2015, , .		22
79	Light-weight immaterial particle displays with mid-air tactile feedback. , 2015, , .		11
80	Berlin Kompass: Multimodal Gameful Empowerment for Foreign Language Learning. Journal of Educational Technology Systems, 2015, 43, 429-450.	3.6	13
81	Glance Awareness and Gaze Interaction in Smartwatches. , 2015, , .		16
82	Demo hour. Interactions, 2015, 22, 6-9.	0.8	0
83	An Exploration of Volumetric Data in Auditory Space. AES: Journal of the Audio Engineering Society, 2014, 62, 172-187.	0.8	5
84	Challenges and instructorsâ€™ 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
85	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
86	Gaze gestures and haptic feedback in mobile devices. , 2014, , .		43
87	Glasses with haptic feedback of gaze gestures. , 2014, , .		22
88	Haptic feedback to gaze events. , 2014, , .		7
89	User experience and expectations of haptic feedback in in-car interaction. , 2014, , .		10
90	Actuators for touchscreen tactile overlay. , 2014, , .		2

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91	Using gaze gestures with haptic feedback on glasses. , 2014, , .		4
92	TraQuMe. , 2014, , .		12
93	Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task. , 2014, , .		4
94	Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. Entertainment Computing, 2014, 5, 475-484.	1.8	8
95	Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems. , 2014, , .		2
96	Haptic user interface enhancement system for touchscreen based interaction. , 2014, , .		4
97	Preferences for touch gestures in audio-tactile communication. , 2014, , .		3
98	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
99	Delayed Haptic Feedback to Gaze Gestures. Lecture Notes in Computer Science, 2014, , 25-31.	1.0	5
100	Audio-Haptic Car Navigation Interface with Rhythmic Tactons. Lecture Notes in Computer Science, 2014, , 208-215.	1.0	2
101	Touch gestures in communicating emotional intention via vibrotactile stimulation. International Journal of Human Computer Studies, 2013, 71, 679-690.	3.7	61
102	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
103	User experiences of mobile audio conferencing with spatial audio, haptics and gestures. , 2013, , .		3
104	Mobile Interaction with Elevators. , 2013, , .		2
105	Enhancing the Conference Experience with a Multi-Device, Multimodal, Multi-User Program Guide. , 2013, , .		2
106	Seek'N'Share. , 2013, , .		8
107	Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments. , 2013, , .		9
108	Mobile devices as infotainment user interfaces in the car. , 2013, , .		20

#	ARTICLE	IF	CITATIONS
109	Intuitiveness of vibrotactile speed regulation cues. ACM Transactions on Applied Perception, 2013, 10, 1-15.	1.2	11
110	Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation. IEEE Transactions on Haptics, 2013, 6, 517-521.	1.8	33
111	Emerging application areas and challenges of automatic face analysis. Continuum, 2013, 27, 572-584.	0.5	4
112	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
113	Designing Gesture-Based Control for Factory Automation. Lecture Notes in Computer Science, 2013, , 202-209.	1.0	8
114	Cold or Hot? How Thermal Stimuli Are Related to Human Emotional System?. Lecture Notes in Computer Science, 2013, , 20-29.	1.0	29
115	Haptically augmented remote speech communication. , 2012, , .		26
116	RehApp – A Wearable Haptic System for Rehabilitation and Sports Training. Lecture Notes in Computer Science, 2012, , 210-213.	1.0	2
117	Haptic visualization of bathymetric data. , 2012, , .		4
118	Tactile Modulation of Emotional Speech Samples. Advances in Human-Computer Interaction, 2012, 2012, 1-13.	1.8	11
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	Design and Evaluation of Tamhattan. , 2012, , 90-107.		1
121	NonVisNavi: Non-visual Mobile Navigation Application for Pedestrians. Lecture Notes in Computer Science, 2012, , 214-217.	1.0	1
122	Presenting spatial tactile messages with a hand-held device. , 2011, , .		8
123	The Role of Gesture Types and Spatial Feedback in Haptic Communication. IEEE Transactions on Haptics, 2011, 4, 295-306.	1.8	26
124	Emotional responses to thermal stimuli. , 2011, , .		40
125	Exploring the effects of cumulative contextual cues on interpreting vibrotactile messages. , 2011, , .		3
126	Designing tactile feedback for piezo buttons. , 2011, , .		17

#	ARTICLE	IF	CITATIONS
127	Squeeze vs. tilt. , 2011, , .		3
128	Integrating discrete events and continuous head movements for video-based interaction techniques. Behaviour and Information Technology, 2011, 30, 739-746.	2.5	1
129	Multimodal multi-device program guide for smart conferences. , 2011, , .		2
130	Evaluations of Piezo Actuated Haptic Stimulations. Lecture Notes in Computer Science, 2011, , 296-305.	1.0	5
131	Accessible Multimodal Media Center Application for Blind and Partially Sighted People. Computers in Entertainment, 2010, 8, 1-30.	1.2	12
132	Haptic numbers. , 2010, , .		6
133	Facial expression classification based on local spatiotemporal edge and texture descriptors. , 2010, , .		8
134	Camera pose estimation in soccer scenes based on vanishing points. , 2010, , .		6
135	Haptic applications as physics teaching tools. , 2010, , .		2
136	Comparison of three designs for haptic button edges on touchscreens. , 2010, , .		13
137	Accessible Speech-Based and Multimodal Media Center Interface for Users with Physical Disabilities. Lecture Notes in Computer Science, 2010, , 66-79.	1.0	1
138	Camera Based Target Acquisition Augmented with Phosphene Sensations. Lecture Notes in Computer Science, 2010, , 282-289.	1.0	1
139	Haptic interaction becomes reality. Journal of Ambient Intelligence and Smart Environments, 2009, 1, 37-41.	0.8	9
140	Using Haptic Feedback to Improve Grasp Force Control in Multiple Sclerosis Patients. IEEE Transactions on Robotics, 2009, 25, 593-601.	7.3	27
141	Multimodal interaction with speech and physical touch interface in a media center application. , 2009, , .		21
142	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
143	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
144	Providing two-dimensional tactile directional information with one-dimensional movement. , 2009, , .		3

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145	Emotional responses to haptic stimuli in laboratory versus travelling by bus contexts. , 2009, , .		7
146	Evaluating the effect of temporal parameters for vibrotactile saltatory patterns. , 2009, , .		19
147	Multimodal Interaction with Speech, Gestures and Haptic Feedback in a Media Center Application. Lecture Notes in Computer Science, 2009, , 836-837.	1.0	2
148	Multimodal Media Center Interface Based on Speech, Gestures and Haptic Feedback. Lecture Notes in Computer Science, 2009, , 54-57.	1.0	3
149	Mapping information to audio and tactile icons. , 2009, , .		32
150	Postgraduate Studies in the Field of HCI. Lecture Notes in Computer Science, 2009, , 928-929.	1.0	0
151	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
152	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
153	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
154	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
155	An experimental comparison of gender classification methods. Pattern Recognition Letters, 2008, 29, 1544-1556.	2.6	168
156	Non-visual Gameplay: Making Board Games Easy and Fun. Lecture Notes in Computer Science, 2008, , 561-568.	1.0	5
157	Seriously fun. , 2008, , .		13
158	Emotional and behavioral responses to haptic stimulation. , 2008, , .		83
159	Perception of low-amplitude haptic stimuli when biking. , 2008, , .		14
160	Proactive Agents to Assist Multimodal Explorative Learning of Astronomical Phenomena. Advances in Human-Computer Interaction, 2008, 2008, 1-13.	1.8	2
161	Telling Time by Vibration. Lecture Notes in Computer Science, 2008, , 924-929.	1.0	10
162	Crossmodal Rhythm Perception. Lecture Notes in Computer Science, 2008, , 111-119.	1.0	12

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163	Supporting Collaboration between Visually Impaired and Sighted Children in a Multimodal Learning Environment. Lecture Notes in Computer Science, 2008, , 11-20.	1.0	8
164	Haptic interaction becomes mainstream. , 2008, , .		0
165	The micole architecture. , 2007, , .		15
166	Design and evaluation of a tactile memory game for visually impaired children. Interacting With Computers, 2007, 19, 196-205.	1.0	36
167	Exploration of directional-predictive sounds for nonvisual interaction with graphs. Knowledge and Information Systems, 2007, 13, 221-241.	2.1	5
168	User performance with trackball-mice. Interacting With Computers, 2007, 19, 407-427.	1.0	9
169	Testing Usability of Multimodal Applications with Visually Impaired Children. IEEE MultiMedia, 2006, 13, 70-76.	1.5	22
170	Supporting visually impaired children with software agents in a multimodal learning environment. Virtual Reality, 2006, 9, 108-117.	4.1	14
171	An alternative approach to strengthening tactile memory for sensory disabled people. Universal Access in the Information Society, 2006, 5, 189-198.	2.1	8
172	Distinguishing Vibrotactile Effects with Tactile Mouse and Trackball. , 2006, , 337-348.		2
173	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
174	Video as Input: Spiral Search with the Sparse Angular Sampling. Lecture Notes in Computer Science, 2006, , 542-552.	1.0	1
175	One-directional position-sensitive force transducer based on EMFi. Sensors and Actuators A: Physical, 2005, 123-124, 204-209.	2.0	7
176	Agent-based architecture for implementing multimodal learning environments for visually impaired children. , 2005, , .		6
177	Manipulating Vibro-Tactile Sequences on Mobile PC. Lecture Notes in Computer Science, 2005, , 245-252.	1.0	2
178	Appropriateness of foot interaction for non-accurate spatial tasks. , 2004, , .		52
179	TrackMouse. , 2004, , .		2
180	Experiences on haptic interfaces for visually impaired young children. , 2004, , .		21

#	ARTICLE	IF	CITATIONS
181	Quikwriting as a multi-device text entry method. , 2004, , .		26
182	Optimizing Menu Selection Process for Single-Switch Manipulation. Lecture Notes in Computer Science, 2004, , 836-844.	1.0	4
183	Mobile Games for Training Tactile Perception. Lecture Notes in Computer Science, 2004, , 468-475.	1.0	6
184	Enhancing Interactive Graph Manipulation Tools with Tactile Feedback. Lecture Notes in Computer Science, 2004, , 359-368.	1.0	1
185	An evaluation of color patterns for imaging of warning signals in cockpit displays. , 2002, , .		1
186	Experiences on a multimodal information kiosk with an interactive agent. , 2002, , .		10
187	Visualization of Music Notation for Partially Sighted Persons. Lecture Notes in Computer Science, 2002, , 682-683.	1.0	0
188	Cyclic Input of Characters through a Single Button Manipulation. Lecture Notes in Computer Science, 2002, , 259-266.	1.0	2
189	Design and evaluation of the alignment stick. Interacting With Computers, 2000, 12, 483-506.	1.0	9
190	Device independent text input. , 2000, , .		55
191	An alternative way of drawing. , 1999, , .		11
192	JCAT: Collaborative active textbooks using Java. Computer Networks, 1997, 29, 1577-1586.	1.0	18
193	Non-Visual Feedback Cues for Pen Computing. , 0, , .		11
194	Perception Strategies in Modal-Redistributed Interaction. , 0, , .		2
195	Vibrotactile Information for Intuitive Speed Regulation. , 0, , .		4
196	Sonification with Musical Characteristics: A Path Guided by User-Engagement. , 0, , .		4
197	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