

Anthony Tang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9237131/publications.pdf>

Version: 2024-02-01

94
papers

2,909
citations

1683354

5
h-index

1281420

11
g-index

98
all docs

98
docs citations

98
times ranked

1485
citing authors

#	ARTICLE	IF	CITATIONS
1	Collaborative coupling over tabletop displays. , 2006, , .		193
2	Revisiting collaboration through mixed reality: The evolution of groupware. International Journal of Human Computer Studies, 2019, 131, 81-98.	3.7	163
3	Personal Visualization and Personal Visual Analytics. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 420-433.	2.9	156
4	The fat thumb. , 2012, , .		109
5	Shadow reaching. , 2007, , .		108
6	Fluid integration of rotation and translation. , 2005, , .		101
7	Constructive visualization. , 2014, , .		89
8	An exploratory study of visual information analysis. , 2008, , .		82
9	Physio@Home. , 2015, , .		80
10	"almost touching". , 2013, , .		78
11	The Frustrations and Benefits of Mobile Device Usage in the Home when Co-Present with Family Members. , 2016, , .		69
12	Three's company. , 2010, , .		66
13	Eliciting usable gestures for multi-display environments. , 2012, , .		63
14	Stabilized Annotations for Mobile Remote Assistance. , 2016, , .		63
15	Mechanics of Camera Work in Mobile Video Collaboration. , 2015, , .		60
16	Collaboration with 360° Videochat. , 2017, , .		57
17	Exploring video streaming in public settings. , 2014, , .		52
18	VideoArms: Embodiments for Mixed Presence Groupware. , 2007, , 85-102.		52

#	ARTICLE	IF	CITATIONS
19	Geocaching with a Beam. , 2018, , .		50
20	A Design Framework for Awareness Cues in Distributed Multiplayer Games. , 2018, , .		45
21	#EpicPlay. , 2012, , .		44
22	Creating scalable location-based games: lessons from Geocaching. Personal and Ubiquitous Computing, 2013, 17, 335-349.	1.9	41
23	Evoking Empathy: A Framework for Describing Empathy Tools. , 2021, , .		40
24	WaaZam!. , 2014, , .		36
25	Extending a mobile device's interaction space through body-centric interaction. , 2012, , .		35
26	Why do people watch others eat food? An Empirical Study on the Motivations and Practices of Mukbang Viewers. , 2020, , .		35
27	Designing for bystanders. , 2008, , .		34
28	Elevating Communication, Collaboration, and Shared Experiences in Mobile Video through Drones. , 2016, , .		34
29	Eating alone, together. , 2012, , .		32
30	You are Being Watched. , 2016, , .		31
31	Watching 360° Videos Together. , 2017, , .		30
32	Supporting transitions in work. , 2009, , .		30
33	A Visual Interaction Cue Framework from Video Game Environments for Augmented Reality. , 2018, , .		29
34	Scale Impacts Elicited Gestures for Manipulating Holograms. , 2018, , .		29
35	KinectArms. , 2013, , .		28
36	Perceiving ordinal data haptically under workload. , 2005, , .		26

#	ARTICLE	IF	CITATIONS
37	The role of community and groupware in geocache creation and maintenance. , 2010, , .		25
38	The Virtual Reality Questionnaire Toolkit. , 2020, , .		25
39	VisTACO. , 2010, , .		24
40	SkyHunter. , 2013, , .		24
41	ZoomWalls. , 2020, , .		24
42	MultiPresenter. , 2008, , .		23
43	The fat thumb. , 2012, , .		23
44	Verbal coordination in first person shooter games. , 2012, , .		22
45	Towards Balancing VR Immersion and Bystander Awareness. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-22.	2.5	22
46	Going with the flow. , 2006, , .		21
47	Why Players use Pings and Annotations in Dota 2. , 2017, , .		18
48	Physio@Home. , 2014, , .		17
49	Tangi: Tangible Proxies For Embodied Object Exploration And Manipulation In Virtual Reality. , 2020, , .		17
50	Remote Communication in Wilderness Search and Rescue. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-26.	2.5	17
51	Exploring video streams using slit-tear visualizations. , 2008, , .		16
52	Helping users shop for ISPs with internet nutrition labels. , 2011, , .		16
53	STRATOS. , 2015, , .		15
54	Mannequette. , 2019, , .		15

#	ARTICLE	IF	CITATIONS
55	OneSpace. , 2014, , .		14
56	Perspective on and Re-orientation of Physical Proxies in Object-Focused Remote Collaboration. , 2018, , .		14
57	Escaping Together. , 2017, , .		13
58	Visuo-haptic Illusions for Linear Translation and Stretching using Physical Proxies in Virtual Reality. , 2021, , .		13
59	Exploring video streams using slit-tear visualizations. , 2009, , .		10
60	WindyWall. , 2019, , .		10
61	â€œGrip-that-thereâ€ An Investigation of Explicit and Implicit Task Allocation Techniques for Human-Robot Collaboration. , 2021, , .		10
62	Help Me Help You. , 2016, , .		10
63	Activity River. , 2020, , .		10
64	Mixed-Reality for Object-Focused Remote Collaboration. , 2018, , .		9
65	Designing Visuo-Haptic Illusions with Proxies in Virtual Reality: Exploration of Grasp, Movement Trajectory and Object Mass. , 2022, , .		9
66	ProjectorKit. , 2013, , .		7
67	Character Sharing in World of Warcraft. , 2009, , 343-362.		7
68	Tangible navigation and object manipulation in virtual environments. , 2010, , .		6
69	Spalendar. , 2012, , .		6
70	Shared geocaching over distance with mobile video streaming. , 2014, , .		6
71	Mapping out Work in a Mixed Reality Project Room. , 2015, , .		6
72	Press A to Jump: Design Strategies for Video Game Learnability. , 2022, , .		6

#	ARTICLE	IF	CITATIONS
73	OneSpace. , 2013, , .		5
74	Medical imaging specialists and 3D. , 2014, , .		5
75	Designing an immersive and entertaining pervasive gameplay experience with spheros as game and interface elements. , 2014, , .		5
76	Toward Video-Conferencing Tools for Hands-On Activities in Online Teaching. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-22.	2.5	5
77	Haptics in remote collaborative exercise systems for seniors. , 2014, , .		4
78	Designing a Tangible Interface for Manager Awareness in Wilderness Search and Rescue. , 2018, , .		4
79	EXCITE: EXploring Collaborative Interaction in Tracked Environments. Lecture Notes in Computer Science, 2015, , 89-97.	1.0	4
80	C-Band: A Flexible Ring Tag System for Camera-Based User Interface. Lecture Notes in Computer Science, 2007, , 320-328.	1.0	4
81	Talk Like Somebody is Watching: Understanding and Supporting Novice Live Streamers. , 2020, , .		4
82	Route Tapestries: Navigating 360° Virtual Tour Videos Using Slit-Scan Visualizations. , 2021, , .		4
83	Designing Technology for Shared Communication and Awareness in Wilderness Search and Rescue. Human-computer Interaction Series, 2020, , 175-194.	0.4	3
84	A personal perspective on visualization and visual analytics. , 2014, , .		2
85	VR safari park. , 2018, , .		2
86	The living wall display. , 2018, , .		2
87	Poster: Exploring 3D volumetric medical data using mobile devices. , 2014, , .		1
88	Immigrant Families' Health-Related Information Behavior on Instant Messaging Platforms. , 2021, , .		1
89	The Way You Move. , 2018, , .		1
90	RescueCASTR: Exploring Photos and Live Streaming to Support Contextual Awareness in the Wilderness Search and Rescue Command Post. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-32.	2.5	1

#	ARTICLE	IF	CITATIONS
91	Supporting non-verbal visual communication in online group art therapy. , 2014, , .		0
92	Toward a Framework for Prototyping Physical Interfaces in Multiplayer Gaming: TwinSpace Experiences. Lecture Notes in Computer Science, 2011, , 428-431.	1.0	0
93	Tourgether360: Exploring 360° Tour Videos with Others. , 2022, , .		0
94	Flavor-Videos: Enhancing the Flavor Perception of Food while Eating with Videos. , 2022, , .		0