Daniel Leithinger

List of Publications by Year
in descending order

41 papers	1,818 citations	2682572 2 h-index	2550090 3 g-index
42 all docs	42 docs citations	42 times ranked	661 citing authors

#	Article	IF	Citations
1	Designing Expandable-Structure Robots for Human-Robot Interaction. Frontiers in Robotics and AI, 2022, 9, 719639.	3.2	2
2	Soft Electrohydraulic Actuators for Origami Inspired Shape-Changing Interfaces. , 2021, , .		2
3	HapticBots: Distributed Encountered-type Haptics for VR with Multiple Shape-changing Mobile Robots. , 2021, , .		13
4	Demonstrating HapticBots. , 2021, , .		5
5	RealitySketch. , 2021, , .		0
6	PufferBot: Actuated Expandable Structures for Aerial Robots. , 2020, , .		14
7	RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots. , 2020, , .		60
8	LiftTiles. , 2020, , .		55
9	RealitySketch. , 2020, , .		41
10	RealitySketch: Embedding Responsive Graphics and Visualizations in AR with Dynamic Sketching. , 2020, , .		7
11	HOT SWAP. , 2019, , .		7
12	ShapeBots: Shape-changing Swarm Robots. , 2019, , .		85
13	Mechamagnets. , 2019, , .		29
14	LiftTiles. , 2019, , .		11
15	Programmable Droplets for Interaction. , 2018, , .		32
16	Dynablock. , 2018, , .		36
17	AnimaStage. , 2017, , .		14
18	Lumii. , 2016, , .		1

#	Article	IF	Citations
19	Materiable. , 2016, , .		63
20	Vision-Driven. , 2015, , .		24
21	Shape Displays: Spatial Interaction with Dynamic Physical Form. IEEE Computer Graphics and Applications, 2015, 35, 5-11.	1.2	46
22	TRANSFORM. , 2015, , .		59
23	TRANSFORM as Adaptive and Dynamic Furniture. , 2015, , .		31
24	Kinetic Blocks. , 2015, , .		28
25	Physical telepresence. , 2014, , .		106
26	Displays take new shape. , 2013, , .		6
27	inFORM. , 2013, , .		445
28	Sublimate. , 2013, , .		68
29	Jamming user interfaces. , 2012, , .		188
30	Recompose. , 2011, , .		33
31	Direct and gestural interaction with relief. , 2011, , .		74
32	Recompose. , 2011, , .		9
33	Demo hour. Interactions, 2011, 18, 8-9.	1.0	0
34	Relief. , 2010, , .		118
35	Development strategies for tangible interaction on horizontal surfaces. , 2010, , .		2
36	g-stalt. , 2010, , .		22

#	Article	IF	Citations
37	Interactive Displays and Next-Generation Interfaces. , 2010, , 433-472.		4
38	Proverbial wallet. , 2009, , .		9
39	Improving Menu Interaction for Cluttered Tabletop Setups with User-Drawn Path Menus. , 2007, , .		18
40	The shared design space. , 2006, , .		17
41	An augmented surface environment for storyboard presentations. , 2005, , .		2