Eduardo Velloso

List of Publications by Year
in descending order

69 papers	2,218 citations	1163117 8 h-index	996975 15 g-index
70 all docs	70 docs citations	70 times ranked	1831 citing authors

#	Article	IF	Citations
1	The Feet in Human--Computer Interaction. ACM Computing Surveys, 2015, 48, 1-35.	23.0	592
2	Substitutional Reality. , 2015, , .		241
3	Orbits. , 2015, , .		152
4	Cognitive Heat. , 2017, 1, 1-20.		111
5	Qualitative activity recognition of weight lifting exercises. , 2013, , .		90
6	Wearable Computing: Accelerometers' Data Classification of Body Postures and Movements. Lecture Notes in Computer Science, 2012, , 52-61.	1.3	82
7	MotionMA. , 2013, , .		79
8	AmbiGaze. , 2016, , .		58
9	Motion Correlation. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-35.	5.7	57
10	The Emergence of EyePlay. , 2016, , .		51
11	PathSync. , 2016, , .		46
12	Evaluating Real-Time Gaze Representations to Infer Intentions in Competitive Turn-Based Strategy Games. , 2017, , .		43
13	TraceMatch. , 2016, , .		37
14	Feet movement in desktop 3D interaction. , 2014, , .		34
15	Classifying Attention Types with Thermal Imaging and Eye Tracking. , 2019, 3, 1-27.		28
16	Measuring the Effects of Stress on Mobile Interaction. , 2019, 3, 1-18.		26
17	Looks Can Be Deceiving. , 2018, , .		24
18	Detecting unseen anomalies in weight training exercises. , 2016, , .		22

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19	Effect of Distinct Ambient Noise Types on Mobile Interaction. , 2018, 2, 1-23.		22
20	EyePlay. , 2014, , .		21
21	Dance and Choreography in HCI: A Two-Decade Retrospective. , 2021, , .		21
22	Remote Gaze and Gesture Tracking on the Microsoft Kinect. , 2015, , .		20
23	A Survey of Context Simulation for Testing Mobile Context-Aware Applications. ACM Computing Surveys, 2021, 53, 1-39.	23.0	20
24	Combining Low and Mid-Level Gaze Features for Desktop Activity Recognition. , 2018, 2, 1-27.		19
25	Interactions Under the Desk: A Characterisation of Foot Movements for Input in a Seated Position. Lecture Notes in Computer Science, 2015, , 384-401.	1.3	19
26	An Empirical Investigation of Gaze Selection in Mid-Air Gestural 3D Manipulation. Lecture Notes in Computer Science, 2015, , 315-330.	1.3	18
27	Gaze-Supported Gaming. , 2015, , .		17
28	Circular orbits detection for gaze interaction using 2D correlation and profile matching algorithms. , 2018, , .		17
29	Public DisPLAY. , 2016, , .		15
30	Biometric Mirror. , 2019, , .		15
31	AutoBAP: Automatic Coding of Body Action and Posture Units from Wearable Sensors. , 2013, , .		14
32	Exploring the Effects of Gaze Awareness on Multiplayer Gameplay. , 2016, , .		13
33	Continuous Evaluation of Video Lectures from Real-Time Difficulty Self-Report. , 2019, , .		13
34	Are you with me? Measurement of Learnersâ€™ Video-Watching Attention with Eye Tracking. , 2021, , .		13
35	Arcade+. , 2015, , .		13
36	Orbits. , 2015, , .		12

#	Article	IF	Citations
37	Faces of Focus: A Study on the Facial Cues of Attentional States. , 2020, , .		10
38	An Empirical Characterization of Touch-Gesture Input-Force on Mobile Devices. , 2014, , .		9
39	Demand-Driven Transparency for Monitoring Intelligent Agents. IEEE Transactions on Human-Machine Systems, 2020, 50, 264-275.	3.5	9
40	Movement Guidance using a Mixed Reality Mirror. , 2022, , .		9
41	Substitutional reality. Xrds, 2015, 22, 24-29.	0.3	8
42	Reindeer & wolves. , 2014, , .		7
43	EyePlay Revisited. , 2018, , .		7
44	Exploring the usage of thermal imaging for understanding video lecture designs and students' experiences. , 2020, , .		7
45	Cognitive Aid. , 2019, , .		6
46	Towards qualitative assessment of weight lifting exercises using body-worn sensors. , 2011, , .		5
47	LiftSmart. , 2019, , .		5
48	The Relative Contribution of Language Complexity to Second Language Video Lectures Difficulty Assessment. Modern Language Journal, 2022, 106, 393-410.	2.3	5
49	Virtual Caregiver: A System for Supporting Collaboration in Elderly Monitoring. , 2012, , .		4
50	Multimodal Segmentation on a Large Interactive Tabletop. , 2016, , .		4
51	A Tale of Two Perspectives. , 2019, , .		4
52	SpinalLog. , 2019, , .		4
53	Enhancing Visitor Experience or Hindering Docent Roles: Attentional Issues in Augmented Reality Supported Installations. , 2020, , .		4
54	An Online Unsupervised Dynamic Window Method to Track Repeating Patterns From Sensor Data. IEEE Transactions on Cybernetics, 2022, 52, 5148-5160.	9.5	4

#	Article	IF	Citations
55	What's the Appeal? Perceptions of Review Processes for Algorithmic Decisions. , 2022, , .		4
56	Integrating Gaze and Speech for Enabling Implicit Interactions. , 2022, , .		4
57	Methodological Standards in Accessibility Research on Motor Impairments: A Survey. ACM Computing Surveys, 2023, 55, 1-35.	23.0	4
58	GazeGrip. , 2017, , .		3
59	Ubiquitous smart eyewear interactions using implicit sensing and unobtrusive information output. , 2019, , .		3
60	To type or to speak? The effect of input modality on text understanding during note-taking. , 2022, , .		3
61	Energy-efficient prediction of smartphone unlocking. Personal and Ubiquitous Computing, 2019, 23, 159-177.	2.8	2
62	A Probabilistic Interpretation of Motion Correlation Selection Techniques. , 2021, , .		2
63	Designing Interactions with Intention-Aware Gaze-Enabled Artificial Agents. Lecture Notes in Computer Science, 2019, , 255-281.	1.3	2
64	Measuring Mobility and Room Occupancy in Clinical Settings: System Development and Implementation. JMIR MHealth and UHealth, 2020, 8, e19874.	3.7	2
65	CamTest: A laboratory testbed for camera-based mobile sensing applications. Pervasive and Mobile Computing, 2019, 56, 106-131.	3.3	1
66	Virtual and Augmented Reality for Positive Social Impact. , 2019, , .		1
67	AI-mediated gaze-based intention recognition for smart eyewear. , 2019, , .		1
68	Challenges of emerging technologies for human-centred design. , 2018, , .		0
69	Demo hour. Interactions, 2015, 23, 8-11.	1.0	0