

Shiwei Cheng

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9439296/publications.pdf>

Version: 2024-02-01

15
papers

127
citations

1684188

5
h-index

1588992

8
g-index

15
all docs

15
docs citations

15
times ranked

93
citing authors

#	ARTICLE	IF	CITATIONS
1	Eye-tracking based adaptive user interface: implicit human-computer interaction for preference indication. <i>Journal on Multimodal User Interfaces</i> , 2012, 5, 77-84.	2.9	27
2	Gaze-Based Annotations for Reading Comprehension. , 2015, , .		23
3	Motion Imagery-BCI Based on EEG and Eye Movement Data Fusion. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2020, 28, 2783-2793.	4.9	13
4	Smooth Gaze: a framework for recovering tasks across devices using eye tracking. <i>Personal and Ubiquitous Computing</i> , 2018, 22, 489-501.	2.8	12
5	I see, you design: user interface intelligent design system with eye tracking and interactive genetic algorithm. <i>CCF Transactions on Pervasive Computing and Interaction</i> , 2019, 1, 224-236.	2.6	12
6	Adaptive user interface of product recommendation based on eye-tracking. , 2010, , .		11
7	Social Eye Tracking. , 2015, , .		7
8	Collaborative eye tracking based code review through real-time shared gaze visualization. <i>Frontiers of Computer Science</i> , 2022, 16, 1.	2.4	7
9	Discovering Individual Life Style From Anonymized WiFi Scan Lists on Smartphones. <i>IEEE Access</i> , 2019, 7, 22698-22709.	4.2	4
10	Reading comprehension based on visualization of eye tracking and EEG data. <i>Science China Information Sciences</i> , 2020, 63, 1.	4.3	4
11	URoad: An Efficient Algorithm for Large-Scale Dynamic Ridesharing Service. , 2018, , .		3
12	Visual saliency model based on crowdsourcing eye tracking data and its application in visual design. <i>Personal and Ubiquitous Computing</i> , 2020, , 1.	2.8	3
13	Line-Skeleton Extraction of 3D Meshes Based on Geometry Segmentation. , 2010, , .		1
14	Editorial for special issue on big HCI, better service: pervasive, collaborative and innovative interaction. <i>CCF Transactions on Pervasive Computing and Interaction</i> , 2021, 3, 97-98.	2.6	0
15	A HRI Framework Based on Eye Tracking. <i>Frontiers in Artificial Intelligence and Applications</i> , 2022, , .	0.3	0