Mohamed Khamis

List of Publications by Year
in descending order

98 papers	1,746 citations	1477746 6 h-index	1372195 10 g-index
99 all docs	99 docs citations	99 times ranked	626 citing authors

#	Article	IF	Citations
1	Understanding Shoulder Surfing in the Wild. , 2017, , .		110
2	Stay Cool! Understanding Thermal Attacks on Mobile-based User Authentication. , 2017, , .		87
3	GazeTouchPass. , 2016, , .		76
4	VRpursuits. , 2018, , .		72
5	The Role of Eye Gaze in Security and Privacy Applications: Survey and Future HCI Research Directions. , 2020, , .		72
6	Seamless and Secure VR: Adapting and Evaluating Established Authentication Systems for Virtual Reality. , 2017, , .		69
7	GazeTouchPIN: protecting sensitive data on mobile devices using secure multimodal authentication. , 2017, , .		61
8	TextPursuits. , 2016, , .		56
9	The past, present, and future of gaze-enabled handheld mobile devices. , 2018, , .		52
10	Virtual Field Studies. , 2020, , .		50
11	Introduction and establishment of virtual training in the factory of the future. International Journal of Computer Integrated Manufacturing, 0, , 1-9.	2.9	43
12	Fast and Secure Authentication in Virtual Reality Using Coordinated 3D Manipulation and Pointing. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-44.	4.6	40
13	EyeScout. , 2017, , .		37
14	A field study on spontaneous gaze-based interaction with a public display using pursuits. , 2015, , .		36
15	Investigating the Third Dimension for Authentication in Immersive Virtual Reality and in the Real World. , 2019, , .		36
16	CueAuth. , 2018, 2, 1-22.		35
17	Knowledge-driven Biometric Authentication in Virtual Reality. , 2020, , .		32
18	Orochi. , 2019, , .		30

#	Article	IF	Citations
19	Investigating User Needs for Bio-sensing and Affective Wearables. , 2016, , .		28
20	GTmoPass. , 2017, , .		28
21	TransparentHMD. , 2017, , .		27
22	Just gaze and wave. , 2019, , .		27
23	RepliCueAuth: Validating the Use of a Lab-Based Virtual Reality Setup for Evaluating Authentication Systems. , 2021, , .		27
24	RubikAuth: Fast and Secure Authentication in Virtual Reality. , 2020, , .		27
25	Bystander interruption of VR users. , 2020, , .		25
26	EyeVote in the wild. , 2016, , .		24
27	Understanding Face and Eye Visibility in Front-Facing Cameras of Smartphones used in the Wild. , 2018, , .		23
28	They are looking at me!. , 2017, , .		21
29	Challenges and design space of gaze-enabled public displays. , 2016, , .		19
30	DialPlates. , 2019, , .		18
31	VRception: Rapid Prototyping of Cross-Reality Systems in Virtual Reality. , 2022, , .		18
32	Public HMDs. , 2018, , .		17
33	iHDI. , 2019, , .		17
34	They are all after you. , 2017, , .		16
35	Brainatwork. , 2017, , .		16
36	Toward a roadmap for human-drone interaction. Interactions, 2021, 28, 76-81.	0.8	16

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#	Article	IF	Citations
37	Pocket Transfers. , 2018, , .		15
38	GazeRecall. , 2018, , .		14
39	Tackling challenges of interactive public displays using gaze. , 2015, , .		13
40	GazeDrone. , 2018, , .		13
41	Smooth Pursuit Target Speeds and Trajectories. , 2018, , .		12
42	Which one is me?. , 2018, , .		12
43	Surveying Consumer Understanding & Sentiment Of VR. , 2021, , .		11
44	Safety, Power Imbalances, Ethics and Proxy Sex: Surveying In-The-Wild Interactions Between VR Users and Bystanders. , 2021, , .		11
45	Stay Home! Conducting Remote Usability Evaluations of Novel Real-World Authentication Systems Using Virtual Reality. , 2022, , .		11
46	GazeRoomLock: Using Gaze and Head-Pose to Improve the Usability and Observation Resistance of 3D Passwords in Virtual Reality. Lecture Notes in Computer Science, 2020, , 61-81.	1.0	10
47	International Workshop on Cross-Reality (XR) Interaction. , 2020, , .		10
48	Exploring Participatory Design Methods to Engage with Arab Communities. , 2018, , .		9
49	Passquerade. , 2019, , .		9
50	Prototyping Usable Privacy and Security Systems: Insights from Experts. International Journal of Human-Computer Interaction, 2022, 38, 468-490.	3.3	9
51	What About My Privacy, Habibi?. Lecture Notes in Computer Science, 2019, , 67-87.	1.0	9
52	Exploring Attitudes Towards Increasing User Awareness of Reality From Within Virtual Reality. , 2022, , .		9
53	EyeSpot: Leveraging Gaze to Protect Private Text Content on Mobile Devices from Shoulder Surfing. Multimodal Technologies and Interaction, 2018, 2, 45.	1.7	8
54	Can Privacy-Aware Lifelogs Alter Our Memories?. , 2019, , .		8

#	Article	IF	Citations
55	Are Thermal Attacks Ubiquitous?. , 2020, , .		8
56	Virtual Reality Observations: Using Virtual Reality to Augment Lab-Based Shoulder Surfing Research. , 2022, , .		8
57	â€œYour Eyes Tell You Have Used This Password Beforeâ€: Identifying Password Reuse from Gaze and Keystroke Dynamics. , 2022, , .		7
58	Understanding Shoulder Surfer Behavior and Attack Patterns Using Virtual Reality. , 2022, , .		7
59	Exploring Manipulating In-VR Audio To Facilitate Verbal Interactions Between VR Users And Bystanders. , 2022, , .		7
60	DeepFakes for Privacy: Investigating the Effectiveness of State-of-the-Art Privacy-Enhancing Face Obfuscation Methods. , 2022, , .		7
61	GazeWheels: Comparing Dwell-time Feedback and Methods for Gaze Input. , 2020, , .		6
62	Investigating the User Experience of Smartphone Authentication Schemes - The Role of the Mobile Context. , 2019, , .		6
63	Using Personal Data to Support Authentication: User Attitudes and Suitability. , 2021, , .		6
64	CueVR: Studying the Usability of Cue-based Authentication for Virtual Reality. , 2022, , .		6
65	AreCAPTCHA: Outsourcing Arabic Text Digitization to Native Speakers. , 2014, , .		5
66	EyePACT. , 2018, 1, 1-18.		5
67	Calibration-free text entry using smooth pursuit eye movements. , 2019, , .		5
68	The Interplay between Personal Relationships & Shoulder Surfing Mitigation. , 2021, , .		5
69	Can I Borrow Your ATM? Using Virtual Reality for (Simulated) In Situ Authentication Research. , 2022, , .		5
70	Hidden pursuits. , 2018, , .		4
71	Privacy Invasion Experiences and Perceptions. , 2018, , .		4
72	Securing personal items in public space. , 2019, , .		4

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73	GazeMeter: Exploring the Usage of Gaze Behaviour to Enhance Password Assessments. , 2021, , .		4
74	Observing Virtual Avatars: The Impact of Avatars' Fidelity on Identifying Interactions. , 2021, , .		4
75	GaitWear: a smartwatch application for in-the-wild gait normalisation based on a virtual field study assessing the effects of visual and haptic cueing. Behaviour and Information Technology, 0, , 1-18.	2.5	4
76	Augmenting TV Viewing using Acoustically Transparent Auditory Headsets. , 2020, , .		4
77	Assessing Social Text Placement in Mixed Reality TV. , 2020, , .		4
78	Don't Use Fingerprint, it's Raining!. , 2020, , .		4
79	Novel Challenges of Safety, Security and Privacy in Extended Reality. , 2022, , .		4
80	User-centred multimodal authentication: securing handheld mobile devices using gaze and touch input. Behaviour and Information Technology, 2022, 41, 2061-2083.	2.5	4
81	Passphrases Beat Thermal Attacks: Evaluating Text Input Characteristics Against Thermal Attacks on Laptops and Smartphones. Lecture Notes in Computer Science, 2021, , 712-721.	1.0	3
82	The Feet in Human-Centred Security: Investigating Foot-Based User Authentication for Public Displays. , 2022, , .		3
83	Lunchocracy. , 2018, , .		2
84	Design Considerations for Secure and Usable Authentication on Situated Displays. , 2018, , .		2
85	eNGAGE. , 2018, , .		2
86	Predicting mid-air gestural interaction with public displays based on audience behaviour. International Journal of Human Computer Studies, 2020, 144, 102497.	3.7	2
87	Privacy and Security in Augmentation Technologies. Human-computer Interaction Series, 2021, , 257-279.	0.4	2
88	634 Views No files have yet been downloaded. 0 Citations See all citations Reviewed article Interorganizational Cooperation in Supply Chain Cybersecurity: A Cross-Industry Study of the Effectiveness of the UK Implementation of the NIS Directive. Information & Security an International Journal, 2021, 48, 36-68.	0.3	2
89	Are my Apps Peeking? Comparing Nudging Mechanisms to Raise Awareness of Access to Mobile Front-facing Camera. , 2020, , .		2
90	Supporting tourism with public interactive displays. , 2019, , .		1

#	Article	IF	Citations
91	AirDisplay: Experimenting with Air Flow as a Communication Medium. Lecture Notes in Computer Science, 2015, , 316-323.	1.0	1
92	Advanced Techniques for Preventing Thermal Imaging Attacks. , 2022, , .		1
93	Understanding Shoulder Surfer Behavior Using Virtual Reality. , 2022, , .		1
94	6th international workshop on pervasive eye tracking and mobile eye-based interaction. , 2016, , .		0
95	PerDis 2017. IEEE Pervasive Computing, 2017, 16, 86-89.	1.1	0
96	GazeWheels: Recommendations for using wheel widgets for feedback during dwell-time gaze input. IT - Information Technology, 2021, .	0.6	0
97	Special issue on pervasive displays. Personal and Ubiquitous Computing, 0, , 1.	1.9	0
98	GazeLockPatterns: Comparing Authentication Using Gaze and Touch for Entering Lock Patterns. , 2020, , .		0