Mohamed Khamis

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

69 papers	808 citations	17 h-index	25 g-index
99 ext. papers	1,346 ext. citations	1.9 avg, IF	4.79 L-index

#	Paper	IF	Citations
69	Understanding Shoulder Surfing in the Wild **2017**,		61
68	GazeTouchPass **2016**,		59
67	Stay Cool! Understanding Thermal Attacks on Mobile-based User Authentication **2017**,		52
66	VRpursuits **2018**,		39
65	Seamless and Secure VR: Adapting and Evaluating Established Authentication Systems for Virtual Reality **2017**,		38
64	GazeTouchPIN: protecting sensitive data on mobile devices using secure multimodal authentication **2017**,		36
63	TextPursuits **2016**,		35
62	The past, present, and future of gaze-enabled handheld mobile devices **2018**,		27
61	A field study on spontaneous gaze-based interaction with a public display using pursuits **2015**,		24
60	Introduction and establishment of virtual training in the factory of the future. *International Journal of Computer Integrated Manufacturing*, **2015**, 1-9	4.3	22
59	EyeScout **2017**,		22
58	The Role of Eye Gaze in Security and Privacy Applications: Survey and Future HCI Research Directions **2020**,		22
57	Investigating User Needs for Bio-sensing and Affective Wearables **2016**,		21
56	EyeVote in the wild **2016**,		21
55	GTmoPass **2017**,		19
54	TransparentHMD **2017**,		17
53	Virtual Field Studies **2020**,		17

52	Just gaze and wave **2019**,		16
51	CueAuth **2018**, 2, 1-22		14
50	Challenges and design space of gaze-enabled public displays **2016**,		13
49	Investigating the Third Dimension for Authentication in Immersive Virtual Reality and in the Real World **2019**,		13
48	Understanding Face and Eye Visibility in Front-Facing Cameras of Smartphones used in the Wild **2018**,		12
47	They are looking at me! **2017**,		11
46	RubikAuth: Fast and Secure Authentication in Virtual Reality **2020**,		11
45	Public HMDs **2018**,		11
44	They are all after you **2017**,		10
43	Orochi **2019**,		9
42	Fast and Secure Authentication in Virtual Reality Using Coordinated 3D Manipulation and Pointing. *ACM Transactions on Computer-Human Interaction*, **2021**, 28, 1-44	4.7	9
41	Which one is me? **2018**,		9
40	Brainatwork **2017**,		8
39	Pocket Transfers **2018**,		8
38	iHDI **2019**,		7
37	Tackling challenges of interactive public displays using gaze **2015**,		7
36	Bystander interruption of VR users **2020**,		7
35	Smooth Pursuit Target Speeds and Trajectories **2018**,		7

34	Exploring Participatory Design Methods to Engage with Arab Communities **2018**,		6
33	GazeDrone **2018**,		6
32	Knowledge-driven Biometric Authentication in Virtual Reality **2020**,		6
31	RepliCueAuth: Validating the Use of a Lab-Based Virtual Reality Setup for Evaluating Authentication Systems **2021**,		5
30	GazeRecall **2018**,		5
29	Passquerade **2019**,		4
28	Hidden pursuits **2018**,		4
27	DialPlates **2019**,		4
26	Investigating the User Experience of Smartphone Authentication Schemes - The Role of the Mobile Context **2019**,		4
25	What About My Privacy, Habibi?. *Lecture Notes in Computer Science*, **2019**, 67-87	0.9	4
24	EyeSpot: Leveraging Gaze to Protect Private Text Content on Mobile Devices from Shoulder Surfing. *Multimodal Technologies and Interaction*, **2018**, 2, 45	1.7	4
23	Can Privacy-Aware Lifelogs Alter Our Memories? **2019**,		3
22	EyePACT **2018**, 1, 1-18		3
21	AreCAPTCHA: Outsourcing Arabic Text Digitization to Native Speakers **2014**,		3
20	GazeWheels: Comparing Dwell-time Feedback and Methods for Gaze Input **2020**,		3
19	Privacy Invasion Experiences and Perceptions **2018**,		2
18	Calibration-free text entry using smooth pursuit eye movements **2019**,		2
17	International Workshop on Cross-Reality (XR) Interaction **2020**,		2

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16	Are Thermal Attacks Ubiquitous? **2020**,		2
15	Don't Use Fingerprint, it's Raining! **2020**,		2
14	Are my Apps Peeking? Comparing Nudging Mechanisms to Raise Awareness of Access to Mobile Front-facing Camera **2020**,		2
13	Prototyping Usable Privacy and Security Systems: Insights from Experts. *International Journal of Human-Computer Interaction*,1-23	3.6	2
12	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	0.9	1
11	AirDisplay: Experimenting with Air Flow as a Communication Medium. *Lecture Notes in Computer Science*, **2015**, 316-323	0.9	1
10	Passphrases Beat Thermal Attacks: Evaluating Text Input Characteristics Against Thermal Attacks on Laptops and Smartphones. *Lecture Notes in Computer Science*, **2021**, 712-721	0.9	1
9	Privacy and Security in Augmentation Technologies. *Human-computer Interaction Series*, **2021**, 257-279	0.6	1
8	Design Considerations for Secure and Usable Authentication on Situated Displays **2018**,		1
7	eNGAGE **2018**,		1
6	Toward a roadmap for human-drone interaction. *Interactions*, **2021**, 28, 76-81	1	0
5	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*,1-18	2.4	0
4	User-centred multimodal authentication: securing handheld mobile devices using gaze and touch input. *Behaviour and Information Technology*,1-23	2.4	0
3	Predicting mid-air gestural interaction with public displays based on audience behaviour. *International Journal of Human Computer Studies*, **2020**, 144, 102497	4.6	
2	PerDis 2017. *IEEE Pervasive Computing*, **2017**, 16, 86-89	1.3	
1	Special issue on pervasive displays. *Personal and Ubiquitous Computing*,1	2.1	