

Mohamed Khamis

List of Publications by Year in Descending Order

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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	Toward a roadmap for human-drone interaction. <i>Interactions</i> , 2021 , 28, 76-81	1	0
68	RepliCueAuth: Validating the Use of a Lab-Based Virtual Reality Setup for Evaluating Authentication Systems 2021 ,		5
67	Passphrases Beat Thermal Attacks: Evaluating Text Input Characteristics Against Thermal Attacks on Laptops and Smartphones. <i>Lecture Notes in Computer Science</i> , 2021 , 712-721	0.9	1
66	Privacy and Security in Augmentation Technologies. <i>Human-computer Interaction Series</i> , 2021 , 257-279	0.6	1
65	Fast and Secure Authentication in Virtual Reality Using Coordinated 3D Manipulation and Pointing. <i>ACM Transactions on Computer-Human Interaction</i> , 2021 , 28, 1-44	4.7	9
64	Predicting mid-air gestural interaction with public displays based on audience behaviour. <i>International Journal of Human Computer Studies</i> , 2020 , 144, 102497	4.6	
63	Virtual Field Studies 2020 ,		17
62	The Role of Eye Gaze in Security and Privacy Applications: Survey and Future HCI Research Directions 2020 ,		22
61	Knowledge-driven Biometric Authentication in Virtual Reality 2020 ,		6
60	RubikAuth: Fast and Secure Authentication in Virtual Reality 2020 ,		11
59	International Workshop on Cross-Reality (XR) Interaction 2020 ,		2
58	Bystander interruption of VR users 2020 ,		7
57	Are Thermal Attacks Ubiquitous? 2020 ,		2
56	GazeWheels: Comparing Dwell-time Feedback and Methods for Gaze Input 2020 ,		3
55	Don't Use Fingerprint, it's Raining! 2020 ,		2
54	Are my Apps Peeking? Comparing Nudging Mechanisms to Raise Awareness of Access to Mobile Front-facing Camera 2020 ,		2
53	GazeRoomLock: Using Gaze and Head-Pose to Improve the Usability and Observation Resistance of 3D Passwords in Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2020 , 61-81	0.9	1

52	Passquerade 2019 ,	4
51	Just gaze and wave 2019 ,	16
50	Can Privacy-Aware Lifelogs Alter Our Memories? 2019 ,	3
49	iHDI 2019 ,	7
48	Orochi 2019 ,	9
47	Investigating the Third Dimension for Authentication in Immersive Virtual Reality and in the Real World 2019 ,	13
46	Calibration-free text entry using smooth pursuit eye movements 2019 ,	2
45	DialPlates 2019 ,	4
44	Investigating the User Experience of Smartphone Authentication Schemes - The Role of the Mobile Context 2019 ,	4
43	What About My Privacy, Habibi?. <i>Lecture Notes in Computer Science</i> , 2019 , 67-87	0.9 4
42	EyePACT 2018 , 1, 1-18	3
41	Exploring Participatory Design Methods to Engage with Arab Communities 2018 ,	6
40	Hidden pursuits 2018 ,	4
39	Privacy Invasion Experiences and Perceptions 2018 ,	2
38	GazeDrone 2018 ,	6
37	Understanding Face and Eye Visibility in Front-Facing Cameras of Smartphones used in the Wild 2018 ,	12
36	CueAuth 2018 , 2, 1-22	14
35	GazeRecall 2018 ,	5

34	Smooth Pursuit Target Speeds and Trajectories 2018 ,		7
33	Design Considerations for Secure and Usable Authentication on Situated Displays 2018 ,		1
32	The past, present, and future of gaze-enabled handheld mobile devices 2018 ,		27
31	eNGAGE 2018 ,		1
30	EyeSpot: Leveraging Gaze to Protect Private Text Content on Mobile Devices from Shoulder Surfing. <i>Multimodal Technologies and Interaction</i> , 2018 , 2, 45	1.7	4
29	Public HMDs 2018 ,		11
28	Which one is me? 2018 ,		9
27	VRpursuits 2018 ,		39
26	Pocket Transfers 2018 ,		8
25	GTmoPass 2017 ,		19
24	Stay Cool! Understanding Thermal Attacks on Mobile-based User Authentication 2017 ,		52
23	EyeScout 2017 ,		22
22	Understanding Shoulder Surfing in the Wild 2017 ,		61
21	GazeTouchPIN: protecting sensitive data on mobile devices using secure multimodal authentication 2017 ,		36
20	They are all after you 2017 ,		10
19	They are looking at me! 2017 ,		11
18	PerDis 2017. <i>IEEE Pervasive Computing</i> , 2017 , 16, 86-89	1.3	
17	TransparentHMD 2017 ,		17

16	Brainatwork 2017 ,		8
15	Seamless and Secure VR: Adapting and Evaluating Established Authentication Systems for Virtual Reality 2017 ,		38
14	Investigating User Needs for Bio-sensing and Affective Wearables 2016 ,		21
13	Challenges and design space of gaze-enabled public displays 2016 ,		13
12	EyeVote in the wild 2016 ,		21
11	TextPursuits 2016 ,		35
10	GazeTouchPass 2016 ,		59
9	Introduction and establishment of virtual training in the factory of the future. <i>International Journal of Computer Integrated Manufacturing</i> , 2015 , 1-9	4.3	22
8	Tackling challenges of interactive public displays using gaze 2015 ,		7
7	A field study on spontaneous gaze-based interaction with a public display using pursuits 2015 ,		24
6	AirDisplay: Experimenting with Air Flow as a Communication Medium. <i>Lecture Notes in Computer Science</i> , 2015 , 316-323	0.9	1
5	AreCAPTCHA: Outsourcing Arabic Text Digitization to Native Speakers 2014 ,		3
4	Special issue on pervasive displays. <i>Personal and Ubiquitous Computing</i> ,1	2.1	
3	GaitWear: a smartwatch application for in-the-wild gait normalisation based on a virtual field study assessing the effects of visual and haptic cueing. <i>Behaviour and Information Technology</i> ,1-18	2.4	0
2	Prototyping Usable Privacy and Security Systems: Insights from Experts. <i>International Journal of Human-Computer Interaction</i> ,1-23	3.6	2
1	User-centred multimodal authentication: securing handheld mobile devices using gaze and touch input. <i>Behaviour and Information Technology</i> ,1-23	2.4	0