

# CITATION REPORT

List of articles citing

## All about Acceptability?

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#	Paper	IF	Citations
27	Performer vs. observer. <b>2018</b> ,		11
26	I Can't Be Myself: Effects of Wearable Cameras on the Capture of Authentic Behavior in the Wild. <b>2018</b> , 2,		20
25	Ubiquitous Intelligent Cameras Between Legal Nightmare and Social Empowerment. <i>IEEE MultiMedia</i> , <b>2019</b> , 26, 76-86	2.1	2
24	Mind the Tap. <b>2019</b> ,		13
23	Engineering of Augmented Reality-Based Information Systems. <i>Business and Information Systems Engineering</i> , <b>2019</b> , 61, 67-89	3.8	22
22	Fostering User Acceptance and Trust in Fully Automated Vehicles: Evaluating the Potential of Augmented Reality. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2019</b> , 27, 46-62	2.9	44
21	Datenbrillen am Arbeitsplatz. <i>Zentralblatt Fur Arbeitsmedizin, Arbeitsschutz Und Ergonomie</i> , <b>2021</b> , 71, 24-28	0.3	
20	Google glass adoption in the educational environment: A case study in the Gulf area. <i>Education and Information Technologies</i> , <b>2021</b> , 26, 2477-2500	3.6	11
19	Conversational Partner's Perception of Subtle Display Use for Monitoring Notifications. <b>2021</b> ,		
18	Acceptability of Speech and Silent Speech Input Methods in Private and Public. <b>2021</b> ,		3
17	Understanding augmented reality adoption trade-offs in production environments from the perspective of future employees: A choice-based conjoint study. <i>Information Systems and E-Business Management</i> , 1	2.6	5
16	Exploring Augmented Visual Alterations in Interpersonal Communication. <b>2021</b> ,		1
15	Towards a Better Understanding of Social Acceptability. <b>2021</b> ,		2
14	A Comparative Study of Pointing Techniques for Eyewear Using a Simulated Pedestrian Environment. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 625-646	0.9	
13	Augmented object selection through smart glasses. <b>2019</b> ,		3
12	Towards Augmented Reality Driven Human-City Interaction: Current Research on Mobile Headsets and Future Challenges. <i>ACM Computing Surveys</i> , <b>2022</b> , 54, 1-38	13.4	4
11	What Is the State of Smart Glass Research from an OSH Viewpoint? A Literature Review. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 346-364	0.9	

10	Walk The Line: Leveraging Lateral Shifts of the Walking Path as an Input Modality for Head-Mounted Displays. <b>2020</b> ,	1
9	Impact of Situational Impairment on Interaction with Wearable Displays. <b>2020</b> ,	0
8	AR Pads: Mid-air Indirect Input for Augmented Reality. <b>2020</b> ,	4
7	Friendscope: Exploring In-the-Moment Experience Sharing on Camera Glasses via a Shared Camera. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2022</b> , 6, 1-25	3-4
6	A Model for Selecting Media Type of Memory Cues in Ubiquitous Prostheses. <b>2022</b> ,	0
5	Consent in the Age of AR: Investigating The Comfort With Displaying Personal Information in Augmented Reality. <b>2022</b> ,	1
4	Social Acceptability in Context: Stereotypical Perception of Shape, Body Location, and Usage of Wearable Devices. <b>2022</b> , 6, 100	1
3	Investigating the use of AR glasses for content annotation on mobile devices. <b>2022</b> , 6, 430-447	0
2	The Social Perception of Autonomous Delivery Vehicles Based on the Stereotype Content Model. <b>2023</b> , 15, 5194	0
1	TicTacToes: Assessing Toe Movements as an Input Modality. <b>2023</b> ,	0