

CITATION REPORT

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Retrospective and Future Automotive Infotainment Systems 100 Years of User Interface Evolution

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Human-computer Interaction Series, 2017, , 3-53.

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18	A User-Centred Approach to Design In-Vehicle Human Machine Interfaces. 2019 ,		
17	From Manual Driving to Automated Driving. 2019 ,		21
16	Personalizing Content Presentation on Large 3D Head-Up Displays. <i>Presence: Teleoperators and Virtual Environments</i> , 2019 , 27, 80-106	2.9	11
15	Drivers' Ability to Engage in a Non-Driving Related Task While in Automated Driving Mode in Real Traffic. <i>IEEE Access</i> , 2020 , 8, 221654-221668	3.5	4
14	Ergonomic Guidelines of Head-Up Display User Interface during Semi-Automated Driving. <i>Electronics (Switzerland)</i> , 2020 , 9, 611	2.6	5
13	An Expert Informed Approach to Assess Challenges in Automotive HMI Development and Their Implications on Development Processes. <i>Lecture Notes in Networks and Systems</i> , 2021 , 181-188	0.5	
12	HapWheel: In-Car Infotainment System Feedback Using Haptic and Hovering Techniques. <i>IEEE Transactions on Haptics</i> , 2021 , PP,	2.7	0
11	Methods for Reducing the Complexity of Driving Workplaces in Commercial Vehicles. <i>Lecture Notes in Networks and Systems</i> , 2021 , 34-44	0.5	
10	Endless Knob with Programmable Resistive Force Feedback. <i>Lecture Notes in Computer Science</i> , 2021 , 580-589	0.9	0
9	Providing Peripheral Trajectory Information to Avoid Motion Sickness During the In-car Reading Tasks. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 216-222	0.4	1
8	Behavioural validity of driving simulators for prototype HMI evaluation. <i>IET Intelligent Transport Systems</i> , 2020 , 14, 601-610	2.4	2
7	A brief discussion on driver feedback systems and their results.		
6	Theorization Human-Computer Interaction in the All-Digital Car: Mediatized Driver Experiences. <i>Communications in Computer and Information Science</i> , 2020 , 398-407	0.3	
5	Towards Personalized 3D Augmented Reality Windshield Displays in the Context of Automated Driving. <i>Frontiers in Future Transportation</i> , 2022 , 3,	2.5	0
4	Content Presentation on 3D Augmented Reality Windshield Displays in the Context of Automated Driving. 2022 ,		0
3	User Interface Design Patterns for Infotainment Systems Based on Driver Distraction: A Colombian Case Study. <i>Sustainability</i> , 2022 , 14, 8186	3.6	
2	A Field Trial of a Hybrid In-Car Radio Application. 1-21		0

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