John Paulin Hansen - DTU Orbit (06/03/2019)

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Research outputs:

Pupillary measurement during an assembly task  
Research output: Research - peer-review › Journal article – Annual report year: 2019

Gaze typing in virtual reality: Impact of keyboard design, selection method, and motion  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2018

Head and gaze control of a telepresence robot with an HMD  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2018

A Fitts' law study of click and dwell interaction by gaze, head and mouse with a head-mounted display  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2018

A gaze interactive assembly instruction with pupillometric recording  
Research output: Research - peer-review › Journal article – Annual report year: 2018

Bicycles and Wheelchairs for Locomotion Control of a Simulated Telerobot Supported by Gaze- and Head-Interaction  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2018

Computer-Implemented Method of Recovering a Visual Event  
Research output: Research › Patent – Annual report year: 2018

Substantiating reading teachers with scanpaths  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2018

Dynamic Bluetooth beacons for people with disabilities  
Research output: Research - peer-review › Article in proceedings – Annual report year: 2017

Low Cost and Flexible UAV Deployment of Sensors  
Research output: Research - peer-review › Journal article – Annual report year: 2017

Systems and methods of eye tracking calibration  
Research output: Research › Patent – Annual report year: 2018
Mobile gaze input system for pervasive interaction
Research output: Research › Patent – Annual report year: 2016

Wrist-worn pervasive gaze interaction
Research output: Research › peer-review › Article in proceedings – Annual report year: 2016

A Gaze Interactive Textual Smartwatch Interface
Research output: Research › peer-review › Article in proceedings – Annual report year: 2016

A GazeWatch Prototype
Research output: Research › Article in proceedings – Annual report year: 2016

Civile Droner i Danmark: Kortlægning og teknologivurdering
Research output: Research › Report – Annual report year: 2014

Gaze Interactive Building Instructions
Research output: Research › Paper – Annual report year: 2014

Method for facilitating eye tracking control calibration for user during personal identification number entry, involves calculating calibration parameters based on object location being associated with eye movement information
Research output: Research › Patent – Annual report year: 2014

The Use of Gaze to Control Drones
Research output: Research › peer-review › Article in proceedings – Annual report year: 2014

Eye Movements in Gaze Interaction
Research output: Research › peer-review › Journal article – Annual report year: 2013

Gaze-Controlled Flying
Research output: Research › peer-review › Journal article – Annual report year: 2013

Gaze Tracking Through Smartphones
Research output: Research › peer-review › Article in proceedings – Annual report year: 2013

Talkingbadge
Research output: Research › peer-review › Journal article – Annual report year: 2013

Collecting location-based voice messages on a TalkingBadge
Research output: Research › peer-review › Article in proceedings – Annual report year: 2012

Conclusion and Look to the Future
Research output: Research › peer-review › Book chapter – Annual report year: 2012

Demo of Gaze Controlled Flying
Research output: Research › peer-review › Article in proceedings – Annual report year: 2012

Gaze input for mobile devices by dwell and gestures
Research output: Research › peer-review › Article in proceedings – Annual report year: 2012

Methods and Measures: An Introduction
Research output: Research › peer-review › Book chapter – Annual report year: 2012
TalkingBadge demo
Research output: Research - peer-review › Article in proceedings – Annual report year: 2012

Evaluating gaze-based interface tools to facilitate point-and-select tasks with small targets
Research output: Research - peer-review › Journal article – Annual report year: 2011

Evaluation of a remote webcam-based eye tracker
Research output: Research - peer-review › Article in proceedings – Annual report year: 2011

Gaze interaction from bed
Research output: Research - peer-review › Article in proceedings – Annual report year: 2011

Low Cost vs. High-End Eye Tracking for Usability Testing
Research output: Research - peer-review › Article in proceedings – Annual report year: 2011

Evaluation of a low-cost open-source gaze tracker
Research output: Research - peer-review › Article in proceedings – Annual report year: 2010

Gaze-based interaction with public displays using off-the-shelf components
Research output: Research › Paper – Annual report year: 2010

Interaction with mainstream interfaces using gaze alone
Research output: Research › Paper – Annual report year: 2010

Single gaze gestures
Research output: Research - peer-review › Article in proceedings – Annual report year: 2010

Small-target selection with gaze alone
Research output: Research - peer-review › Article in proceedings – Annual report year: 2010

COGAIN2009 - "Gaze Interaction for those who want it most": The 5th International Conference on Communication by Gaze Interaction. Under the auspices of The COGAIN Association, May 26, 2009 Proceedings, The Technical University of Denmark, The ITMAN Graduate School, Lyngby, Denmark
Research output: Research › Report – Annual report year: 2009

Gaze Control for Work and Play
Research output: Research - peer-review › Editorial – Annual report year: 2009

Gaze-controlled Driving
Research output: Research - peer-review › Conference abstract in proceedings – Annual report year: 2009

Implementering af teknologi til mennesker med handicaps: Internationale forskningsresultater vedrørende implementeringsprocesser og anbefalinger til design af systemer
Research output: Commissioned › Report – Annual report year: 2009

Learning gaze typing: what are the obstacles and what progress to expect?
Research output: Research - peer-review › Journal article – Annual report year: 2009

Location-Based Services and Privacy in Airports
Research output: Research - peer-review › Article in proceedings – Annual report year: 2009
Low-cost gaze interaction: Ready to deliver the promises
Research output: Research › peer-review › Article in proceedings – Annual report year: 2009

Low-cost gaze pointing and EMG clicking
Research output: Research › peer-review › Article in proceedings – Annual report year: 2009

Services in Context
Research output: Research › peer-review › Journal article – Annual report year: 2009

Single stroke gaze gestures
Research output: Research › peer-review › Article in proceedings – Annual report year: 2009

All eyes on the monitor: gaze based interaction in zoomable, multi-scaled information-spaces
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Gaze beats mouse: hands-free selection by combining gaze and EMG
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Hands-free selection by combining gaze and EMG
Research output: Research › Paper – Annual report year: 2008

How Can Tiny Buttons Be Hit Using Gaze Only?
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Learning to interact with a computer by gaze
Research output: Research › peer-review › Journal article – Annual report year: 2008

Noise tolerant selection by gaze-controlled pan and zoom in 3D
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Off-the-Shelf Mobile Gaze Interaction
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Three Ways of Globalizing IT Engineering Education: Experiences from Two European Universities
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Zoom selection by gaze
Research output: Research › peer-review › Article in proceedings – Annual report year: 2008

Robustifying Eye Interaction
Research output: Research › peer-review › Article in proceedings – Annual report year: 2006

Gaze-guided viewing of interactive movies
Research output: Research › peer-review › Journal article – Annual report year: 2005

Command Without a Click : Dwell Time Typing by Mouse and Gaze Selections
Research output: Research › peer-review › Book chapter – Annual report year: 2003

Data acquisition and analysis of cognitive processes
Research output: Research › peer-review › Book chapter – Annual report year: 2003
Eye Typing using Markov and Active Appearance Models
Research output: Research › peer-review › Article in proceedings – Annual report year: 2002

Tracking Eyes using Shape and Appearance
Research output: Research › peer-review › Article in proceedings – Annual report year: 2002

Combined analysis of verbal protocols and eye movements
Research output: Research › Article in proceedings – Annual report year: 2001

Risk analysis of ship navigation by use of cognitive simulation
Research output: Research › Article in proceedings – Annual report year: 2001

Cognitive modeling of ship navigation and its application to risk analysis
Research output: Research › Article in proceedings – Annual report year: 1999

Cognitive modelling of a ship navigator based on protocol and eye-movement analysis
Research output: Research › Journal article – Annual report year: 1998

Analysis of ship navigation based on cognitive modeling
Research output: Research › Article in proceedings – Annual report year: 1997

Cognitive task analysis of ship navigation by use of verbal protocols and eye-movement data
Research output: Research › Book – Annual report year: 1996

Comparing transfer of training of a standard control panel and a touchscreen panel
Research output: Research › Report – Annual report year: 1996

Multi-modal recording and analysis of interaction among operators and work systems
Research output: Research › Article in proceedings – Annual report year: 1996

An experimental Investigation of configural, digital, and temporal Information on process displays
Research output: Research › Journal article – Annual report year: 1995

Building a cognitive model of dynamic ship navigation on basis of verbal protocols and eye-movement data
Research output: Research › Article in proceedings – Annual report year: 1995

Cognitive task analysis by use of verbal protocols and eye-movement data and its application to ship navigation task
Research output: Research › Journal article – Annual report year: 1995

Eye-gaze control of multimedia systems
Research output: Research › Article in proceedings – Annual report year: 1995

Flexible control panels save money and increase safety
Research output: Communication › Journal article – Annual report year: 1995

Multi-modal recording and analysis of operator data
Research output: Research › peer-review › Article in proceedings – Annual report year: 1995
Nesting of configural, digital and temporal process information: The time tunnel example
Research output: Research › Article in proceedings – Annual report year: 1995

Representation of system invariants by optical invariants in configural displays for process control
Research output: Research › Conference abstract for conference – Annual report year: 1995

Requirements to experimental facilities
Research output: Research › Conference abstract for conference – Annual report year: 1995

Simulation of skill acquisition in sequential learning of a computer game
Research output: Research › Journal article – Annual report year: 1995

Sjælens spejl kan styre tv
Research output: Communication › Journal article – Annual report year: 1995

The use of eye gaze control in public systems
Research output: Research › Conference abstract for conference – Annual report year: 1995

Tryk på en knap
Research output: Communication › Journal article – Annual report year: 1995

Ecological interface design: Visualisation of domain knowledge and mental strategies based on a cognitive analysis of expert tasks
Research output: Research › Peer-reviewed Book – Annual report year: 1994

Ergonomiundersøgelser i simulatorer
Research output: Research › Journal article – Annual report year: 1994

Eye movement recordings used for simulator validations
Research output: Research › Conference abstract for conference – Annual report year: 1994

Fremtidens brugergrænseflader
Research output: Research › Conference abstract for conference – Annual report year: 1994

MULTIMO: Multi-model technologies for recording and analysing operator behaviour
Research output: Research › Conference abstract for conference – Annual report year: 1994

Perception og interaktion
Research output: Research › Conference abstract for conference – Annual report year: 1994

Udvikling af fremtidens HMI i fly
Research output: Research › Conference abstract for conference – Annual report year: 1994

Virkelig kunstiget
Research output: Communication › Journal article – Annual report year: 1994
A generic multi-media concept for eye tracking technologies
Research output: Research › Conference abstract in proceedings – Annual report year: 1993

Anæstetistens perception: Hvad ser han/hun faktisk?
Research output: Research › Journal article – Annual report year: 1993

Cognitive aspects of learning and cooperation in simulated ship manoeuvring
Research output: Research › Article in proceedings – Annual report year: 1993

Cognitive aspects of learning and cooperation in simulated ship manoeuvring
Research output: Research - peer-review › Conference abstract in proceedings – Annual report year: 1993

Eksempler på samspillet mellem simultane og sekventielle kognitive processer
Research output: Research - peer-review › Book – Annual report year: 1993

Kognitive ergonomiundersøgelser i simulatorer
Research output: Research › Article in proceedings – Annual report year: 1993

Undersøgelse af en fuldskala-simulators potentialer ved arbejdsanalyse og personaletræning inden for det maritime område
Research output: Research › Conference abstract for conference – Annual report year: 1993

Validating the cognitive fidelity of simulated realities
Research output: Research - peer-review › Article in proceedings – Annual report year: 1993

Validering af virtuelle verdenes kognitive realisme
Research output: Research › Conference abstract for conference – Annual report year: 1993

Virkelig kunstighed
Research output: Communication › Journal article – Annual report year: 1993

Virtuelle verdener og simulering
Research output: Research › Conference abstract for conference – Annual report year: 1993

A methodological approach to the verification of cognitive models by simulating computer game playing
Research output: Research - peer-review › Book chapter – Annual report year: 1992

Information nesting in configural interfaces for process control
Research output: Research › Report – Annual report year: 1992

På Risø kigger de ikke kun atomer
Research output: Research › Conference abstract for conference – Annual report year: 1992

The use of maritime simulators for training and personal evaluation: The importance of simulator fidelity
Research output: Research › Conference abstract for conference – Annual report year: 1992

Datamaskiner skal integrere logiske procedurer og intuitive genkendelser
Research output: Research › Journal article – Annual report year: 1991
Et øje-bliks informationer
Research output: Communication › Journal article – Annual report year: 1991

Graphical remembering: Making the past present in order to see the future
Research output: Research › peer-review › Article in proceedings – Annual report year: 1991

Simulation of cognitive behaviour in computer games
Research output: Research › Article in proceedings – Annual report year: 1991

The use of eye mark recordings to support verbal retrospection in software testing
Research output: Research - peer-review › Journal article – Annual report year: 1991

Hints for cognitive modelling of skill learning
Research output: Research › Article in proceedings – Annual report year: 1990

Mental workload and decision making
Research output: Research › Article in proceedings – Annual report year: 1990

Øjenbevægelser viser hvordan vi tænker
Research output: Research › Journal article – Annual report year: 1990

Optagelser af visuelle orienteringer
Research output: Research › Journal article – Annual report year: 1990

Datamater og dannelse
Research output: Research › Journal article – Annual report year: 1989

Krop og kognition
Research output: Research › Journal article – Annual report year: 1989

Perspectives on Analog Interfaces
Research output: Research › Article in proceedings – Annual report year: 1989

Viden-indhentning og -modellering: Et nyt arbejdsområde for psykologer?
Research output: Research › Journal article – Annual report year: 1989

Projects:

Communication keyboards for people with special needs
Project: PhD

Patient Training for Gaze Controlled Telepresence
Project: PhD

GazeIT – Accessibility by Gaze Trackning
Project: Research

Enhancing Creativity - Metacognitive Training for Innovation Practitioners?
Project: PhD
Design and implementation of personal networked information appliance interfaces
Project: PhD

Design methods for supporting the adaption and design of products for emerging markets
Project: PhD

Methods to support creative processes at the early stages of product development
Project: PhD

Activities:

Gaze interaction with textual user interface
Activity: Talks and presentations › Conference presentations

Prizes:

Vanførefondens Forskerpris 2018
Prize: Prizes, scholarships, distinctions