

THE UNIVERSITY OF BRITISH COLUMBIA
Publications Record

Date: October 1, 2006 **Initials:**

SURNAME Booth **FIRST NAME:** Kellogg **MIDDLE NAME:** Speed

1. REFEREED PUBLICATIONS

(a) Journals

- McGrenere, J., Baecker, R.M., & Booth, K.S. (in press). A field study of an adaptable two-interface design for feature-rich software. Accepted for publication in *ACM Transactions on Computer-Human Interaction*. 29 pages in manuscript format.
- Cubranic, C., Murphy, G.C., Singer, J., & Booth, K.S. (2005). Hipikat: Project memory for software development. *IEEE Transactions on Software Engineering, Special Issue on Mining Software Repositories* 31(6):446-465.
- Po, B.A., Fisher, B.D., & Booth, K.S. (2005). A two-visual systems approach to understanding voice and gesture interaction. *Virtual Reality*, 8:231-241.
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- Healey, C. G., Booth, K. S., & Enns, J. T. (1995). High-speed visual estimation using preattentive processing. *ACM Transactions on Modeling and Computer Simulation, Special Issue on Graphics, Visualization and Animation*,. 5(3), 190-221
- Csinger, A., Booth, K. S., & Poole, D. L. (1994). AI meets authoring: User models for intelligent multimedia. *Artificial Intelligence Review Journal*, 8 , (3), 447-468.
- Arthur, K. W., Booth, K. S., & Ware, C. (1993). 3D task performance in fish tank virtual worlds. *ACM Transactions on Information Systems, Special Issue on Virtual Worlds*, 11(3), 239-265.
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- Booth, K. S., Bryden, M. P., Cowan, W. B., Morgan, M. F., & Plante, B. L. (1987). On the parameters of human visual performance: An investigation of the benefits of antialiasing. *IEEE Computer Graphics and Applications*, 7(11), 34-41.
- Booth, K. S., Forsey, D. R., & Paeth, A. W. (1986). Hardware assistance for z-buffer visible surface algorithms. *IEEE Computer Graphics and Applications*, 6(11), 31-39.
- Cramer, M., & Booth, K. S. (1985). The design of audience space with predetermined visibility performance. *SMPTE Journal*, 94(5), 585-594.
- Ryman, R. S., Singh, B., Beatty, J. C., & Booth, K. S. (1984). A computerized editor for Benesh movement notation. *CORD Dance Research Journal*, 16(1), 27-34.

Booth, K. S., & Kochanek, D. H. U. (1983). Computer animation. *IEEE Spectrum*, 20(2), 44-51.

Booth, K. S., & Johnson, J. H. (1982). Dominating sets in chordal graphs. *SIAM Journal Computing*, 11(1), 191-199.

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(b) Conference Proceedings

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Swindells, C., MacLean, K. E., Booth, K.S., & Meitner, M. (2006). A case-study of affect measurement tools for physical user interface design. In *Proceedings of Graphics Interface 2006*. Quebec, Quebec. June 7-9, pp. 243-250.

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Swindells, C., Po, B.A., Hajshirmohammadi, I., Corrie, B., Dill, J.C., Fisher, B.D., & Booth, K.S. (2004). Comparing CAVE, wall, and desktop displays for navigation and wayfinding in complex 3D models. In *Proceedings of CGI 2004 (Computer Graphics International)*, Hersonissos, Crete, Greece, June 16-19, pp. 420-427.

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(c) Other

Zheng, Q., Booth, K.S., and McGrenere, J. (2005). Designing structured annotations to support collaborative writing workflow. Poster in *Extended Abstracts, Graphics Interface 2005*.

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2. NON-REFEREED PUBLICATIONS

(a) Journals

(b) Conference Proceedings

Gentleman, W. M., & Booth, K. S. (1991). Opportunities and Complications. *IFIP WG2.5 Working Conference 6, Programming Environments for High Level Scientific Problem Solving*. Karlsruhe, Germany.

Booth, K. S., & Gentleman, W. M. (1990). A symbiotic approach to visualization and control for supercomputers. *The Conference on High Speed Computing*. Salishan, Oregon.

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(c) Other

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Inkpen, K., Booth, K.S., & Klawe, M. (1996). Drag-and-Drop vs. Point-and-Click Mouse Interaction for Children. (Report 96-20).

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3. BOOKS

(a) *Authored*

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Booth, K. S., & Beatty, J. C. (Eds.). (1982). *Tutorial: Computer Graphics*. IEEE Computer Society.

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4. PATENTS

5. SPECIAL COPYRIGHTS

6. ARTISTIC WORKS, PERFORMANCES, DESIGNS

7. OTHER WORKS

8. WORK SUBMITTED (*including publisher and date of submission*)

Swindells, C., MacLean, K. E., Booth, K.S., & Meitner, M. (2006). Exploring affective design for physical controls. Submitted to *ACM Conference on Human Factors in Computing (CHI 2007)* San Jose, CA.

9. WORK IN PROGRESS (*including degree of completion*)