

Roseli D De Deus Lopes

List of Publications by Year in descending order

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Version: 2024-02-01

74
papers

426
citations

1307594

7
h-index

1058476

14
g-index

76
all docs

76
docs citations

76
times ranked

400
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer Assisted Music Therapy: A Case Study of an Augmented Reality Musical System for Children with Cerebral Palsy Rehabilitation. , 2009, , .		44
2	Humanâ€“Computer Interface Controlled by the Lip. IEEE Journal of Biomedical and Health Informatics, 2015, 19, 302-308.	6.3	42
3	An augmented reality system for upper-limb post-stroke motor rehabilitation: a feasibility study. Disability and Rehabilitation: Assistive Technology, 2016, 11, 1-8.	2.2	36
4	GenVirtual: An Augmented Reality Musical Game for Cognitive and Motor Rehabilitation. , 2007, , .		27
5	Texture analysis of high resolution MRI allows discrimination between febrile and afebrile initial precipitating injury in mesial temporal sclerosis. Magnetic Resonance in Medicine, 2012, 68, 1647-1653.	3.0	23
6	Digital learning ecosystems. , 2008, , .		15
7	Accessible display design to control home area networks. IEEE Transactions on Consumer Electronics, 2013, 59, 422-427.	3.6	15
8	The Brazilian digital television system access device architecture. Journal of the Brazilian Computer Society, 2007, 13, 95-113.	1.3	11
9	Transversal competencies of electrical and computing engineers considering market demand. , 2014, , .		11
10	Virtual Stage: An Immersive Musical Game for People with Visual Impairment. , 2015, , .		10
11	Perceptions of clinical utility of an Augmented Reality musical software among health care professionals. Disability and Rehabilitation: Assistive Technology, 2017, 12, 205-216.	2.2	10
12	Bi-manual gesture interaction for 3D cloud point selection and annotation using COTS. , 2014, , .		9
13	Establishment of the Brazilian telehealth network for paediatric oncology. Journal of Telemedicine and Telecare, 2005, 11, 51-52.	2.7	8
14	Three-dimensional digital enviroments and computer graphics influencing K-12 individuals' digital literacy development and interdisciplinary lifelong learning. , 2009, , .		8
15	Virtual Reality procedure training simulators in X3D. , 2012, , .		8
16	Computer graphics, interactive technologies and collaborative learning synergy supporting individuals' skills development. , 2006, , .		7
17	The Brazilian digital television system access device architecture. Journal of the Brazilian Computer Society, 2007, 12, 95-113.	1.3	7
18	Computerized brain tumor segmentation in magnetic resonance imaging. Einstein (Sao Paulo, Brazil), 2012, 10, 158-163.	0.7	7

#	ARTICLE	IF	CITATIONS
19	Cloud computing applied to the development of global hybrid services and applications for interactive TV. , 2013, , .		7
20	Classification of Breast Masses in Mammograms Using Radial Basis Functions and Simulated Annealing. International Journal of Cognitive Informatics and Natural Intelligence, 2009, 3, 27-38.	0.4	6
21	Accessibility in digital television: designing remote controls. IEEE Transactions on Consumer Electronics, 2012, 58, 605-611.	3.6	6
22	Spheree: An interactive perspective-corrected spherical 3D display. , 2014, , .		6
23	Effectiveness analysis of audio watermark tags for IPTV second screen applications and synchronization. , 2014, , .		6
24	Accessible educational digital book on tablets for people with visual impairment. IEEE Transactions on Consumer Electronics, 2015, 61, 271-278.	3.6	6
25	The city that we want: generative themes, constructionist technologies and school/social change. , 0, , .		5
26	Perception of Health Professional about Clinical Utility of an Augmented Reality Musical System to Motor and Cognitive Rehabilitation. , 2014, , .		5
27	User experience evaluation with archaeometry interactive tools in Virtual Reality environment. , 2017, , .		5
28	Development and Usability Evaluation of an Configurable Educational Game for the Visually Impaired. , 2018, , .		5
29	Web-based patient records and treatment guidelines in paediatric oncology. Journal of Telemedicine and Telecare, 2005, 11, 53-55.	2.7	4
30	Human Computer Interaction requirements for an educational toolset using Digital TV infrastructure: Case study. , 2013, , .		4
31	ArcheoVR: Exploring Itapeva's archeological site. , 2017, , .		4
32	An Accessible Roller Coaster Simulator for Touchscreen Devices: An Educational Game for the Visually Impaired. , 2018, , .		4
33	Usability in virtual reality: evaluating user experience with interactive archaeometry tools in digital simulations. Multimedia Tools and Applications, 2020, 79, 3425-3447.	3.9	4
34	Immersive Virtual Tasks With Motor and Cognitive Components: A Feasibility Study With Young and Older Adults. Journal of Aging and Physical Activity, 2021, 29, 400-411.	1.0	4
35	Development of a Telemedicine Model for Emerging Countries: a Case Study on Pediatric Oncology in Brazil. , 2006, 2006, 5252-6.		3
36	Digital Learning Ecosystems: Authoring, Collaboration, Immersion and Mobility. , 2008, , .		3

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37	The Motion Assistant: engineering a Bluetooth-enabled power wheelchair. , 2016, , .		3
38	Developing an interactive 4D cinema platform with open source tools. , 2016, , .		3
39	Itapeva 3D: Being Indiana Jones in virtual reality. , 2017, , .		3
40	Testing the OLPC Drawing Activity: An Usability Report. , 2008, , .		2
41	The MÃ¡rio Schenberg Spaceship: Experiencing Science in a Collaborative Learning VR Environment. , 2009, , .		2
42	Contributions of an Augmented Reality Musical System for the Stimulation of Motor Skills in Music Therapy Sessions. , 2012, , .		2
43	An open source and low cost solution for consumer electronics middleware validation. , 2013, , .		2
44	Students' skills perceptions for engineering. , 2014, , .		2
45	Portable-Sphere: A portable 3D perspective-corrected interactive spherical scalable display. , 2015, , .		2
46	Accessible aircraft seat and console controls for passengers with disabilities through mobile devices. , 2016, , .		2
47	AR Musical App for Children's Musical Education. , 2016, , .		2
48	SmartABAC: Enabling Constrained IoT Devices to Make Complex Policy-Based Access Control Decisions. IEEE Internet of Things Journal, 2022, 9, 5040-5050.	8.7	2
49	Interactive TV Interoperability and Coexistence: The GLOBAL ITV Project. Communications in Computer and Information Science, 2015, , 3-16.	0.5	2
50	<title>Three-dimensional region-based adaptive image processing techniques for volume visualization applications</title>. , 1996, 2707, 21.		1
51	A programming environment for high-performance volume visualization applications. Computers and Graphics, 1996, 20, 385-394.	2.5	1
52	Radial basis functions - simulated annealing classification of mammographic calcifications. , 2004, 2004, 1644-7.		1
53	Analyzing requirements with the digital learning ecosystem approach. , 2009, , .		1
54	Accessibility in Digital Television: Designing remote controls. , 2012, , .		1

#	ARTICLE	IF	CITATIONS
55	Using X3DOM for promoting students' digital and visual literacy at k-12 education. , 2013, , .		1
56	A scalable multi-DLP pico-projector system for virtual reality. , 2014, , .		1
57	A Tool to Aid the Development of Distributed Virtual Reality Applications. , 2014, , .		1
58	A fully immersive virtual model to explore archaeological sites. , 2016, , .		1
59	BetaKit. , 2017, , .		1
60	Programming Literacy. , 2017, , .		1
61	Virtual Reality and Augmented Reality Exergames for older fallers: considerations about design and applicability by physical therapists. , 0, , .		1
62	A system for event related fMRI post processing. , 0, , .		0
63	Three-dimensional Region-based Filters for Noise Removal in Volumetric Data. IETE Journal of Research, 2002, 48, 325-332.	2.6	0
64	Challenges of programming apprentice. , 2011, , .		0
65	IntroduÃ§Ã£o Ã programaÃ§Ã£o quÃ¢ntica. Revista Brasileira De Ensino De Fisica, 2013, 35, 1-9.	0.2	0
66	Educadaisy: Accessible digital didactic book on tablets for people with visual impairment. , 2015, , .		0
67	Exhibition's BnB: Intelligent badges and booths for fairs and exhibits. , 2016, , .		0
68	Educadaisy Book Player design and evaluation. , 2016, , .		0
69	Diversity and flexibility for interactive TV: GLOBAL ITV project. , 2016, , .		0
70	Engineering immersive edutainment systems: Qualitative evaluation of technology transfer projects. , 2017, , .		0
71	Batmen X The Puzzler - Escaping AR's Drawbacks with Augmented Virtuality and Low Cost Sensors. , 2019, , .		0
72	The Eye of the Beholder - Experiencing ASD Through a VR Play. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
73	Classification of mammographic features using RBF-SA. <i>Exacta</i> , 2006, 4, 317-324.	0.5	0
74	Applicability of an immersive virtual reality system for assessing route learning in older adults. <i>Dementia E Neuropsychologia</i> , 0, , .	0.8	0