

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 | 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 |
| 2 | 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 |
| 3 | 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 |
| 4 | The Eye of the Beholder - Experiencing ASD Through a VR Play. , 2020, , . | | 0 |
| 5 | Batmen X The Puzzler - Escaping AR's Drawbacks with Augmented Virtuality and Low Cost Sensors. , 2019, , . | | 0 |
| 6 | Development and Usability Evaluation of an Configurable Educational Game for the Visually Impaired. , 2018, , . | | 5 |
| 7 | An Accessible Roller Coaster Simulator for Touchscreen Devices: An Educational Game for the Visually Impaired. , 2018, , . | | 4 |
| 8 | 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 |
| 9 | ArcheoVR: Exploring Itapeva's archeological site. , 2017, , . | | 4 |
| 10 | User experience evaluation with archaeometry interactive tools in Virtual Reality environment. , 2017, , . | | 5 |
| 11 | Itapeva 3D: Being Indiana Jones in virtual reality. , 2017, , . | | 3 |
| 12 | BetaKit. , 2017, , . | | 1 |
| 13 | Programming Literacy. , 2017, , . | | 1 |
| 14 | Engineering immersive edutainment systems: Qualitative evaluation of technology transfer projects. , 2017, , . | | 0 |
| 15 | 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 |
| 16 | Exhibition's BnB: Intelligent badges and booths for fairs and exhibits. , 2016, , . | | 0 |
| 17 | Accessible aircraft seat and console controls for passengers with disabilities through mobile devices. , 2016, , . | | 2 |
| 18 | The Motion Assistant: engineering a Bluetooth-enabled power wheelchair. , 2016, , . | | 3 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Developing an interactive 4D cinema platform with open source tools. , 2016, , . | | 3 |
| 20 | AR Musical App for Children's Musical Education. , 2016, , . | | 2 |
| 21 | A fully immersive virtual model to explore archaeological sites. , 2016, , . | | 1 |
| 22 | Educadaisy Book Player design and evaluation. , 2016, , . | | 0 |
| 23 | Diversity and flexibility for interactive TV: GLOBAL ITV project. , 2016, , . | | 0 |
| 24 | Portable-Sphere: A portable 3D perspective-corrected interactive spherical scalable display. , 2015, , . | | 2 |
| 25 | Virtual Stage: An Immersive Musical Game for People with Visual Impairment. , 2015, , . | | 10 |
| 26 | Educadaisy: Accessible digital didactic book on tablets for people with visual impairment. , 2015, , . | | 0 |
| 27 | Human-Computer Interface Controlled by the Lip. IEEE Journal of Biomedical and Health Informatics, 2015, 19, 302-308. | 6.3 | 42 |
| 28 | Accessible educational digital book on tablets for people with visual impairment. IEEE Transactions on Consumer Electronics, 2015, 61, 271-278. | 3.6 | 6 |
| 29 | Interactive TV Interoperability and Coexistence: The GLOBAL ITV Project. Communications in Computer and Information Science, 2015, , 3-16. | 0.5 | 2 |
| 30 | Sphere: An interactive perspective-corrected spherical 3D display. , 2014, , . | | 6 |
| 31 | Bi-manual gesture interaction for 3D cloud point selection and annotation using COTS. , 2014, , . | | 9 |
| 32 | A scalable multi-DLP pico-projector system for virtual reality. , 2014, , . | | 1 |
| 33 | Transversal competencies of electrical and computing engineers considering market demand. , 2014, , . | | 11 |
| 34 | Effectiveness analysis of audio watermark tags for IPTV second screen applications and synchronization. , 2014, , . | | 6 |
| 35 | Students' skills perceptions for engineering. , 2014, , . | | 2 |
| 36 | Perception of Health Professional about Clinical Utility of an Augmented Reality Musical System to Motor and Cognitive Rehabilitation. , 2014, , . | | 5 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | A Tool to Aid the Development of Distributed Virtual Reality Applications. , 2014, , . | | 1 |
| 38 | An open source and low cost solution for consumer electronics middleware validation. , 2013, , . | | 2 |
| 39 | Human Computer Interaction requirements for an educational toolset using Digital TV infrastructure: Case study. , 2013, , . | | 4 |
| 40 | Cloud computing applied to the development of global hybrid services and applications for interactive TV. , 2013, , . | | 7 |
| 41 | Accessible display design to control home area networks. IEEE Transactions on Consumer Electronics, 2013, 59, 422-427. | 3.6 | 15 |
| 42 | Using X3DOM for promoting students' digital and visual literacy at k-12 education. , 2013, , . | | 1 |
| 43 | IntroduÃ§Ã£o Ã programaÃ§Ã£o quÃ¢ntica. Revista Brasileira De Ensino De Fisica, 2013, 35, 1-9. | 0.2 | 0 |
| 44 | Virtual Reality procedure training simulators in X3D. , 2012, , . | | 8 |
| 45 | Accessibility in digital television: designing remote controls. IEEE Transactions on Consumer Electronics, 2012, 58, 605-611. | 3.6 | 6 |
| 46 | Accessibility in Digital Television: Designing remote controls. , 2012, , . | | 1 |
| 47 | Contributions of an Augmented Reality Musical System for the Stimulation of Motor Skills in Music Therapy Sessions. , 2012, , . | | 2 |
| 48 | Computerized brain tumor segmentation in magnetic resonance imaging. Einstein (Sao Paulo, Brazil), 2012, 10, 158-163. | 0.7 | 7 |
| 49 | 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 |
| 50 | Challenges of programming apprentice. , 2011, , . | | 0 |
| 51 | 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 |
| 52 | The MÃ¡rio Schenberg Spaceship: Experiencing Science in a Collaborative Learning VR Environment. , 2009, , . | | 2 |
| 53 | Three-dimensional digital enviroments and computer graphics influencing K-12 individuals' digital literacy development and interdisciplinary lifelong learning. , 2009, , . | | 8 |
| 54 | Computer Assisted Music Therapy: A Case Study of an Augmented Reality Musical System for Children with Cerebral Palsy Rehabilitation. , 2009, , . | | 44 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 55 | Analyzing requirements with the digital learning ecosystem approach. , 2009, , . | | 1 |
| 56 | Testing the OLPC Drawing Activity: An Usability Report. , 2008, , . | | 2 |
| 57 | Digital Learning Ecosystems: Authoring, Collaboration, Immersion and Mobility. , 2008, , . | | 3 |
| 58 | Digital learning ecosystems. , 2008, , . | | 15 |
| 59 | GenVirtual: An Augmented Reality Musical Game for Cognitive and Motor Rehabilitation. , 2007, , . | | 27 |
| 60 | The Brazilian digital television system access device architecture. Journal of the Brazilian Computer Society, 2007, 12, 95-113. | 1.3 | 7 |
| 61 | The Brazilian digital television system access device architecture. Journal of the Brazilian Computer Society, 2007, 13, 95-113. | 1.3 | 11 |
| 62 | Development of a Telemedicine Model for Emerging Countries: a Case Study on Pediatric Oncology in Brazil. , 2006, 2006, 5252-6. | | 3 |
| 63 | Computer graphics, interactive technologies and collaborative learning synergy supporting individuals' skills development. , 2006, , . | | 7 |
| 64 | Classification of mammographic features using RBF-SA. Exacta, 2006, 4, 317-324. | 0.5 | 0 |
| 65 | Establishment of the Brazilian telehealth network for paediatric oncology. Journal of Telemedicine and Telecare, 2005, 11, 51-52. | 2.7 | 8 |
| 66 | Web-based patient records and treatment guidelines in paediatric oncology. Journal of Telemedicine and Telecare, 2005, 11, 53-55. | 2.7 | 4 |
| 67 | Radial basis functions - simulated annealing classification of mammographic calcifications. , 2004, 2004, 1644-7. | | 1 |
| 68 | Three-dimensional Region-based Filters for Noise Removal in Volumetric Data. IETE Journal of Research, 2002, 48, 325-332. | 2.6 | 0 |
| 69 | <title>Three-dimensional region-based adaptive image processing techniques for volume visualization applications</title>. , 1996, 2707, 21. | | 1 |
| 70 | A programming environment for high-performance volume visualization applications. Computers and Graphics, 1996, 20, 385-394. | 2.5 | 1 |
| 71 | A system for event related fMRI post processing. , 0, , . | | 0 |
| 72 | The city that we want: generative themes, constructionist technologies and school/social change. , 0, , . | | 5 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 73 | Applicability of an immersive virtual reality system for assessing route learning in older adults. <i>Dementia & Neuropsychologia</i> , 0, , . | 0.8 | 0 |
| 74 | Virtual Reality and Augmented Reality Exergames for older fallers: considerations about design and applicability by physical therapists. , 0, , . | | 1 |