

Andrea Brogni

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1779948/publications.pdf>

Version: 2024-02-01

21
papers

268
citations

1684188

5
h-index

1372567

10
g-index

22
all docs

22
docs citations

22
times ranked

277
citing authors

#	ARTICLE	IF	CITATIONS
1	Analysis of Physiological Responses to a Social Situation in an Immersive Virtual Environment. Presence: Teleoperators and Virtual Environments, 2006, 15, 553-569.	0.6	96
2	Temporal and Spatial Variations in Presence: Qualitative Analysis of Interviews from an Experiment on Breaks in Presence. Presence: Teleoperators and Virtual Environments, 2008, 17, 293-309.	0.6	56
3	Variations in physiological responses of participants during different stages of an immersive virtual environment experiment. , 2006, , .		20
4	Sharing and Analyzing Data from Presence Experiments. Presence: Teleoperators and Virtual Environments, 2006, 15, 599-610.	0.6	18
5	Imaging based metrics for performance assessment in laser phonomicrosurgery. , 2013, , .		12
6	Comparative usability and performance evaluation of surgeon interfaces in laser phonomicrosurgery. , 2013, , .		11
7	Touching Sharp Virtual Objects Produces a Haptic Illusion. Lecture Notes in Computer Science, 2011, , 234-242.	1.3	10
8	The role of posture in the communication of affect in an immersive virtual environment. , 2006, , .		7
9	Enhancing Personal Efficiency with Pervasive Services and Wearable Devices. , 2011, , .		6
10	Virtual Sequencing with a Tactile Feedback Device. Lecture Notes in Computer Science, 2010, , 149-159.	1.3	6
11	Haptic, Audio, and Visual: Multimodal Distribution for Interactive Games. IEEE Transactions on Instrumentation and Measurement, 2012, 61, 3103-3111.	4.7	5
12	Designing natural gesture interaction for archaeological data in immersive environments. Virtual Archaeology Review, 2017, 8, 12.	1.9	5
13	Moka: Designing a Simple Scene Graph Library for Cluster-Based Virtual Reality Systems. Lecture Notes in Computer Science, 2014, , 333-350.	1.3	4
14	Passive hand pose recognition in virtual reality. , 2010, , .		3
15	Music expression with a robot manipulator used as a bidirectional tangible interface. Eurasip Journal on Audio, Speech, and Music Processing, 2012, 2012, .	2.1	3
16	Distributed multimodal interaction driven framework: Conceptual model and game example. , 2010, , .		2
17	Distractive User Interface for Repetitive Motor Tasks: A Pilot Study. , 2013, , .		2
18	Point clouds indexing in real time motion capture. , 2012, , .		0

#	ARTICLE	IF	CITATIONS
19	Repetitive Drag & Drop of AR Objects: A Pilot Study. , 2014, , .		0
20	Intercepting Virtual Ball in Immersive Virtual Environment. Lecture Notes in Computer Science, 2011, , 214-222.	1.3	0
21	Designing natural gesture interaction for archaeological data in immersive environments. Virtual Archaeology Review, 2017, 8, 12.	1.9	0