

Anthony Steed

List of Publications by Year in descending order

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215
papers

9,075
citations

101543

36
h-index

76900

74
g-index

229
all docs

229
docs citations

229
times ranked

5108
citing authors

#	ARTICLE	IF	CITATIONS
1	Consensus Based Networking of Distributed Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3138-3153.	4.4	1
2	SafeSpace: what is the feasibility and acceptability of a codesigned virtual reality intervention, incorporating compassionate mind training, to support people undergoing cancer treatment in a clinical setting?. BMJ Open, 2022, 12, e047626.	1.9	5
3	MR-RIEW: An MR Toolkit for Designing Remote Immersive Experiment Workflows. , 2022, , .		5
4	Integrating Rocketbox Avatars with the Ubiq Social VR platform. , 2022, , .		4
5	Metameric Varifocal Holograms. , 2022, , .		7
6	Telelife: A Vision of Remote Living in 2035. , 2022, , .		0
7	Directions for 3D User Interface Research from Consumer VR Games. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4171-4182.	4.4	13
8	Revisiting the Scene-Graph-as-Bus Concept: Inter-networking Heterogeneous Applications Using glTF Fragments. , 2021, , .		1
9	Magnification Vision â€“ a Novel Gaze-Directed User Interface. , 2021, , .		2
10	"Lend Me a Hand" â€“ Extending the Reach of Seated VR Players in Unmodified Games Through Remote Co-Piloting. , 2021, , .		2
11	Privacy-certification standards for extended-reality devices and services. , 2021, , .		3
12	Quality of Service Impact on Edge Physics Simulations for VR. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2691-2701.	4.4	3
13	Social Virtual Reality Platform Comparison and Evaluation Using a Guided Group Walkthrough Method. Frontiers in Virtual Reality, 2021, 2, .	3.7	19
14	Mixing Modalities of 3D Sketching and Speech for Interactive Model Retrieval in Virtual Reality. , 2021, , .		5
15	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
16	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	29
17	Telelife: The Future of Remote Living. Frontiers in Virtual Reality, 2021, 2, .	3.7	18
18	Perceived Realism of Pedestrian Crowds Trajectories in VR. , 2021, , .		2

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19	Ubiquitous: A System to Build Flexible Social Virtual Reality Experiences. , 2021, , .		27
20	Evaluating the user experience of acoustic data transmission. Personal and Ubiquitous Computing, 2020, 24, 655-668.	2.8	6
21	Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , .		1
22	Improving Free-Viewpoint Video Content Production Using RGB-Camera-Based Skeletal Tracking. , 2020, , .		3
23	Directing versus Attracting Attention: Exploring the Effectiveness of Central and Peripheral Cues in Panoramic Videos. , 2020, , .		14
24	Investigating the Perceived Strengths and Limitations of Free-Viewpoint Video. Frontiers in Virtual Reality, 2020, 1, .	3.7	0
25	The Rocketbox Library and the Utility of Freely Available Rigged Avatars. Frontiers in Virtual Reality, 2020, 1, .	3.7	69
26	Measuring System Visual Latency through Cognitive Latency on Video See-Through AR devices. , 2020, , .		1
27	Directing versus Attracting Attention: Exploring the Effectiveness of Central and Peripheral Cues in Panoramic Videos. , 2020, , .		1
28	Using Facial Animation to Increase the Enfacement Illusion and Avatar Self-Identification. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2023-2029.	4.4	51
29	MoveBox: Democratizing MoCap for the Microsoft Rocketbox Avatar Library. , 2020, , .		13
30	Evaluating immersive experiences during Covid-19 and beyond. Interactions, 2020, 27, 62-67.	1.0	68
31	Exploring the Use of Skeletal Tracking for Cheaper Motion Graphs and On-Set Decision Making in Free-Viewpoint Video Production. , 2020, , .		0
32	Docking Haptics: Extending the Reach of Haptics by Dynamic Combinations of Grounded and Worn Devices. , 2020, , .		4
33	Real-Time Collision Detection for Deformable Characters with Radial Fields. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2611-2622.	4.4	3
34	Perception of Volumetric Characters' Eye-Gaze Direction in Head-Mounted Displays. , 2019, , .		9
35	Cyber Security Threats and Challenges in Collaborative Mixed-Reality. Frontiers in ICT, 2019, 6, .	3.6	28
36	Position-Based Control of Under-Constrained Haptics: A System for the Dexmo Glove. IEEE Robotics and Automation Letters, 2019, 4, 3497-3504.	5.1	6

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37	Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	20
38	Individual Differences in Embodied Distance Estimation in Virtual Reality. , 2019, , .		20
39	I'm a Giant. , 2019, , .		53
40	Movement of environmental threats modifies the relevance of the defensive eye-blink in a spatially-tuned manner. Scientific Reports, 2019, 9, 3661.	3.3	9
41	Selecting texture resolution using a task-specific visibility metric. Computer Graphics Forum, 2019, 38, 685-696.	3.0	5
42	How Foot Tracking Matters: The Impact of an Animated Self-Avatar on Interaction, Embodiment and Presence in Shared Virtual Environments. Frontiers in Robotics and AI, 2019, 6, 104.	3.2	36
43	Avatar Type Affects Performance of Cognitive Tasks in Virtual Reality. , 2019, , .		18
44	Sensitivity to Rate of Change in Gains Applied by Redirected Walking. , 2019, , .		13
45	Mixing realities for sketch retrieval in Virtual Reality. , 2019, , .		8
46	Rectangular Selection of Components in Large 3D Models on the Web. , 2019, , .		0
47	A Comparison of Virtual and Physical Training Transfer of Bimanual Assembly Tasks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1574-1583.	4.4	57
48	Interaction with Three-Dimensional Gesture and Character Input in Virtual Reality: Recognizing Gestures in Different Directions and Improving User Input. IEEE Consumer Electronics Magazine, 2018, 7, 64-72.	2.3	19
49	The Effect of Transition Type in Multi-View 360° Media. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1564-1573.	4.4	9
50	Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , .		2
51	The effect of chair type on users' viewing experience for 360-degree video. , 2018, , .		7
52	Dataset and Metrics for Predicting Local Visible Differences. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	24
53	Model Retrieval by 3D Sketching in Immersive Virtual Reality. , 2018, , .		6
54	3D sketching for interactive model retrieval in virtual reality. , 2018, , .		24

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55	Merging environments for shared spaces in mixed reality. , 2018, , .		14
56	A longitudinal study of small group interaction in social virtual reality. , 2018, , .		69
57	Dynamic HDR environment capture for mixed reality. , 2018, , .		0
58	“We Wait” The Impact of Character Responsiveness and Self Embodiment on Presence and Interest in an Immersive News Experience. <i>Frontiers in Robotics and AI</i> , 2018, 5, 112.	3.2	33
59	FrankenGAN. <i>ACM Transactions on Graphics</i> , 2018, 37, 1-14.	7.2	32
60	Efficient Hybrid Image Warping for High Frame-Rate Stereoscopic Rendering. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2017, 23, 1332-1341.	4.4	15
61	From urban planning and emergency training to Pok�mon Go: applications of virtual reality GIS (VRGIS) and augmented reality GIS (ARGIS) in personal, public and environmental health. <i>International Journal of Health Geographics</i> , 2017, 16, 7.	2.5	63
62	Next-Generation Big Data Analytics: State of the Art, Challenges, and Future Research Topics. <i>IEEE Transactions on Industrial Informatics</i> , 2017, 13, 1891-1899.	11.3	290
63	Object location memory error in virtual and real environments. , 2017, , .		12
64	The AR-Rift 2 prototype. , 2017, , .		4
65	Cinematic virtual reality: Evaluating the effect of display type on the viewing experience for panoramic video. , 2017, , .		82
66	3DRepo4Unity. , 2017, , .		9
67	Accurate real-time occlusion for mixed reality. , 2017, , .		17
68	Synthesis of Environment Maps for Mixed Reality. , 2017, , .		7
69	The impact of self-avatars on trust and collaboration in shared virtual environments. <i>PLoS ONE</i> , 2017, 12, e0189078.	2.5	68
70	gITF streaming from 3D repo to X3DOM. , 2016, , .		13
71	The Effect of Environmental Features, Self-Avatar, and Immersion on Object Location Memory in Virtual Environments. <i>Frontiers in ICT</i> , 2016, 3, .	3.6	24
72	A Comparison of Avatar-, Video-, and Robot-Mediated Interaction on Users’ Trust in Expertise. <i>Frontiers in Robotics and AI</i> , 2016, 3, .	3.2	36

#	ARTICLE	IF	CITATIONS
73	The impact of a self-avatar on cognitive load in immersive virtual reality. , 2016, , .		107
74	Ambient fields: representing potential sensory information. , 2016, , .		1
75	P1â€³56: Virtual Reality as an Assessment of Social Cognition in Behavioural Variant Frontotemporal Dementia: A Pilot Study.. Alzheimer's and Dementia, 2016, 12, P566.	0.8	0
76	Open3D. , 2016, , .		13
77	Supporting multiple immersive configurations using a shape-changing display. , 2016, , .		0
78	Construction and Evaluation of an Ultra Low Latency Frameless Renderer for VR. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1377-1386.	4.4	18
79	An â€œIn the Wildâ€™™ Experiment on Presence and Embodiment using Consumer Virtual Reality Equipment. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1406-1414.	4.4	121
80	The Effects of Low Latency on Pointing and Steering Tasks. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1605-1615.	4.4	24
81	Effects of 3D perspective on head gaze estimation with a multiview autostereoscopic display. International Journal of Human Computer Studies, 2016, 86, 138-148.	5.6	14
82	Object removal in panoramic media. , 2015, , .		2
83	Ultra low latency dataflow renderer. , 2015, , .		0
84	A Surround Video Capture and Presentation System for Preservation of Eye-Gaze in Teleconferencing Applications. Presence: Teleoperators and Virtual Environments, 2015, 24, 24-43.	0.6	9
85	Symmetric telepresence using robotic humanoid surrogates. Computer Animation and Virtual Worlds, 2015, 26, 271-280.	1.2	10
86	Collaboration in Immersive and Non-immersive Virtual Environments. , 2015, , 263-282.		34
87	A gaze-preserving situated multiview telepresence system. , 2014, , .		20
88	Comparing flat and spherical displays in a trust scenario in avatar-mediated interaction. , 2014, , .		22
89	3D Timeline: Reverse engineering of a partâ€™based provenance from consecutive 3D models. Computer Graphics Forum, 2014, 33, 135-144.	3.0	14
90	Measuring Latency in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 616-625.	4.4	59

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91	Presence and discernability in conventional and non-photorealistic immersive augmented reality. , 2014, , .		36
92	Visual masking parameters for virtual environments. , 2013, , .		0
93	Behaviour-aware sensor fusion: Continuously inferring the alignment of coordinate systems from user behaviour. , 2013, , .		4
94	XML3DRepo. , 2013, , .		18
95	Supporting interoperability and presence awareness in collaborative mixed reality environments. , 2013, , .		11
96	Human Tails: Ownership and Control of Extended Humanoid Avatars. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 583-590.	4.4	144
97	Design and implementation of an immersive virtual reality system based on a smartphone platform. , 2013, , .		26
98	Poster: The effect of target size and force feedback on 3D selection within a co-located visual-haptic immersive virtual environment. , 2013, , .		1
99	Panoinserts. , 2013, , .		10
100	Displays and Interaction for Virtual Travel. , 2013, , 147-175.		1
101	A Fully Immersive Set-Up for Remote Interaction and Neurorehabilitation Based on Virtual Body Ownership. Frontiers in Neurology, 2012, 3, 110.	2.4	49
102	3D diff. , 2012, , .		2
103	SphereAvatar. , 2012, , .		26
104	Evaluation of remote collaborative manipulation for scientific data analysis. , 2012, , .		18
105	Visualizing 3D models in aid of public consultation. , 2012, , .		0
106	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
107	Multimodal Data Capture and Analysis of Interaction in Immersive Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 388-405.	0.6	10
108	3D-printing of non-assembly, articulated models. ACM Transactions on Graphics, 2012, 31, 1-8.	7.2	170

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109	Preserving gaze direction in teleconferencing using a camera array and a spherical display. , 2012, , .		13
110	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
111	3D revision control framework. , 2012, , .		32
112	3D Diff. , 2012, , .		18
113	Automatic Recognition of Non-Acted Affective Postures. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 1027-1038.	5.0	129
114	Guest Editor's Introduction Special Section on the Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1-2.	4.4	2
115	Feature-based vector simulation of water waves. Computer Animation and Virtual Worlds, 2011, 22, 91-98.	1.2	6
116	Modelling selective visual attention for autonomous virtual characters. Computer Animation and Virtual Worlds, 2011, 22, 361-369.	1.2	9
117	Introduction to networked graphics. , 2011, , .		0
118	Proposals for Future Virtual Environment Software Platforms. , 2011, , 1-12.		0
119	A Randomized Controlled Trial of the Effects of Hypnosis With 3-D Virtual Reality Animation on Tiredness, Mood, and Salivary Cortisol. International Journal of Clinical and Experimental Hypnosis, 2010, 59, 122-142.	1.8	26
120	Gradual transitions and their effects on presence and distance estimation. Computers and Graphics, 2010, 34, 26-33.	2.5	40
121	Eyelid kinematics for virtual characters. Computer Animation and Virtual Worlds, 2010, 21, 161-171.	1.2	7
122	Scalability. , 2010, , 393-458.		3
123	Requirements. , 2010, , 313-353.		0
124	Lie tracking. , 2010, , .		42
125	Is the rubber hand illusion induced by immersive virtual reality?. , 2010, , .		152
126	The implementation of a novel walking interface within an immersive display. , 2010, , .		33

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127	Using a P300 Brain-Computer Interface in an Immersive Virtual Environment. Presence: Teleoperators and Virtual Environments, 2010, 19, 12-24.	0.6	21
128	A novel brain-computer interface using a multi-touch surface. , 2010, , .		16
129	Acting performance and flow state enhanced with sensory-motor rhythm neurofeedback comparing ecologically valid immersive VR and training screen scenarios. Neuroscience Letters, 2010, 480, 112-116.	2.1	92
130	Other networking components. , 2010, , 275-309.		0
131	Evaluating the Influence of Haptic Force-Feedback on 3D Selection Tasks using Natural Egocentric Gestures. , 2009, , .		10
132	Presence-enhancing real walking user interface for first-person video games. , 2009, , .		13
133	Mutable mapping. , 2009, , .		7
134	A saliency-based method of simulating visual attention in virtual scenes. , 2009, , .		18
135	Profiling the behaviour of 3D selection tasks on movement time when using natural haptic pointing gestures. , 2009, , .		6
136	Eye gaze in virtual environments: evaluating the need and initial work on implementation. Concurrency Computation Practice and Experience, 2009, 21, 1437-1449.	2.2	9
137	Does a Gradual Transition to the Virtual World increase Presence?. , 2009, , .		39
138	Communicating Eye-gaze Across a Distance: Comparing an Eye-gaze enabled Immersive Collaborative Virtual Environment, Aligned Video Conferencing, and Being Together. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	30
139	Eye Tracking for Avatar Eye Gaze Control During Object-Focused Multiparty Interaction in Immersive Collaborative Virtual Environments. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	32
140	Guest Editor's Introduction: Special Section on the IEEE Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 353-354.	4.4	0
141	Practicing What We Preach: IEEE VR 2009 Virtual Program Committee Meeting. IEEE Computer Graphics and Applications, 2009, 29, 80-83.	1.2	8
142	Using tracked mobile sensors to make maps of environmental effects. Personal and Ubiquitous Computing, 2008, 12, 331-342.	2.8	15
143	Guest Editor's Introduction: Special Section on Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 485-486.	4.4	0
144	The Impact of a Character Posture Model on the Communication of Affect in an Immersive Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 965-982.	4.4	8

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145	Communicating Eye Gaze across a Distance without Rooting Participants to the Spot. , 2008, , .		18
146	Reverse Engineering Polygonal Meshes Using Discrete Differential Geometry. Computer-Aided Design and Applications, 2008, 5, 86-98.	0.6	2
147	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10
148	A simple method for estimating the latency of interactive, real-time graphics simulations. , 2008, , .		79
149	Eye-tracking for avatar eye-gaze and interactional analysis in immersive collaborative virtual environments. , 2008, , .		54
150	High-Fidelity Avatar Eye-Representation. , 2008, , .		15
151	Construction of Collaborative Virtual Environments. , 2008, , 44-68.		1
152	Workshop report from IEEE VR 2007. , 2008, , .		0
153	Navigating Virtual Reality by Thought: What Is It Like?. Presence: Teleoperators and Virtual Environments, 2007, 16, 100-110.	0.6	59
154	An assessment of eye-gaze potential within immersive virtual environments. ACM Transactions on Multimedia Computing, Communications and Applications, 2007, 3, 1-17.	4.3	21
155	A review of telecollaboration technologies with respect to closely coupled collaboration. International Journal of Computer Applications in Technology, 2007, 29, 11.	0.5	36
156	Understanding and Realizing Presence in the Presencia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.2	27
157	Progressive skinning for character animation. Computer Animation and Virtual Worlds, 2007, 18, 473-481.	1.2	5
158	Mapping Carbon Monoxide Using GPS Tracked Sensors. Environmental Monitoring and Assessment, 2007, 124, 1-19.	2.7	33
159	Exploiting real world knowledge in ubiquitous applications. Personal and Ubiquitous Computing, 2007, 11, 429-437.	2.8	29
160	Minimising Pedestrian Navigational Ambiguities Through Geoannotation and Temporal Tagging. , 2007, , 748-757.		3
161	Spatial Social Behavior in Second Life. Lecture Notes in Computer Science, 2007, , 252-263.	1.3	89
162	A natural wayfinding exploiting photos in pedestrian navigation systems. , 2006, , .		69

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163	Enabling Scalability by Partitioning Virtual Environments Using Frontier Sets. Presence: Teleoperators and Virtual Environments, 2006, 15, 77-92.	0.6	4
164	Sharing and Analyzing Data from Presence Experiments. Presence: Teleoperators and Virtual Environments, 2006, 15, 599-610.	0.6	18
165	The role of posture in the communication of affect in an immersive virtual environment. , 2006, , .		7
166	Progressive skinning for video game character animations. , 2006, , .		2
167	Variations in physiological responses of participants during different stages of an immersive virtual environment experiment. , 2006, , .		20
168	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. Presence: Teleoperators and Virtual Environments, 2006, 15, 500-514.	0.6	78
169	Analyzing Fragments of Collaboration in Distributed Immersive Virtual Environments. , 2006, , 97-130.		7
170	Filtering Location-Based Information Using Visibility. Lecture Notes in Computer Science, 2005, , 306-315.	1.3	6
171	Successes and Failures in Co-Present Situations. Presence: Teleoperators and Virtual Environments, 2005, 14, 563-579.	0.6	26
172	Expected, sensed, and desired. ACM Transactions on Computer-Human Interaction, 2005, 12, 3-30.	5.7	134
173	Rapid scene modelling, registration and specification for mixed reality systems. , 2005, , .		14
174	Evaluating Effectiveness of Interaction Techniques across Immersive Virtual Environmental Systems. Presence: Teleoperators and Virtual Environments, 2005, 14, 511-527.	0.6	26
175	The critical success factors in the clientâ€consulting relationship. Journal of Management Development, 2005, 24, 68-93.	2.1	85
176	Multiple Spaces. , 2005, , 151-172.		29
177	Orchestrating a mixed reality game 'on the ground'. , 2004, , .		82
178	The drift table. , 2004, , .		293
179	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
180	An Eye Gaze Model for Dyadic Interaction in an Immersive Virtual Environment: Practice and Experience. Computer Graphics Forum, 2004, 23, 1-11.	3.0	74

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181	Systematic Usability Evaluation and Design Issues for Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 2003, 12, 241-267.	0.6	62
182	Social Anxiety in Virtual Environments: Results of a Pilot Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 237-243.	2.2	38
183	The impact of avatar realism and eye gaze control on perceived quality of communication in a shared immersive virtual environment. , 2003, , .		227
184	Product Review: An Overview of Cluster Solutions for Immersive Displays. Presence: Teleoperators and Virtual Environments, 2003, 12, 437-440.	0.6	0
185	Communication during downsizing of a telecommunications company. Corporate Communications, 2003, 8, 73-96.	2.1	8
186	Partitioning crowded virtual environments. , 2003, , .		39
187	Strangers and friends in caves. , 2003, , .		21
188	Constructing a Gazebo: Supporting Teamwork in a Tightly Coupled, Distributed Task in Virtual Reality. Presence: Teleoperators and Virtual Environments, 2003, 12, 644-657.	0.6	65
189	Lessons from the lighthouse. , 2003, , .		117
190	Shared visiting in EQUATOR city. , 2002, , .		18
191	Pseudo-Shadowed Cursors for 3D Interaction. Journal of Graphics Tools, 2002, 7, 19-25.	0.5	0
192	Meeting People Virtually: Experiments in Shared Virtual Environments. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2002, , 146-171.	1.1	45
193	Shifting visuo-spatial attention in a virtual three-dimensional space. Cognitive Brain Research, 2001, 10, 317-322.	3.0	33
194	Collaborating in networked immersive spaces: as good as being there together?. Computers and Graphics, 2001, 25, 781-788.	2.5	94
195	An Overview of the COVEN Platform. Presence: Teleoperators and Virtual Environments, 2001, 10, 109-127.	0.6	51
196	Making Networked Virtual Environments Work. Presence: Teleoperators and Virtual Environments, 2001, 10, 142-159.	0.6	32
197	Spelunking: Experiences using the Dive System on CAVE-like Platforms. Eurographics, 2001, , 153-164.	0.4	7
198	Acting in virtual reality. , 2000, , .		38

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199	A Virtual Presence Counter. Presence: Teleoperators and Virtual Environments, 2000, 9, 413-434.	0.6	434
200	The London Travel Demonstrator. , 1999, , .		16
201	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 1999, 8, 218-236.	0.6	70
202	Walking > walking-in-place > flying, in virtual environments. , 1999, , .		612
203	Public speaking in virtual reality: facing an audience of avatars. IEEE Computer Graphics and Applications, 1999, 19, 6-9.	1.2	172
204	Small group behaviour experiments in the Coven project. IEEE Computer Graphics and Applications, 1998, 18, 53-63.	1.2	50
205	The Influence of Body Movement on Subjective Presence in Virtual Environments. Human Factors, 1998, 40, 469-477.	3.5	299
206	Efficient navigation around complex virtual environments. , 1997, , .		14
207	3D Interaction with the Desktop Bat. Computer Graphics Forum, 1995, 14, 97-104.	3.0	11
208	Taking steps. ACM Transactions on Computer-Human Interaction, 1995, 2, 201-219.	5.7	538
209	The Virtual Treadmill: A Naturalistic Metaphor for Navigation in Immersive Virtual Environments. Eurographics, 1995, , 135-148.	0.4	50
210	Depth of Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 1994, 3, 130-144.	0.6	870
211	STEPS AND LADDERS IN VIRTUAL REALITY. , 1994, , .		44
212	A USER-DEFINED VIRTUAL ENVIRONMENT DIALOGUE ARCHITECTURE. , 1994, , .		0
213	Leadership and collaboration in shared virtual environments. , 0, , .		43
214	Usability evaluation techniques for virtual reality technologies. , 0, , .		1
215	VR Toolkit for Identifying Group Characteristics. Collective Dynamics, 0, 6, 1.	0.0	0