Arsalan Heydarian

List of Publications by Year
in descending order

14	738	840776 11	1281871 11
papers	citations	h-index	g-index

15	15	15	603
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Immersive virtual environments versus physical built environments: A benchmarking study for building design and user-built environment explorations. Automation in Construction, 2015, 54, 116-126.	9.8	242
2	Trend Analysis on Adoption of Virtual and Augmented Reality in the Architecture, Engineering, and Construction Industry. Data, 2020, 5, 26.	2.3	106
3	Towards user centered building design: Identifying end-user lighting preferences via immersive virtual environments. Automation in Construction, 2017, 81, 56-66.	9.8	86
4	What drives our behaviors in buildings? A review on occupant interactions with building systems from the lens of behavioral theories. Building and Environment, 2020, 179, 106928.	6.9	73
5	Lights, building, action: Impact of default lighting settings on occupant behaviour. Journal of Environmental Psychology, 2016, 48, 212-223.	5.1	56
6	Use of immersive virtual environments for occupant behaviour monitoring and data collection. Journal of Building Performance Simulation, 2017, 10, 484-498.	2.0	40
7	Test rooms to study human comfort in buildings: A review of controlled experiments and facilities. Renewable and Sustainable Energy Reviews, 2021, 149, 111359.	16.4	32
8	Exploring the effectiveness of social messages on promoting energy conservation behavior in buildings. Building and Environment, 2016, 102, 83-94.	6.9	31
9	Flood mitigation in coastal urban catchments using real-time stormwater infrastructure control and reinforcement learning. Journal of Hydroinformatics, 2021, 23, 529-547.	2.4	26
10	HARMONY: A Human-Centered Multimodal Driving Study in the Wild. IEEE Access, 2021, 9, 23956-23978.	4.2	21
11	Multimodal driver state modeling through unsupervised learning. Accident Analysis and Prevention, 2022, 170, 106640.	5.7	13
12	Leveraging Ubiquitous Computing for Empathetic Routing: A Naturalistic Data-driven Approach. , 2021, , .		5
13	Benchmarking the Use of Immersive Virtual Bike Simulators for Understanding Cyclist Behaviors. , 2022, , .		2
14	Using Statistical Models to Detect Occupancy in Buildings through Monitoring VOC, CO ₂ , and Other Environmental Factors. , 2022, , .		2