Lonni BesanÃ§on

List of Publications by Year
in descending order

32 papers	957 citations	759233 12 h-index	642732 23 g-index
39 all docs	39 docs citations	39 times ranked	631 citing authors

#	Article	IF	Citations
1	Open science saves lives: lessons from the COVID-19 pandemic. BMC Medical Research Methodology, 2021, 21, 117.	3.1	122
2	Assessing the burden of COVID-19 in developing countries: systematic review, meta-analysis and public policy implications. BMJ Global Health, 2022, 7, e008477.	4.7	108
3	The MADE-Axis. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-23.	3.3	95
4	Threats of a replication crisis in empirical computer science. Communications of the ACM, 2020, 63, 70-79.	4.5	76
5	Collaborative Work in Augmented Reality: A Survey. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1.	4.4	69
6	Mouse, Tactile, and Tangible Input for 3D Manipulation. , 2017, , .		67
7	The State of the Art of Spatial Interfaces for 3D Visualization. Computer Graphics Forum, 2021, 40, 293-326.	3.0	51
8	Hybrid Tactile/Tangible Interaction for 3D Data Exploration. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 881-890.	4.4	45
9	Towards an Understanding of Augmented Reality Extensions for Existing 3D Data Analysis Tools. , 2020, , .		45
10	Glanceable Visualization: Studies of Data Comparison Performance on Smartwatches. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 630-640.	4.4	42
11	Hybrid Touch/Tangible Spatial 3D Data Selection. Computer Graphics Forum, 2019, 38, 553-567.	3.0	28
12	The Continued Prevalence of Dichotomous Inferences at CHI. , 2019, , .		26
13	Can Visualization Alleviate Dichotomous Thinking? Effects of Visual Representations on the Cliff Effect. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3397-3409.	4.4	20
14	Pressure-Based Gain Factor Control for Mobile 3D Interaction using Locally-Coupled Devices. , 2017, , .		16
15	Correction of scientific literature: Too little, too late!. PLoS Biology, 2022, 20, e3001572.	5.6	16
16	Open up: a survey on open and non-anonymized peer reviewing. Research Integrity and Peer Review, 2020, 5, 8.	5.2	15
17	A Tangible Volume for Portable 3D Interaction. , 2016, , .		14
18	Reducing affective responses to surgical images through color manipulation and stylization. , 2018, , .		6

#	Article	IF	Citations
19	Augmenting Tactile 3D Data Navigation With Pressure Sensing. Computer Graphics Forum, 2019, 38, 635-647.	3.0	6
20	Reducing Affective Responses to Surgical Images and Videos Through Stylization. Computer Graphics Forum, 2020, 39, 462-483.	3.0	6
21	Understanding differences between combinations of 2D and 3D input and output devices for 3D data visualization. International Journal of Human Computer Studies, 2022, 163, 102820.	5.6	6
22	Impact of mobility reduction on COVID-19 mortality: absence of evidence might be due to methodological issues. Scientific Reports, 2021, 11, 23533.	3.3	6
23	Preference Between Allocentric and Egocentric 3D Manipulation in a Locally Coupled Configuration. , 2016, , .		5
24	Challenges in determining causality: An ongoing critique of Bendavid et alâ€™s â€˜Assessing mandatory stayâ€ atâ€home and business closure effects on the spread of COVIDâ€19â€™. European Journal of Clinical Investigation, 2021, 51, e13599.	3.4	5
25	Re: Subramanian and Kumar. Vaccination rates and COVID-19 cases. European Journal of Epidemiology, 2021, 36, 1243-1244.	5.7	5
26	A Study on Visual Representations for Active Plant Wall Data Analysis. Data, 2019, 4, 74.	2.3	4
27	Sample size, timing, and other confounding factors: Toward a fair assessment of stayâ€ atâ€home orders. European Journal of Clinical Investigation, 2021, 51, e13518.	3.4	4
28	Immersive Analytics 2.0: Spatial and Embodied Sensemaking. , 2022, , .		4
29	Toward More Inclusive Metrics and Open Science to Measure Research Assessment in Earth and Natural Sciences. Frontiers in Research Metrics and Analytics, 2022, 7, 850333.	1.9	3
30	Mobility during the pandemic: how did our movements shape the course of COVID-19?. Journal of Travel Medicine, 2022, 29, .	3.0	3
31	Point specification in collaborative visualization for 3D scalar fields using augmented reality. Virtual Reality, 2022, 26, 1317-1334.	6.1	2
32	Combining tactile and tangible input for 3D selection. , 2017, , .		0