

# Lonni Besançon

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Point specification in collaborative visualization for 3D scalar fields using augmented reality. <i>Virtual Reality</i> , 2022, 26, 1317-1334.	6.1	2
2	Correction of scientific literature: Too little, too late!. <i>PLoS Biology</i> , 2022, 20, e3001572.	5.6	16
3	Toward More Inclusive Metrics and Open Science to Measure Research Assessment in Earth and Natural Sciences. <i>Frontiers in Research Metrics and Analytics</i> , 2022, 7, 850333.	1.9	3
4	Understanding differences between combinations of 2D and 3D input and output devices for 3D data visualization. <i>International Journal of Human Computer Studies</i> , 2022, 163, 102820.	5.6	6
5	Immersive Analytics 2.0: Spatial and Embodied Sensemaking. , 2022, , .		4
6	Mobility during the pandemic: how did our movements shape the course of COVID-19?. <i>Journal of Travel Medicine</i> , 2022, 29, .	3.0	3
7	Assessing the burden of COVID-19 in developing countries: systematic review, meta-analysis and public policy implications. <i>BMJ Global Health</i> , 2022, 7, e008477.	4.7	108
8	The State of the Art of Spatial Interfaces for 3D Visualization. <i>Computer Graphics Forum</i> , 2021, 40, 293-326.	3.0	51
9	Sample size, timing, and other confounding factors: Toward a fair assessment of stay-at-home orders. <i>European Journal of Clinical Investigation</i> , 2021, 51, e13518.	3.4	4
10	Open science saves lives: lessons from the COVID-19 pandemic. <i>BMC Medical Research Methodology</i> , 2021, 21, 117.	3.1	122
11	Challenges in determining causality: An ongoing critique of Bendavid et al's "Assessing mandatory stay-at-home and business closure effects on the spread of COVID-19". <i>European Journal of Clinical Investigation</i> , 2021, 51, e13599.	3.4	5
12	Can Visualization Alleviate Dichotomous Thinking? Effects of Visual Representations on the Cliff Effect. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021, 27, 3397-3409.	4.4	20
13	The MADE-Axis. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-23.	3.3	95
14	Impact of mobility reduction on COVID-19 mortality: absence of evidence might be due to methodological issues. <i>Scientific Reports</i> , 2021, 11, 23533.	3.3	6
15	Re: Subramanian and Kumar. Vaccination rates and COVID-19 cases. <i>European Journal of Epidemiology</i> , 2021, 36, 1243-1244.	5.7	5
16	Reducing Affective Responses to Surgical Images and Videos Through Stylization. <i>Computer Graphics Forum</i> , 2020, 39, 462-483.	3.0	6
17	Open up: a survey on open and non-anonymized peer reviewing. <i>Research Integrity and Peer Review</i> , 2020, 5, 8.	5.2	15
18	Collaborative Work in Augmented Reality: A Survey. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020, PP, 1-1.	4.4	69

#	ARTICLE	IF	CITATIONS
19	Towards an Understanding of Augmented Reality Extensions for Existing 3D Data Analysis Tools. , 2020, , .		45
20	Threats of a replication crisis in empirical computer science. Communications of the ACM, 2020, 63, 70-79.	4.5	76
21	Hybrid Touch/Tangible Spatial 3D Data Selection. Computer Graphics Forum, 2019, 38, 553-567.	3.0	28
22	Augmenting Tactile 3D Data Navigation With Pressure Sensing. Computer Graphics Forum, 2019, 38, 635-647.	3.0	6
23	The Continued Prevalence of Dichotomous Inferences at CHI. , 2019, , .		26
24	A Study on Visual Representations for Active Plant Wall Data Analysis. Data, 2019, 4, 74.	2.3	4
25	Glanceable Visualization: Studies of Data Comparison Performance on Smartwatches. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 630-640.	4.4	42
26	Reducing affective responses to surgical images through color manipulation and stylization. , 2018, , .		6
27	Hybrid Tactile/Tangible Interaction for 3D Data Exploration. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 881-890.	4.4	45
28	Mouse, Tactile, and Tangible Input for 3D Manipulation. , 2017, , .		67
29	Pressure-Based Gain Factor Control for Mobile 3D Interaction using Locally-Coupled Devices. , 2017, , .		16
30	Combining tactile and tangible input for 3D selection. , 2017, , .		0
31	A Tangible Volume for Portable 3D Interaction. , 2016, , .		14
32	Preference Between Allocentric and Egocentric 3D Manipulation in a Locally Coupled Configuration. , 2016, , .		5