

David Roberts

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

675
citations

759233

12
h-index

752698

20
g-index

32
all docs

32
docs citations

32
times ranked

558
citing authors

#	ARTICLE	IF	CITATIONS
1	Full immersive virtual environment CAVE™ in chemistry education. <i>Computers and Education</i> , 2008, 51, 584-593.	8.3	190
2	Constructing a Gazebo: Supporting Teamwork in a Tightly Coupled, Distributed Task in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , 2003, 12, 644-657.	0.6	65
3	Eye-tracking for avatar eye-gaze and interaction analysis in immersive collaborative virtual environments. , 2008, , .		54
4	A review of telecollaboration technologies with respect to closely coupled collaboration. <i>International Journal of Computer Applications in Technology</i> , 2007, 29, 11.	0.5	36
5	Eye Tracking for Avatar Eye Gaze Control During Object-Focused Multiparty Interaction in Immersive Collaborative Virtual Environments. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	32
6	Communicating Eye-gaze Across a Distance: Comparing an Eye-gaze enabled Immersive Collaborative Virtual Environment, Aligned Video Conferencing, and Being Together. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	30
7	Within- and Between-Session Prefrontal Cortex Response to Virtual Reality Exposure Therapy for Acrophobia. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 362.	2.0	30
8	Factors influencing flow of object focussed collaboration in collaborative virtual environments. <i>Virtual Reality</i> , 2006, 10, 119-133.	6.1	24
9	The integration of a viscosity simulator in a chemistry laboratory. <i>Chemistry Education Research and Practice</i> , 2007, 8, 220-231.	2.5	22
10	Comparing the End to End Latency of an Immersive Collaborative Environment and a Video Conference. , 2009, , .		21
11	A Study of Event Traffic During the Shared Manipulation of Objects Within a Collaborative Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , 2004, 13, 251-262.	0.6	18
12	withyouâ€™”An Experimental End-to-End Telepresence System Using Video-Based Reconstruction. <i>IEEE Journal on Selected Topics in Signal Processing</i> , 2015, 9, 562-574.	10.8	17
13	Collaborative virtual reality platform for visualizing space data and mission planning. <i>Multimedia Tools and Applications</i> , 2019, 78, 33191-33220.	3.9	17
14	Estimating the Gaze of a Virtuality Human. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013, 19, 681-690.	4.4	15
15	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
16	A survey of modeling approaches for medical simulators. <i>International Journal on Disability and Human Development</i> , 2005, 4, .	0.2	14
17	Synchronization of Images from Multiple Cameras to Reconstruct a Moving Human. , 2010, , .		12
18	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10

#	ARTICLE	IF	CITATIONS
19	Pain Catastrophising Predicts Alcohol Hangover Severity and Symptoms. <i>Journal of Clinical Medicine</i> , 2020, 9, 280.	2.4	8
20	Effect of Navigation Task on Recalling Content: The Case of Occasional Users in Restricted, Cave like Virtual Environment. , 2007, , .		7
21	Parallel processing for real-time 3D reconstruction from video streams. <i>Journal of Real-Time Image Processing</i> , 2014, 9, 427-445.	3.5	7
22	An integrated lecture, virtual instrumentation lab approach to teaching UV-Vis spectroscopy. <i>Education and Information Technologies</i> , 2007, 12, 229-244.	5.7	5
23	Controlling viewpoint from markerless head tracking in an immersive ball game using a commodity depth-based camera. <i>Journal of Simulation</i> , 2015, 9, 54-63.	1.5	5
24	Exploring the Effect of Curvature on the Consistency of Dead Reckoned Paths for Different Error Threshold Metrics. , 2006, , .		4
25	Can you help me concentrate room?. , 2010, , .		4
26	The Impact of Display System and Embodiment on Closely Coupled Collaboration Between Remote Users. , 2006, , 131-149.		4
27	Presence, Creativity and Collaborative Work in Virtual Environments. , 2007, , 802-811.		4
28	Testing the Potential of Combining Functional Near-Infrared Spectroscopy with Different Virtual Reality Displaysâ€”Oculus Rift and oCtAVE. <i>Progress in IS</i> , 2018, , 309-321.	0.6	3
29	Removing the Mask - Do People Over Trust Avatars Reconstructed from Video?. <i>Lecture Notes in Computer Science</i> , 2017, , 134-152.	1.3	2
30	Impact of method of immersion on the naturalness and impression of balance and reach activities. <i>International Journal on Disability and Human Development</i> , 2006, 5, .	0.2	1
31	DS-RT 2011 Tutorial: Telepresent Humans. , 2011, , .		0
32	A Comparison of Film and Computer Generated Imagery Medium for the Learning of Chimpanzee Behaviours. <i>Lecture Notes in Computer Science</i> , 2016, , 494-505.	1.3	0