David Roberts

List of Publications by Year
in descending order

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	Pain Catastrophising Predicts Alcohol Hangover Severity and Symptoms. Journal of Clinical Medicine, 2020, 9, 280.	2.4	8
2	Collaborative virtual reality platform for visualizing space data and mission planning. Multimedia Tools and Applications, 2019, 78, 33191-33220.	3.9	17
3	Testing the Potential of Combining Functional Near-Infrared Spectroscopy with Different Virtual Reality Displaysâ€"Oculus Rift and oCtAVE. Progress in IS, 2018, , 309-321.	0.6	3
4	Within- and Between-Session Prefrontal Cortex Response to Virtual Reality Exposure Therapy for Acrophobia. Frontiers in Human Neuroscience, 2018, 12, 362.	2.0	30
5	Removing the Mask - Do People Over Trust Avatars Reconstructed from Video?. Lecture Notes in Computer Science, 2017, , 134-152.	1.3	2
6	A Comparison of Film and Computer Generated Imagery Medium for the Learning of Chimpanzee Behaviours. Lecture Notes in Computer Science, 2016, , 494-505.	1.3	0
7	withyouâ€"An Experimental End-to-End Telepresence System Using Video-Based Reconstruction. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 562-574.	10.8	17
8	Controlling viewpoint from markerless head tracking in an immersive ball game using a commodity depth-based camera. Journal of Simulation, 2015, 9, 54-63.	1.5	5
9	Parallel processing for real-time 3D reconstruction from video streams. Journal of Real-Time Image Processing, 2014, 9, 427-445.	3.5	7
10	Estimating the Gaze of a Virtuality Human. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 681-690.	4.4	15
11	DS-RT 2011 Tutorial: Telepresent Humans. , 2011, , .		0
12	Synchronization of Images from Multiple Cameras to Reconstruct a Moving Human. , 2010, , .		12
13	Can you help me concentrate room?. , 2010, , .		4
14	Comparing the End to End Latency of an Immersive Collaborative Environment and a Video Conference. , 2009, , .		21
15	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
16	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
17	Full immersive virtual environment CAVETM in chemistry education. Computers and Education, 2008, 51, 584-593.	8.3	190
18	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10

#	ARTICLE	IF	CITATIONS
19	Eye-tracking for avatar eye-gaze and interactional analysis in immersive collaborative virtual environments. , 2008, , .		54
20	Effect of Navigation Task on Recalling Content: The Case of Occasional Users in Restricted, Cave like Virtual Environment. , 2007, , .		7
21	A review of telecollaboration technologies with respect to closely coupled collaboration. International Journal of Computer Applications in Technology, 2007, 29, 11.	0.5	36
22	The integration of a viscosity simulator in a chemistry laboratory. Chemistry Education Research and Practice, 2007, 8, 220-231.	2.5	22
23	An integrated lecture, virtual instrumentation lab approach to teaching UV-Vis spectroscopy. Education and Information Technologies, 2007, 12, 229-244.	5.7	5
24	Presence, Creativity and Collaborative Work in Virtual Environments. , 2007, , 802-811.		4
25	Exploring the Effect of Curvature on the Consistency of Dead Reckoned Paths for Different Error Threshold Metrics. , 2006, , .		4
26	Factors influencing flow of object focussed collaboration in collaborative virtual environments. Virtual Reality, 2006, 10, 119-133.	6.1	24
27	Impact of method of immersion on the naturalness and impression of balance and reach activities. International Journal on Disability and Human Development, 2006, 5, .	0.2	1
28	The Impact of Display System and Embodiment on Closely Coupled Collaboration Between Remote Users. , 2006, , 131-149.		4
29	A survey of modeling approaches for medical simulators. International Journal on Disability and Human Development, 2005, 4, .	0.2	14
30	A Study of Event Traffic During the Shared Manipulation of Objects Within a Collaborative Virtual Environment. Presence: Teleoperators and Virtual Environments, 2004, 13, 251-262.	0.6	18
31	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
32	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