

Ilona Heldal

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7731422/publications.pdf>

Version: 2024-02-01

38
papers

421
citations

1040056

9
h-index

839539

18
g-index

40
all docs

40
docs citations

40
times ranked

253
citing authors

#	ARTICLE	IF	CITATIONS
1	Collaborating in networked immersive spaces: as good as being there together?. Computers and Graphics, 2001, 25, 781-788.	2.5	94
2	The Usability of Collaborative Virtual Environments and Methods for the Analysis of Interaction. Presence: Teleoperators and Virtual Environments, 2006, 15, 655-667.	0.6	48
3	Supporting participation in planning new roads by using virtual reality systems. Virtual Reality, 2007, 11, 145-159.	6.1	37
4	Cubes in the Cube: A Comparison of a Puzzle-Solving Task in a Virtual and a Real Environment. Cyberpsychology, Behavior and Social Networking, 2001, 4, 279-286.	2.2	27
5	Virtual reality as a new tool in the city planning process. Tsinghua Science and Technology, 2008, 13, 255-260.	6.1	27
6	Successes and Failures in Co-Present Situations. Presence: Teleoperators and Virtual Environments, 2005, 14, 563-579.	0.6	26
7	Factors influencing flow of object focussed collaboration in collaborative virtual environments. Virtual Reality, 2006, 10, 119-133.	6.1	24
8	Games on Mobiles via Web or Virtual Reality Technologies: How to Support Learning for Biomedical Laboratory Science Education. Information (Switzerland), 2020, 11, 195.	2.9	16
9	Using Eye-Tracking to Examine Query Syntax and Method Syntax Comprehension in LINQ. , 2020, , .		12
10	Supporting School Aged Children to Train Their Vision by Using Serious Games. Computers, 2021, 10, 53.	3.3	10
11	Current Challenges Supporting School-Aged Children with Vision Problems: A Rapid Review. Applied Sciences (Switzerland), 2021, 11, 9673.	2.5	10
12	Eye-tracking Complementing Manual Vision Screening for Detecting Oculomotor Dysfunction. , 2019, , .		9
13	Remote Virtual Simulation for Incident Commandersâ€™ Cognitive Aspects. Applied Sciences (Switzerland), 2021, 11, 6434.	2.5	9
14	Educational Tool for Testing Emotion Recognition Abilities in Adolescents. Acta Polytechnica Hungarica, 2020, 17, 129-145.	2.9	8
15	The Examination Task of Source-code Debugging Using GP3 Eye Tracker. , 2019, , .		7
16	Using Eye-tracking Technologies in Vision Teachersâ€™ Work â€“ a Norwegian Perspective. , 2020, , .		6
17	A quantitative study of using Cisco Packet Tracer simulation software to improve IT studentsâ€™ creativity and outcomes. , 2019, , .		5
18	Detecting oculomotor problems using eye tracking: Comparing EyeX and TX300. , 2019, , .		5

#	ARTICLE	IF	CITATIONS
19	Remote Virtual Simulation for Incident Commanders: Opportunities and Possibilities. , 2020, , .		5
20	Eye-tracking Technologies Supporting Vision Screening In Children. , 2020, , .		5
21	Technologies supporting vision screening: a protocol for a scoping review. BMJ Open, 2021, 11, e050819.	1.9	5
22	mStikk - A Mobile Application for Learning Phlebotomy. , 2019, , .		4
23	State-of-the-art and Future Directions for Using Augmented Reality Head Mounted Displays for First Aid Live Training. , 2020, , .		4
24	Analysis of Gaze Fixations Using an Open-source Software. , 2019, , .		2
25	Cognitive robotics software development aspects based on experiments of future software engineers. , 2020, , .		2
26	A Bibliometric Analysis and Visualization of the Use of Eye-Tracking Technologies for Vision Screening. , 2021, , .		2
27	Connecting the Links: Narratives, Simulations and Serious Games in Prehospital Training. Studies in Health Technology and Informatics, 2017, 235, 343-347.	0.3	2
28	A Bibliometric Analysis of Virtual Reality-Aided Vision Therapy. Studies in Health Technology and Informatics, 2022, , .	0.3	2
29	Relationship between Education 4.0 and Cognitive InfoCommunications. , 2020, , .		1
30	Emotion recognition in typical and atypical development â€“ a technology-based paradigm. , 2019, , .		1
31	Merging 360Â°-videos and Game-Based Virtual Environments for Phlebotomy Training: Teachers and Students View. , 2021, , .		1
32	Open Source Affordable Balance Testing based on a Nintendo Wii Balance Board. , 2021, , .		1
33	Digital Game-Based Support for Learning the Phlebotomy Procedure in the Biomedical Laboratory Scientist Education. Computers, 2022, 11, 59.	3.3	1
34	The role of web in launching and using radio communication for public safety. International Journal of Knowledge and Web Intelligence, 2011, 2, 36.	0.2	0
35	wStikk â€“ Web-based Phlebotomy Learning. , 2019, , .		0
36	Development of a technological screening platform for children. , 2020, , .		0

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37	Technologies supporting vision screening: a protocol for a scoping review. <i>BMJ Open</i> , 2021, 11, e050819.	1.9	0
38	Design and Development of a Mobile Application Supporting Planning for Future Parents. <i>Studies in Health Technology and Informatics</i> , 2018, 251, 71-74.	0.3	0