

Fadi Castronovo

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

15
papers

81
citations

6
h-index

8
g-index

18
ext. papers

122
ext. citations

3.2
avg, IF

3.06
L-index

#	Paper	IF	Citations
15	Evaluating the Impact of Virtual Reality on Design Review Meetings. <i>Journal of Computing in Civil Engineering</i> , 2020 , 34, 04019045	5	16
14	A design review session protocol for the implementation of immersive virtual reality in usability-focused analysis. <i>Journal of Information Technology in Construction</i> , 2020 , 25, 233-253	2.5	10
13	Analysis of the Synergistic Effect of Data Analytics and Technology Trends in the AEC/FM Industry. <i>Journal of Construction Engineering and Management - ASCE</i> , 2020 , 146, 04019113	4.2	10
12	Assessing the Impact of a Construction Virtual Reality Game on Design Review Skills of Construction Students. <i>Journal of Architectural Engineering</i> , 2020 , 26, 04020035	1.5	10
11	Visualization in 4D Construction Management Software: A Review of Standards and Guidelines 2014 ,		8
10	A framework of procedural considerations for implementing virtual reality in design review 2019 ,		6
9	Leveraging metacognitive prompts in construction educational games for higher educational gains. <i>International Journal of Construction Management</i> , 2018 , 1-12	1.9	6
8	Implementation of Virtual Design Reviews in the Generation of As-Built Information 2018 ,		4
7	When Is a Construction Educational Serious Game Too Serious? Striking a Balance between Engagement and Learning 2017 ,		3
6	Serious Games for the Learning and Practices of Hazard Recognition: Understanding the Design Complexity for 3D Construction Site Modeling 2014 ,		2
5	Enhancement of Learning Objectives in Construction Engineering Education: A Step toward Simulation Assessment 2014 ,		2
4	Application of a Virtual Reality Educational Game to Improve Design Review Skills 2020 ,		2
3	Design of a Construction Simulation Educational Game Through a Cognitive Lens 2015 , 26.464.1		1
2	Assessing the impact of visualization media on engagement in an active learning environment. <i>International Journal of Mathematical Education in Science and Technology</i> , 1-21	0.5	1
1	Problem-solving processes in an educational construction simulation game. <i>Advanced Engineering Informatics</i> , 2022 , 52, 101574	7.4	0