

# Fadi Castronovo

## List of Publications by Year in Descending Order

**Source:** <https://exaly.com/author-pdf/10079190/fadi-castronovo-publications-by-year.pdf>

**Version:** 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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	Problem-solving processes in an educational construction simulation game. <i>Advanced Engineering Informatics</i> , <b>2022</b> , 52, 101574	7.4	0
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> , <b>2020</b> , 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> , <b>2020</b> , 146, 04019113	4.2	10
12	Application of a Virtual Reality Educational Game to Improve Design Review Skills <b>2020</b> ,		2
11	Assessing the Impact of a Construction Virtual Reality Game on Design Review Skills of Construction Students. <i>Journal of Architectural Engineering</i> , <b>2020</b> , 26, 04020035	1.5	10
10	Evaluating the Impact of Virtual Reality on Design Review Meetings. <i>Journal of Computing in Civil Engineering</i> , <b>2020</b> , 34, 04019045	5	16
9	A framework of procedural considerations for implementing virtual reality in design review <b>2019</b> ,		6
8	Leveraging metacognitive prompts in construction educational games for higher educational gains. <i>International Journal of Construction Management</i> , <b>2018</b> , 1-12	1.9	6
7	Implementation of Virtual Design Reviews in the Generation of As-Built Information <b>2018</b> ,		4
6	When Is a Construction Educational Serious Game Too Serious? Striking a Balance between Engagement and Learning <b>2017</b> ,		3
5	Design of a Construction Simulation Educational Game Through a Cognitive Lens <b>2015</b> , 26.464.1		1
4	Visualization in 4D Construction Management Software: A Review of Standards and Guidelines <b>2014</b> ,		8
3	Serious Games for the Learning and Practices of Hazard Recognition: Understanding the Design Complexity for 3D Construction Site Modeling <b>2014</b> ,		2
2	Enhancement of Learning Objectives in Construction Engineering Education: A Step toward Simulation Assessment <b>2014</b> ,		2
1	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