Luca Chittaro

List of Publications by Year
in descending order

68 papers	2,975 citations	172207 29 h-index	182168 51 g-index
70 all docs	70 docs citations	70 times ranked	2751 citing authors

#	Article	IF	Citations
1	Web3D technologies in learning, education and training: Motivations, issues, opportunities. Computers and Education, 2007, 49, 3-18.	5.1	277
2	Effects of Different Types of Virtual Reality Display on Presence and Learning in a Safety Training Scenario. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1063-1076.	2.9	272
3	Assessing Knowledge Retention of an Immersive Serious Game vs. a Traditional Education Method in Aviation Safety. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 529-538.	2.9	239
4	Affective basis of judgment-behavior discrepancy in virtual experiences of moral dilemmas. Social Neuroscience, 2014, 9, 94-107.	0.7	144
5	MOPET: A context-aware and user-adaptive wearable system for fitness training. Artificial Intelligence in Medicine, 2008, 42, 153-163.	3.8	133
6	Navigation in 3D virtual environments: Effects of user experience and location-pointing navigation aids. International Journal of Human Computer Studies, 2007, 65, 945-958.	3.7	125
7	Information visualization and its application to medicine. Artificial Intelligence in Medicine, 2001, 22, 81-88.	3.8	87
8	Safety knowledge transfer through mobile virtual reality: A study of aviation life preserver donning. Safety Science, 2018, 102, 159-168.	2.6	79
9	VU-Flow: A Visualization Tool for Analyzing Navigation in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 1475-1485.	2.9	71
10	Psychological response to an emergency in virtual reality: Effects of victim ethnicity and emergency type on helping behavior and navigation. Computers in Human Behavior, 2015, 48, 104-113.	5.1	70
11	Neuroanatomical basis of concern-based altruism in virtual environment. Neuropsychologia, 2018, 116, 34-43.	0.7	69
12	Employing virtual humans for education and training in X3D/VRML worlds. Computers and Education, 2007, 49, 93-109.	5.1	66
13	Stress Detection Using Physiological Sensors. Computer, 2015, 48, 26-33.	1.2	66
14	Evaluation of a 3D serious game for advanced life support retraining. International Journal of Medical Informatics, 2013, 82, 798-809.	1.6	65
15	Temporal representation and reasoning in artificial intelligence: Issues and approaches. Annals of Mathematics and Artificial Intelligence, 2000, 28, 47-106.	0.9	60
16	Computer-supported mindfulness: Evaluation of a mobile thought distancing application on naive meditators. International Journal of Human Computer Studies, 2014, 72, 337-348.	3.7	58
17	Reasoning about function and its applications to engineering. Advanced Engineering Informatics, 1998, 12, 331-336.	0.5	56
18	Serious Games for Training Occupants of a Building in Personal Fire Safety Skills. , 2009, , .		53

#	Article	IF	Citations
19	Evaluation of a mobile mindfulness app distributed through on-line stores: A 4-week study. International Journal of Human Computer Studies, 2016, 86, 63-80.	3.7	52
20	Data mining on temporal data: a visual approach and its clinical application to hemodialysis. Journal of Visual Languages and Computing, 2003, 14, 591-620.	1.8	50
21	A visual tool for tracing users' behavior in Virtual Environments. , 2004, , .		49
22	Evaluating mobile apps for breathing training: The effectiveness of visualization. Computers in Human Behavior, 2014, 40, 56-63.	5.1	49
23	Psychological and physiological responses to stressful situations in immersive virtual reality: Differences between users who practice mindfulness meditation and controls. Computers in Human Behavior, 2016, 59, 304-316.	5.1	48
24	Mortality salience in virtual reality experiences and its effects on users' attitudes towards risk. International Journal of Human Computer Studies, 2017, 101, 10-22.	3.7	47
25	On the effectiveness of Overview+Detail visualization on mobile devices. Personal and Ubiquitous Computing, 2013, 17, 371-385.	1.9	44
26	Brain activity and prosocial behavior in a simulated life-threatening situation. NeuroImage, 2014, 98, 134-146.	2.1	42
27	Passive and active navigation of virtual environments vs. traditional printed evacuation maps: A comparative evaluation in the aviation domain. International Journal of Human Computer Studies, 2016, 87, 92-105.	3.7	42
28	Visualizing queries on databases of temporal histories: new metaphors and their evaluation. Data and Knowledge Engineering, 2003, 44, 239-264.	2.1	40
29	Designing Serious Games for Safety Education: "Learn to Brace" versus Traditional Pictorials for Aircraft Passengers. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1527-1539.	2.9	38
30	Abstraction on clinical data sequences: an object-oriented data model and a query language based on the event calculus. Artificial Intelligence in Medicine, 1999, 17, 271-301.	3.8	36
31	A Comparison of Procedural Safety Training in Three Conditions: Virtual Reality Headset, Smartphone, and Printed Materials. IEEE Transactions on Learning Technologies, 2021, 14, 1-15.	2.2	32
32	Evaluating Interface Design Choices on WAP Phones: Navigation and Selection. Personal and Ubiquitous Computing, 2002, 6, 237-244.	1.9	28
33	Behavioral programming of autonomous characters based on probabilistic automata and personality. Computer Animation and Virtual Worlds, 2004, 15, 319-326.	0.7	28
34	Navigation and exploration of an urban virtual environment by children with autism spectrum disorder compared to children with typical development. Research in Autism Spectrum Disorders, 2013, 7, 956-965.	0.8	26
35	Exploring the use of arcade game elements for attitude change: Two studies in the aviation safety domain. International Journal of Human Computer Studies, 2019, 127, 112-123.	3.7	24
36	Adaptive Hypermedia Techniques for 3D Educational Virtual Environments. IEEE Intelligent Systems, 2007, 22, 31-37.	4.0	23

#	Article	IF	Citations
37	Interactive Persuasive Systems: A Perspective on Theory and Evaluation. International Journal of Human-Computer Interaction, 2016, 32, 177-189.	3.3	23
38	Using a Task Modeling Formalism in the Design of Serious Games for Emergency Medical Procedures. , 2009, , .		21
39	Assessing Nurses' Acceptance of a Serious Game for Emergency Medical Services. , 2010, , .		20
40	Distinctive aspects of mobile interaction and their implications forÂtheÂdesign of multimodal interfaces. Journal on Multimodal User Interfaces, 2010, 3, 157-165.	2.0	19
41	A virtual reality methodology for cardiopulmonary resuscitation training with and without a physical mannequin. Journal of Biomedical Informatics, 2020, 111, 103590.	2.5	19
42	MotorBrain: A mobile app for the assessment of users' motor performance in neurology. Computer Methods and Programs in Biomedicine, 2017, 143, 35-47.	2.6	17
43	Designing visual user interfaces for mobile applications. , 2011, , .		16
44	Automatic derivation of electronic maps from X3D/VRML worlds. , 2004, , .		15
45	Adaptive 3D Web Sites. , 2007, , 433-462.		13
46	Personalized emergency medical assistance for disabled people. User Modeling and User-Adapted Interaction, 2011, 21, 407-440.	2.9	13
47	A comparative study of aviation safety briefing media: card, video, and video with interactive controls. Transportation Research Part C: Emerging Technologies, 2017, 85, 415-428.	3.9	11
48	Visual analysis of users' performance data in fitness activities. Computers and Graphics, 2007, 31, 429-439.	1.4	10
49	Learning Safety Through Public Serious Games: A Study of "Prepare for Impact" on a Very Large, International Sample of Players. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1573-1584.	2.9	10
50	Title is missing!. Annals of Mathematics and Artificial Intelligence, 2002, 36, 81-119.	0.9	9
51	A mobile app for home-based exercise in spinal cord injured persons: Proposal and pilot study. Digital Health, 2022, 8, 205520762211707.	0.9	8
52	Introducing deviations and multiple abstraction levels in the functional diagnosis of fluid transfer systems. Advanced Engineering Informatics, 1998, 12, 355-373.	0.5	7
53	HCI aspects of mobile devices and services. Personal and Ubiquitous Computing, 2004, 8, 69-70.	1.9	6
54	Humor and Fear Appeals in Animated Pedagogical Agents: An Evaluation in Aviation Safety Education. IEEE Transactions on Learning Technologies, 2020, 13, 63-76.	2.2	6

#	Article	IF	Citations
55	Smartphone-Based Therapeutic Exercises for Men Affected by Premature Ejaculation: A Pilot Study. Sexual Medicine, 2020, 8, 461-471.	0.9	6
56	Visual Definition of Temporal Clinical Abstractions: A User Interface Based on Novel Metaphors. Lecture Notes in Computer Science, 2001, , 227-230.	1.0	6
57	Mobile Three-Dimensional Maps for Wayfinding in Large and Complex Buildings: Empirical Comparison of First-Person Versus Third-Person Perspective. IEEE Transactions on Human-Machine Systems, 2017, 47, 1029-1039.	2.5	5
58	TANGAEON: Tangible Interaction to Support People in a Mindfulness Practice. International Journal of Human-Computer Interaction, 2019, 35, 1086-1101.	3.3	5
59	TRACKING HUMAN MOTION FROM MONOCULAR SEQUENCES. International Journal of Image and Graphics, 2008, 08, 455-471.	1.2	4
60	Exploring Eye-Blink Startle Response as a Physiological Measure for Affective Computing. , 2013, , .		4
61	Mobile Persuasion for Health and Safety Promotion. , 2015, , .		3
62	Selecting Menu Items in Mobile Head-Mounted Displays: Effects of Selection Technique and Active Area. International Journal of Human-Computer Interaction, 2019, 35, 1501-1516.	3.3	3
63	Automatic camera control meets emergency simulations: An application to aviation safety. Computers and Graphics, 2015, 48, 23-34.	1.4	2
64	Visualization of User's Behavior in Indoor Virtual Environments Through Interactive Heatmaps. Lecture Notes in Computer Science, 2021, , 600-609.	1.0	2
65	Adaptable visual presentation of 2D and 3D learning materials in web-based cyberworlds. Visual Computer, 2006, 22, 1002-1014.	2.5	1
66	Interacting with Visual Interfaces on Mobile Devices. International Federation for Information Processing, 2008, , 1-5.	0.4	1
67	Special Issue on Interactive Persuasive Systems. International Journal of Human-Computer Interaction, 2016, 32, 175-176.	3.3	0
68	Changing heartbeat perception to induce anxiety in virtual environments. Studies in Health Technology and Informatics, 2012, 181, 172-6.	0.2	0