

Thuong N Hoang

List of Publications by Year in descending order

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Version: 2024-02-01

56
papers

713
citations

1306789

7
h-index

1199166

12
g-index

57
all docs

57
docs citations

57
times ranked

570
citing authors

#	ARTICLE	IF	CITATIONS
1	Combatting social isolation and increasing social participation of older adults through the use of technology: A systematic review of existing evidence. <i>Australasian Journal on Ageing</i> , 2018, 37, 184-193.	0.4	115
2	Interrogating Social Virtual Reality as a Communication Medium for Older Adults. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019, 3, 1-24.	2.5	56
3	Onebody. , 2016, , .		52
4	In Bed with Technology. , 2015, , .		50
5	Augmented Studio. , 2017, , .		32
6	Exploring the Design of Social VR Experiences with Older Adults. , 2019, , .		31
7	Avatar-Mediated Communication in Social VR: An In-depth Exploration of Older Adult Interaction in an Emerging Communication Platform. , 2021, , .		28
8	Doctor, Can You See My Squats?. , 2016, , .		24
9	School's Back. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 4, 1-25.	2.5	24
10	Robust Tracking Through the Design of High Quality Fiducial Markers: An Optimization Tool for ARToolKit. <i>IEEE Access</i> , 2018, 6, 22421-22433.	2.6	21
11	Augmented reality learning environment for physiotherapy education. <i>Physical Therapy Reviews</i> , 2018, 23, 21-28.	0.3	19
12	Older People and Social Participation. , 2016, , .		17
13	SketchingDIS. , 2017, , .		17
14	"What's Happening at that Hip?". , 2019, , .		15
15	SoPhy. , 2017, , .		13
16	Body as a Canvas. , 2018, , .		13
17	Augmented Viewport: An action at a distance technique for outdoor AR using distant and zoom lens cameras. , 2010, , .		12
18	Physiotherapy Over a Distance. <i>ACM Transactions on Computing for Healthcare</i> , 2020, 1, 1-29.	3.3	12

#	ARTICLE	IF	CITATIONS
19	Passive Deformable Haptic glove to support 3D interactions in mobile augmented reality environments. , 2013, , .		11
20	SketCHI. , 2018, , .		11
21	HandLog. , 2016, , .		10
22	Alternating Reality: An Interweaving Narrative of Physical and Virtual Cultural Exhibitions. Presence: Teleoperators and Virtual Environments, 2018, 26, 402-419.	0.3	9
23	SketCHI 2.0. , 2019, , .		9
24	3D interactions with a passive deformable haptic glove. , 2013, , .		8
25	Manipulating Reality?. , 2018, , .		7
26	Edge4Real. , 2020, , .		7
27	Distance-based modeling and manipulation techniques using ultrasonic gloves. , 2012, , .		6
28	The Technology Explorers: Partnering with Older Adults to Engage with Virtual Reality and Virtual Avatars. , 2019, , 231-246.		6
29	An Evaluation of Virtual Reality for Fear Arousal Safety Training in the Construction Industry. , 2021, , .		6
30	In-situ refinement techniques for outdoor geo-referenced models using mobile AR. , 2009, , .		5
31	An evaluation of multimodal interaction techniques for 3D layout constraint solver in a desktop-based virtual environment. Virtual Reality, 2018, 22, 339-351.	4.1	5
32	Exploring AltNarrative in HCI Imagery and Comics. , 2022, , .		5
33	Augmented reality in-situ 3D model menu for outdoors. , 2008, , .		4
34	To be (me) or not to be?. , 2017, , .		4
35	SpinalLog. , 2019, , .		4
36	Identification of Usability Issues of Interactive Technologies in Cultural Heritage through Heuristic Evaluations and Usability Surveys. Multimodal Technologies and Interaction, 2021, 5, 75.	1.7	4

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37	Virtual Reality Enabled Human-Centric Requirements Engineering. , 2021, , .		4
38	Web 2.0 Meets Wearable Augmented Reality. , 2009, , .		3
39	Ultrasonic glove input device for distance-based interactions. , 2013, , .		3
40	Effectiveness of Computer-assisted Vocabulary Instruction for Secondary Students with Mild Intellectual Disability. International Journal of Disability Development and Education, 2020, , 1-22.	0.6	3
41	Edge4Emotion: An Edge Computing based Multi-source Emotion Recognition Platform for Human-Centric Software Engineering. , 2021, , .		3
42	Surrogate-Aloud: A Human Surrogate Method for Remote Usability Evaluation and Ideation in Virtual Reality. , 2021, , .		3
43	SoPhy: Smart Socks for Video Consultations of Physiotherapy. Lecture Notes in Computer Science, 2017, , 424-428.	1.0	3
44	SketCHI 3.0: Hands-On Special Interest Group on Sketching Education in HCI. , 2020, , .		3
45	An Evaluation of Virtual Reality Maintenance Training for Industrial Hydraulic Machines. , 2022, , .		3
46	Tangible virtual kitchen for the rehabilitation of Alzheimer's patients. , 2015, , .		2
47	Annotating Animated AR Objects for Co-located Learning. , 2018, , .		2
48	SketCHI 4.0: Hands-On Special Interest Group on Remote Sketching in HCI. , 2021, , .		2
49	Lessons Learnt from Designing a Smart Clothing Telehealth System for Hospital Use. , 2020, , .		2
50	Developing Design Guidelines for Virtual Reality based Decision-Making Training for Team Sports. , 2021, , .		1
51	On Repurposing Social Virtual Reality Platforms to Support Distributed Learning. , 2020, , .		1
52	Immersive Collaborative VR Application Design. International Journal of Gaming and Computer-Mediated Simulations, 2022, 13, 1-14.	0.9	1
53	The State of the (CHI)Art. , 2022, , .		1
54	Using Constraint Solver for 3D Layout Assistance in Human-scale Virtual Environment. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
55	User experience factors, a comparative study of cultural heritage interactive technologies in developing and developed countries. <i>New Review of Hypermedia and Multimedia</i> , 2021, 27, 275-300.	0.9	0
56	Report on the 2nd Workshop on Human Centric Software Engineering & Cyber Security (HCSE&CS 2021). <i>Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM</i> , 2022, 47, 12-14.	0.5	0