

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	Immersive Collaborative VR Application Design. International Journal of Gaming and Computer-Mediated Simulations, 2022, 13, 1-14.	0.9	1
2	An Evaluation of Virtual Reality Maintenance Training for Industrial Hydraulic Machines. , 2022, , .		3
3	Report on the 2nd Workshop on Human Centric Software Engineering & Cyber Security (HCSE&CS 2021). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2022, 47, 12-14.	0.5	0
4	The State of the (CHI)Art. , 2022, , .		1
5	Exploring AltNarrative in HCI Imagery and Comics. , 2022, , .		5
6	School's Back. Proceedings of the ACM on Human-Computer Interaction, 2021, 4, 1-25.	2.5	24
7	Avatar-Mediated Communication in Social VR: An In-depth Exploration of Older Adult Interaction in an Emerging Communication Platform. , 2021, , .		28
8	SketCHI 4.0: Hands-On Special Interest Group on Remote Sketching in HCI. , 2021, , .		2
9	Edge4Emotion: An Edge Computing based Multi-source Emotion Recognition Platform for Human-Centric Software Engineering. , 2021, , .		3
10	Surrogate-Along: A Human Surrogate Method for Remote Usability Evaluation and Ideation in Virtual Reality. , 2021, , .		3
11	Developing Design Guidelines for Virtual Reality based Decision-Making Training for Team Sports. , 2021, , .		1
12	An Evaluation of Virtual Reality for Fear Arousal Safety Training in the Construction Industry. , 2021, , .		6
13	User experience factors, a comparative study of cultural heritage interactive technologies in developing and developed countries. New Review of Hypermedia and Multimedia, 2021, 27, 275-300.	0.9	0
14	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
15	Virtual Reality Enabled Human-Centric Requirements Engineering. , 2021, , .		4
16	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
17	SketCHI 3.0: Hands-On Special Interest Group on Sketching Education in HCI. , 2020, , .		3
18	Physiotherapy Over a Distance. ACM Transactions on Computing for Healthcare, 2020, 1, 1-29.	3.3	12

#	ARTICLE	IF	CITATIONS
19	Edge4Real. , 2020, , .		7
20	On Repurposing Social Virtual Reality Platforms to Support Distributed Learning. , 2020, , .		1
21	Lessons Learnt from Designing a Smart Clothing Telehealth System for Hospital Use. , 2020, , .		2
22	SketCHI 2.0. , 2019, , .		9
23	Exploring the Design of Social VR Experiences with Older Adults. , 2019, , .		31
24	"What's Happening at that Hip?". , 2019, , .		15
25	SpinalLog. , 2019, , .		4
26	The Technology Explorers: Partnering with Older Adults to Engage with Virtual Reality and Virtual Avatars. , 2019, , 231-246.		6
27	Interrogating Social Virtual Reality as a Communication Medium for Older Adults. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-24.	2.5	56
28	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
29	Robust Tracking Through the Design of High Quality Fiducial Markers: An Optimization Tool for ARToolKit. IEEE Access, 2018, 6, 22421-22433.	2.6	21
30	Augmented reality learning environment for physiotherapy education. Physical Therapy Reviews, 2018, 23, 21-28.	0.3	19
31	Annotating Animated AR Objects for Co-located Learning. , 2018, , .		2
32	SketCHI. , 2018, , .		11
33	Alternating Reality: An Interweaving Narrative of Physical and Virtual Cultural Exhibitions. Presence: Teleoperators and Virtual Environments, 2018, 26, 402-419.	0.3	9
34	Combatting social isolation and increasing social participation of older adults through the use of technology: A systematic review of existing evidence. Australasian Journal on Ageing, 2018, 37, 184-193.	0.4	115
35	Body as a Canvas. , 2018, , .		13
36	Manipulating Reality?. , 2018, , .		7

#	ARTICLE	IF	CITATIONS
37	SoPhy. , 2017, , .		13
38	Augmented Studio. , 2017, , .		32
39	SketchingDIS. , 2017, , .		17
40	To be (me) or not to be?. , 2017, , .		4
41	SoPhy: Smart Socks for Video Consultations of Physiotherapy. Lecture Notes in Computer Science, 2017, , 424-428.	1.0	3
42	Using Constraint Solver for 3D Layout Assistance in Human-scale Virtual Environment. , 2017, , .		0
43	Older People and Social Participation. , 2016, , .		17
44	Doctor, Can You See My Squats?. , 2016, , .		24
45	Onebody. , 2016, , .		52
46	HandLog. , 2016, , .		10
47	In Bed with Technology. , 2015, , .		50
48	Tangible virtual kitchen for the rehabilitation of Alzheimer's patients. , 2015, , .		2
49	3D interactions with a passive deformable haptic glove. , 2013, , .		8
50	Passive Deformable Haptic glove to support 3D interactions in mobile augmented reality environments. , 2013, , .		11
51	Ultrasonic glove input device for distance-based interactions. , 2013, , .		3
52	Distance-based modeling and manipulation techniques using ultrasonic gloves. , 2012, , .		6
53	Augmented Viewport: An action at a distance technique for outdoor AR using distant and zoom lens cameras. , 2010, , .		12
54	In-situ refinement techniques for outdoor geo-referenced models using mobile AR. , 2009, , .		5

#	ARTICLE	IF	CITATIONS
55	Web 2.0 Meets Wearable Augmented Reality. , 2009, , .		3
56	Augmented reality in-situ 3D model menu for outdoors. , 2008, , .		4