

Zhiqiang Luo

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12060293/publications.pdf>

Version: 2024-02-01

14
papers

176
citations

1874746
5
h-index

1905433
7
g-index

14
all docs

14
docs citations

14
times ranked

334
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | A virtual reality system for arm and hand rehabilitation. <i>Frontiers of Mechanical Engineering in China</i> , 2011, 6, 23. | 0.4 | 5 |
| 2 | “Left Arm Up!” Interactive Yoga training in virtual environment. , 2011, , . | | 13 |
| 3 | A Wearable Sensing System for Tracking and Monitoring of Functional Arm Movement. <i>IEEE/ASME Transactions on Mechatronics</i> , 2011, 16, 213-220. | 3.7 | 91 |
| 4 | Integrating Route and Survey Learning in Complex Virtual Environments: Using a 3D Map. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2010, 54, 2393-2397. | 0.2 | 0 |
| 5 | A low cost wearable optical-based goniometer for human joint monitoring. <i>Frontiers of Mechanical Engineering in China</i> , 2010, 6, 13. | 0.4 | 12 |
| 6 | Personalized biomedical devices & systems for healthcare applications. <i>Frontiers of Mechanical Engineering in China</i> , 2010, 6, 3. | 0.4 | 6 |
| 7 | Spatial learning in a virtual multilevel building: Evaluating three exocentric view aids. <i>International Journal of Human Computer Studies</i> , 2010, 68, 746-759. | 3.7 | 7 |
| 8 | Building Hand Motion-Based Character Animation: The Case of Puppetry. , 2010, , . | | 11 |
| 9 | Spatial Representation of a Virtual Room Space: Perspective and Vertical Movement. <i>International Journal of Human-Computer Interaction</i> , 2010, 26, 661-674. | 3.3 | 5 |
| 10 | A low cost wearable wireless sensing system for upper limb home rehabilitation. , 2010, , . | | 12 |
| 11 | Toy-inspired human machine interface design. , 2010, , . | | 0 |
| 12 | An interactive therapy system for arm and hand rehabilitation. , 2010, , . | | 5 |
| 13 | A body sensor network for tracking and monitoring of functional arm motion. , 2009, , . | | 6 |
| 14 | Effects of perspective elevation and environmental geometry on representation of a virtual room space. <i>Virtual Reality</i> , 2009, 13, 27-35. | 4.1 | 3 |