

# 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

1683934

5  
h-index

1719901

7  
g-index

14  
all docs

14  
docs citations

14  
times ranked

304  
citing authors

#	ARTICLE	IF	CITATIONS
1	A virtual reality system for arm and hand rehabilitation. Frontiers of Mechanical Engineering in China, 2011, 6, 23.	0.4	5
2	&#x201C;Left Arm Up!&#x201D; Interactive Yoga training in virtual environment. , 2011, , .		13
3	A Wearable Sensing System for Tracking and Monitoring of Functional Arm Movement. IEEE/ASME Transactions on Mechatronics, 2011, 16, 213-220.	3.7	91
4	Integrating Route and Survey Learning in Complex Virtual Environments: Using a 3D Map. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 2393-2397.	0.2	0
5	A low cost wearable optical-based goniometer for human joint monitoring. Frontiers of Mechanical Engineering in China, 2010, 6, 13.	0.4	12
6	Personalized biomedical devices & systems for healthcare applications. Frontiers of Mechanical Engineering in China, 2010, 6, 3.	0.4	6
7	Spatial learning in a virtual multilevel building: Evaluating three exocentric view aids. International Journal of Human Computer Studies, 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. International Journal of Human-Computer Interaction, 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. Virtual Reality, 2009, 13, 27-35.	4.1	3