Marcelo de Paiva GuimarÃ£es

List of Publications by Year
in descending order

51 papers	293 citations	1478505 6 h-index	1058476 14 g-index
54 all docs	54 docs citations	54 times ranked	228 citing authors

#	Article	IF	Citations
1	Machine Learning Applied to Software Testing: A Systematic Mapping Study. IEEE Transactions on Reliability, 2019, 68, 1189-1212.	4.6	100
2	A Checklist to Evaluate Augmented Reality Applications. , 2014, , .		40
3	Immersive and interactive virtual reality applications based on 3D web browsers. Multimedia Tools and Applications, 2018, 77, 347-361.	3.9	18
4	Problem based learning associated to the development of games for programming teaching. Computer Applications in Engineering Education, 2018, 26, 1577-1589.	3.4	16
5	Biomechanics Sensor Node for Virtual Reality: A Wearable Device Applied to Gait Recovery for Neurofunctional Rehabilitation. Lecture Notes in Computer Science, 2020, , 757-770.	1.3	11
6	Music-AR: Augmented Reality in Teaching the Concept of Sound Loudness to Children in Pre-School. , 2014, , .		10
7	An olfactory display for virtual reality glasses. Multimedia Systems, 2022, 28, 1573-1583.	4.7	9
8	Teaching astronomy and celestial mechanics through virtual reality. Computer Applications in Engineering Education, 2009, 17, 196-205.	3.4	6
9	Usability test for Augmented Reality applications. , 2013, , .		5
10	Embedding Augmented Reality Applications into Learning Management Systems. Lecture Notes in Computer Science, 2017, , 585-594.	1.3	5
11	A dynamic-adaptive architecture for 3d collaborative virtual environments based on graphic clusters. , 2015, , .		4
12	Teaching-Learning Environment Tool to Promote Individualized Student Assistance. Lecture Notes in Computer Science, 2015, , 143-155.	1.3	4
13	eStreet: Virtual Reality and Wearable Devices Applied to Rehabilitation. Lecture Notes in Computer Science, 2018, , 775-789.	1.3	4
14	Evaluation Methods Applied to Virtual Reality Educational Applications: AÂSystematic Review. Lecture Notes in Computer Science, 2021, , 641-657.	1.3	4
15	Implementação de um laboratório de realidade virtual de baixo custo: estudo de caso de montagem de um laboratório para o ensino de Matemática. Revista Brasileira De Computação Aplicada, 2013, 5, .	0.1	3
16	3D content generation to moodle platform to support anatomy teaching and learning. , 2016, , .		3
17	Using Olfactory Stimuli in Virtual Reality Applications. , 2018, , .		3
18	Unity Cluster Package â€" Dragging and Dropping Components for Multi-projection Virtual Reality Applications Based on PC Clusters. Lecture Notes in Computer Science, 2015, , 261-272.	1.3	3

#	Article	IF	Citations
19	Distributed, Immersive and Multi-platform Molecular Visualization for Chemistry Learning. Lecture Notes in Computer Science, 2017, , 569-584.	1.3	3
20	Molecular Visualization with Supports of Interaction, Immersion and Collaboration among Geographically-Separated Research Groups. Communications in Computer and Information Science, 2011, , 128-135.	0.5	2
21	A software development process model for gesture-based interface. , 2012, , .		2
22	Usability metrics for augmented reality applications. , 2012, , .		2
23	A virtual reality environment to support chat rooms for hearing impaired and to teach Brazilian Sign Language (LIBRAS). , 2014, , .		2
24	Simulator for Teaching Magnetic Disk Scheduling Algorithms. , 2018, , .		2
25	Star Life Cycle and games development projects for conducting the humanâ€"computer interaction course: A practical experience. Computer Applications in Engineering Education, 2018, 26, 1539-1551.	3.4	2
26	ARKLib: An Augmented Reality Library for Applications using Kinect. , 2019, , .		2
27	Data Network in Development of 3D Collaborative Virtual Environments: A Systematic Review. Lecture Notes in Computer Science, 2014, , 769-785.	1.3	2
28	Interactive architecture for interactive social inclusion applications. , 2011, , .		1
29	Usability inspection of a smart TV. , 2014, , .		1
30	Graphical High Level Analysis of Communication in Distributed Virtual Reality Applications. Procedia Computer Science, 2015, 51, 1373-1382.	2.0	1
31	A process-scheduling simulator based on virtual reality technology. , 2016, , .		1
32	On Capitalizing on Augmented Reality toÂImpart Solid Geometry Concepts: AnÂExperimental Study. Lecture Notes in Computer Science, 2017, , 105-117.	1.3	1
33	Immersive Ground Control Station for Unmanned Aerial Vehicles. Lecture Notes in Computer Science, 2017, , 595-604.	1.3	1
34	An Approach to Developing Learning Objects with Augmented Reality Content. Lecture Notes in Computer Science, 2018, , 757-774.	1.3	1
35	A literature review of studies on interactive 3D information visualization for the web. , 2019, , .		1
36	Virtual Home Decoration in Web and Mobile Platforms. Lecture Notes in Computer Science, 2014, , 796-807.	1.3	1

#	Article	IF	Citations
37	Usability Evaluation of a Gestural Interface Application for Children. Lecture Notes in Computer Science, 2016, , 587-596.	1.3	1
38	A Virtual Reality Simulator to Assist in Memory Management Lectures. Lecture Notes in Computer Science, 2020, , 810-825.	1.3	1
39	Motivational Evaluation of a Virtual Reality Simulator to Teach Disk-Scheduling Algorithms for Solid-State Drives (SSDs). Lecture Notes in Computer Science, 2020, , 826-836.	1.3	1
40	C-Libras: A Gesture Recognition App forÂtheÂBrazilian Sign Language. Lecture Notes in Computer Science, 2022, , 603-618.	1.3	1
41	Use of a OWL ontology for creating Interactive Learning object. , 2015, , .		0
42	Using the recognition and speech synthesis to assist the practice of English pronunciation. , 2015, , .		0
43	Immersive and Interactive Simulator to Support Educational Teaching. Lecture Notes in Computer Science, 2015, , 250-260.	1.3	0
44	LibViews - An Information Visualization Application for Third-Party Libraries on Software Projects. , 2016, , .		0
45	Determining factors for resistance to the use of mobile banking by Brazilian Internet users aged 45 years or Over. , 2017, , .		0
46	Using game development to measure motivation, engagement, and proficiency of students in human-computer interaction discipline. , 2018, , .		0
47	An RGB-Based Gesture Framework for Virtual Reality Environments. Lecture Notes in Computer Science, 2018, , 790-803.	1.3	0
48	Motion and Interaction Tracking Tool for Virtual Reality Environments. Lecture Notes in Computer Science, 2021, , 621-630.	1.3	0
49	Considerations for Designing Educational Software for Different Technological Devices and Pedagogical Approaches. Lecture Notes in Computer Science, 2017, , 143-154.	1.3	0
50	World of Knowledge: An Application for Learning Assistance in the Reading Process for Children in the Literacy Period. Communications in Computer and Information Science, 2019, , 229-243.	0.5	0
51	Dynamic Adaptive Communication Strategy for Fully Immersive, Interactive and Collaborative Virtual Reality Applications. Lecture Notes in Computer Science, 2020, , 771-783.	1.3	0