

Emilie Loup-Escande

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

528
citations

1040056

9
h-index

794594

19
g-index

28
all docs

28
docs citations

28
times ranked

374
citing authors

#	ARTICLE	IF	CITATIONS
1	User Acceptance of Virtual Reality: An Extended Technology Acceptance Model. International Journal of Human-Computer Interaction, 2020, 36, 993-1007.	4.8	181
2	Proposition and Validation of a Questionnaire to Measure the User Experience in Immersive Virtual Environments. The International Journal of Virtual Reality, 2019, 16, 33-48.	2.2	103
3	Towards a Model of User Experience in Immersive Virtual Environments. Advances in Human-Computer Interaction, 2018, 2018, 1-10.	2.8	42
4	Effects of Stereoscopic Display on Learning and User Experience in an Educational Virtual Environment. International Journal of Human-Computer Interaction, 2017, 33, 115-122.	4.8	33
5	Contributions of mixed reality in a calligraphy learning task: Effects of supplementary visual feedback and expertise on cognitive load, user experience and gestural performance. Computers in Human Behavior, 2017, 75, 42-49.	8.5	27
6	Anticiper et Évaluer l'utilité dans la conception ergonomique des technologies émergentes: une revue. Travail Humain, 2013, Vol. 76, 27-55.	0.5	20
7	Effects of Travel Modes on Performances and User Comfort: A Comparison between <i>ArmSwinger</i> and <i>Teleporting</i>. International Journal of Human-Computer Interaction, 2019, 35, 1270-1278.	4.8	20
8	Effects of User Characteristics on the Usability of a Home-Connected Medical Device (Smart Angel) for Ambulatory Monitoring: Usability Study. JMIR Human Factors, 2021, 8, e24846.	2.0	16
9	Needs™ elaboration between users, designers and project leaders: Analysis of a design process of a virtual reality-based software. Information and Software Technology, 2014, 56, 1049-1061.	4.4	15
10	Effect of Prior Health Knowledge on the Usability of Two Home Medical Devices: Usability Study. JMIR MHealth and UHealth, 2020, 8, e17983.	3.7	15
11	A Decision-making Help Tool in Innovative Product Design. Journal of Decision Systems, 2010, 19, 9-31.	3.2	6
12	Exchange of Avatars: Toward a Better Perception and Understanding. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 644-653.	4.4	6
13	Entering the Augmented Era: Immersive and Interactive Virtual Reality for Battery Education and Research**. Batteries and Supercaps, 2020, 3, 1147-1164.	4.7	6
14	Effects of Interaction Level, Framerate, Field of View, 3D Content Feedback, Previous Experience on Subjective User eXperience and Objective Usability in Immersive Virtual Environment. The International Journal of Virtual Reality, 2019, 17, 27-51.	2.2	6
15	Designing acceptable emerging technologies: what contribution from ergonomics?. Theoretical Issues in Ergonomics Science, 2021, 22, 581-602.	1.8	5
16	Design, Understanding and Usability Evaluation of Connected Devices in the Field of Health: Contribution of Cognitive Psychology and Ergonomics. Advances in Intelligent Systems and Computing, 2019, , 582-591.	0.6	4
17	Évaluer l'utilité dans le contexte des technologies émergentes pour identifier des besoins latents: Éléments issus d'une analyse des interactions en situation d'usage. Activités, 2019, , .	0.4	4
18	Effect of a short rest period on associative and relational memory performance: A Virtual Reality study. The International Journal of Virtual Reality, 2020, 20, 21-32.	2.2	2

#	ARTICLE	IF	CITATIONS
19	Translation and validation study of the French version of the Electronic Health Literacy Scale (eHEALS): Online survey on student population (Preprint). JMIR Formative Research, 0, , .	1.4	1
20	Relationship Between Efficiency, Effectiveness, and Learnability of Home Connected Medical Device in Ambulatory Surgery. Telemedicine Journal and E-Health, 2021, , .	2.8	0
21	Usefulness and needs construction process in innovative artefacts: an exploratory study of designers's™ viewpoints. The International Journal of Virtual Reality, 2020, 20, 48-71.	2.2	0
22	Résumé de HDR. Concevoir des technologies émergentes acceptables: complémentarité des approches expérimentale, écologique et prospective. Activités, 2022, , .	0.4	0