

Loris Barbieri

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1327293/publications.pdf>

Version: 2024-02-01

42
papers

697
citations

623734

14
h-index

610901

24
g-index

45
all docs

45
docs citations

45
times ranked

620
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual museum system evaluation through user studies. <i>Journal of Cultural Heritage</i> , 2017, 26, 101-108.	3.3	81
2	An Augmented Reality inspection tool to support workers in Industry 4.0 environments. <i>Computers in Industry</i> , 2021, 127, 103412.	9.9	78
3	Virtual Reality with 360-Video Storytelling in Cultural Heritage: Study of Presence, Engagement, and Immersion. <i>Sensors</i> , 2020, 20, 5851.	3.8	57
4	An augmented reality tool to detect and annotate design variations in an Industry 4.0 approach. <i>International Journal of Advanced Manufacturing Technology</i> , 2019, 105, 875-887.	3.0	41
5	Virtual dives into the underwater archaeological treasures of South Italy. <i>Virtual Reality</i> , 2018, 22, 91-102.	6.1	38
6	Mixed prototyping with configurable physical archetype for usability evaluation of product interfaces. <i>Computers in Industry</i> , 2013, 64, 310-323.	9.9	34
7	Design, prototyping and testing of a modular small-sized underwater robotic arm controlled through a Master-Slave approach. <i>Ocean Engineering</i> , 2018, 158, 253-262.	4.3	34
8	Project VISAS: Virtual and Augmented Exploitation of Submerged Archaeological Sites—Overview and First Results. <i>Marine Technology Society Journal</i> , 2016, 50, 119-129.	0.4	34
9	User-centered design of a virtual reality exhibit for archaeological museums. <i>International Journal on Interactive Design and Manufacturing</i> , 2018, 12, 561-571.	2.2	33
10	Damage Indices and Photogrammetry for Decay Assessment of Stone-Built Cultural Heritage: The Case Study of the San Domenico Church Main Entrance Portal (South Calabria, Italy). <i>Sustainability</i> , 2020, 12, 5198.	3.2	30
11	Underwater augmented reality for improving the diving experience in submerged archaeological sites. <i>Ocean Engineering</i> , 2019, 190, 106487.	4.3	29
12	The CoMAS Project: New Materials and Tools for Improving the <i>In situ</i> Documentation, Restoration, and Conservation of Underwater Archaeological Remains. <i>Marine Technology Society Journal</i> , 2016, 50, 108-118.	0.4	24
13	Augmented reality visualization of scene depth for aiding ROV pilots in underwater manipulation. <i>Ocean Engineering</i> , 2018, 168, 140-154.	4.3	21
14	Innovative integration techniques between Virtual Reality systems and CAx tools. <i>International Journal of Advanced Manufacturing Technology</i> , 2008, 38, 1085-1097.	3.0	18
15	Performance-Driven Engineering Design Approaches Based on Generative Design and Topology Optimization Tools: A Comparative Study. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 2106.	2.5	14
16	Virtual and Augmented Reality Tools to Improve the Exploitation of Underwater Archaeological Sites by Diver and Non-diver Tourists. <i>Lecture Notes in Computer Science</i> , 2016, , 269-280.	1.3	13
17	A ROV for supporting the planned maintenance in underwater archaeological sites. , 2015, , .		12
18	VIRTUAL TOUR IN THE SUNKEN "VILLA CON INGRESSO A PROTIRO" WITHIN THE UNDERWATER ARCHAEOLOGICAL PARK OF BAIAE. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives</i> , 0, XLII-2/W10, 45-51.	0.2	10

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19	Methodology and Tools to Support Knowledge Management in Topology Optimization. Journal of Computing and Information Science in Engineering, 2010, 10, .	2.7	9
20	Effects of device obtusion and tool-hand misalignment on user performance and stiffness perception in visuo-haptic mixed reality. International Journal of Human Computer Studies, 2014, 72, 846-859.	5.6	9
21	A Mixed Reality system for the ergonomic assessment of industrial workstations. International Journal on Interactive Design and Manufacturing, 2020, 14, 805-812.	2.2	9
22	Enhancing learning and access to Underwater Cultural Heritage through digital technologies: the case study of the "Cala Minnola" shipwreck site. Digital Applications in Archaeology and Cultural Heritage, 2019, 13, e00103.	1.3	8
23	VIRTUAL DIVING IN THE UNDERWATER ARCHAEOLOGICAL SITE OF CALA MINNOLA. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives, 0, XLII-2/W3, 121-126.	0.2	8
24	Electromechanical devices for supporting the restoration of underwater archaeological artefacts. , 2015, , .		6
25	A VR system for the exploitation of underwater archaeological sites. , 2016, , .		5
26	User-centered design of a Virtual Museum system: a case study. Lecture Notes in Mechanical Engineering, 2017, , 155-165.	0.4	5
27	An Interactive Tool for the Participatory Design of Product Interface. , 2012, , .		5
28	Design Automation Tools as a Support for Knowledge Management in Topology Optimization. , 2008, , .		4
29	Dive in the Past: A Serious Game to Promote the Underwater Cultural Heritage of the Mediterranean Sea. Heritage, 2021, 4, 4001-4016.	1.9	4
30	Integration of topology optimisation tools and knowledge management into the virtual Product Development Process of automotive components. International Journal of Product Development, 2011, 14, 14.	0.2	3
31	Underwater Power Tools for In Situ Preservation, Cleaning and Consolidation of Submerged Archaeological Remains. Journal of Marine Science and Engineering, 2021, 9, 676.	2.6	3
32	Performance evaluation of underwater image pre-processing algorithms for the improvement of multi-view 3D reconstruction. Acta IMEKO (2012), 2019, 8, 69.	0.7	3
33	User-Centered Design of an Augmented Reality Tool for Smart Operator in Production Environment. Lecture Notes in Mechanical Engineering, 2022, , 125-132.	0.4	2
34	Comparing Different Visuo-Haptic Environments for Virtual Prototyping Applications. , 2011, , .		1
35	Kinematic performances evaluation of a hydraulic underwater manipulator. , 2017, , .		1
36	A Handheld Mobile Augmented Reality Tool for On-Site Piping Assembly Inspection. Lecture Notes in Mechanical Engineering, 2020, , 129-139.	0.4	1

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37	Design and Simulation of the Hull of a Small-Sized Autonomous Surface Vehicle for Seabed Mapping. Lecture Notes in Mechanical Engineering, 2020, , 422-431.	0.4	1
38	A Fast Scanning System for Automatic 3D Object Reconstruction. Lecture Notes in Mechanical Engineering, 2022, , 229-236.	0.4	1
39	Background-Aware Colorization Technique for Augmented Reality Applications. IEEE Access, 2021, 9, 161761-161772.	4.2	1
40	Exhibit supports for sandstone artifacts designed through topology optimization and additive manufacturing techniques. Journal of Cultural Heritage, 2022, 55, 329-338.	3.3	1
41	A Cooperative Monitoring System for Diver Global Localization and Operation Support. Lecture Notes in Mechanical Engineering, 2020, , 410-421.	0.4	0
42	An Integrated Approach to Ensure Requirements Traceability During the Product Development Process. Lecture Notes in Mechanical Engineering, 2022, , 328-335.	0.4	0