

# Winyu Chinthammit

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1590174/publications.pdf>

Version: 2024-02-01

29  
papers

115  
citations

2258059

3  
h-index

1720034

7  
g-index

30  
all docs

30  
docs citations

30  
times ranked

108  
citing authors

#	ARTICLE	IF	CITATIONS
1	Ghostman: Augmented Reality Application for Telerehabilitation and Remote Instruction of a Novel Motor Skill. BioMed Research International, 2014, 2014, 1-7.	1.9	30
2	Tele-mentoring using augmented reality technology in healthcare: A systematic review. Australasian Journal of Educational Technology, 0, , 81-101.	3.5	17
3	A distributed case-and project-based learning to design 3D lab on electronic engineering education. Computer Applications in Engineering Education, 2019, 27, 430-451.	3.4	13
4	Gestural navigation in Google Earth. , 2011, , .		7
5	HCI in food product innovation. , 2014, , .		5
6	A comparison of user preferences for tangible objects vs touch buttons with a map-based tabletop application. , 2014, , .		4
7	Enabling Symmetric Collaboration in Public Spaces through 3D Mobile Interaction. Symmetry, 2018, 10, 69.	2.2	4
8	Usability of augmented reality technology in tele-mentorship for managing clinical scenariosâ€”A study protocol. PLoS ONE, 2022, 17, e0266255.	2.5	4
9	A Shared-Aperture Tracking Display for Augmented Reality. Presence: Teleoperators and Virtual Environments, 2003, 12, 1-18.	0.6	3
10	Natural interactions between augmented virtual objects. , 2011, , .		3
11	iFiction: Mobile technology, new media, Mixed Reality and literary creativity in English teaching. , 2012, , .		3
12	3D mobile interactions for public displays. , 2014, , .		3
13	Virtual Reality-Based Human-Data Interaction. , 2017, , .		3
14	Symmetric Evaluation of Multimodal Human-Robot Interaction with Gaze and Standard Control. Symmetry, 2018, 10, 680.	2.2	3
15	A hand gesture control framework on smart glasses. , 2015, , .		2
16	A hand gesture control framework on smart glasses. , 2015, , .		2
17	Enhanced engagement with public displays through mobile phone interaction. , 2017, , .		2
18	MolyPoly. , 2013, , .		1

#	ARTICLE	IF	CITATIONS
19	The importance of 'neighbourhood' in personalising location-based services. , 2014, , .		1
20	3D mobile interactions for public displays. , 2014, , .		1
21	An Implementation of Tangible Interactive Mapping to Improve Adult Learning for Preparing for Bushfire. , 2015, , .		1
22	Evaluation of mobile phone interaction with large public displays. , 2017, , .		1
23	RelicPad: A Hands-On, Mobile Approach to Collaborative Exploration of Virtual Museum Artifacts. Lecture Notes in Computer Science, 2013, , 86-103.	1.3	1
24	Demos. , 2012, , .		0
25	Doctoral chairs. , 2013, , .		0
26	Doctoral consortium chairs. , 2013, , .		0
27	Learning through shared note-taking visualisations in the classroom. , 2016, , .		0
28	Interactive public display using mobile web client. , 2017, , .		0
29	Usability of Information Seeking Tools in 3D Mobile Interaction with Public Displays. Lecture Notes in Computer Science, 2018, , 16-23.	1.3	0