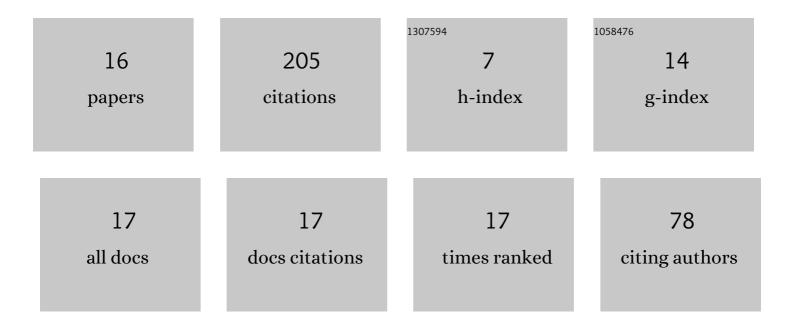
## H Onan Demirel

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/17280/publications.pdf Version: 2024-02-01



Η ΟΝΑΝ ΠΕΜΙΦΕΙ

#	Article	IF	CITATIONS
1	Applications of Digital Human Modeling in Industry. Lecture Notes in Computer Science, 2007, , 824-832.	1.3	67
2	A Comparison Between Virtual Reality and Digital Human Modeling for Proactive Ergonomic Design. Lecture Notes in Computer Science, 2019, , 3-21.	1.3	34
3	Digital Human Modeling: A Review and Reappraisal of Origins, Present, and Expected Future Methods for Representing Humans Computationally. International Journal of Human-Computer Interaction, 2022, 38, 897-937.	4.8	20
4	Opportunities for meeting sustainability objectives. International Journal of Industrial Ergonomics, 2016, 51, 73-81.	2.6	15
5	Digital Twin-Driven Human-Centered Design Frameworks for Meeting Sustainability Objectives. Journal of Computing and Information Science in Engineering, 2021, 21, .	2.7	11
6	Integrating human factors early in the design process using digital human modelling and surrogate modelling. Journal of Engineering Design, 2021, 32, 165-186.	2.3	10
7	Automated Generation of Fault Scenarios to Assess Potential Human Errors and Functional Failures in Early Design Stages. Journal of Computing and Information Science in Engineering, 2020, 20, .	2.7	9
8	Incorporating Tactile Cues into Humanâ€Centered Virtual Product Design. Human Factors and Ergonomics in Manufacturing, 2017, 27, 5-16.	2.7	8
9	A Framework to Assess Human Performance in Normal and Emergency Situations. ASCE-ASME Journal of Risk and Uncertainty in Engineering Systems, Part B: Mechanical Engineering, 2020, 6, .	1.1	8
10	Building quality into design process through digital human modelling. International Journal of the Digital Human, 2016, 1, 153.	0.1	6
11	Prototyping Human-Centered Products in the Age of Industry 4.0. Journal of Mechanical Design, Transactions of the ASME, 2021, 143, .	2.9	4
12	Impact of Force Feedback on Computer Aided Ergonomic Analyses. Lecture Notes in Computer Science, 2009, , 608-613.	1.3	4
13	Visualization Design for Human-Collective Teams. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 417-421.	0.3	3
14	Human-collective visualization transparency. Swarm Intelligence, 2021, 15, 237-286.	2.2	3
15	Using Rio-Paris Flight 447 Crash to Assess Human Error and Failure Propagation Analysis Early in Design. ASCE-ASME Journal of Risk and Uncertainty in Engineering Systems, Part B: Mechanical Engineering, 2020, 6, .	1.1	3
16	Transparency's Influence on Human-collective Interactions. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-48.	4.1	0