

H Onan Demirel

List of Publications by Year in descending order

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16
papers

205
citations

1307594

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1058476

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17
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citing authors

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