

Francesco De Pace

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1807541/publications.pdf>

Version: 2024-02-01

10
papers

175
citations

1478505

6
h-index

1372567

10
g-index

12
all docs

12
docs citations

12
times ranked

146
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | A systematic review of Augmented Reality interfaces for collaborative industrial robots. Computers and Industrial Engineering, 2020, 149, 106806. | 6.3 | 47 |
| 2 | Augmented Reality in Industry 4.0. American Journal of Computer Science and Information Technology, 2018, 06, . | 0.1 | 43 |
| 3 | An Augmented Reality System to Support Fault Visualization in Industrial Robotic Tasks. IEEE Access, 2019, 7, 132343-132359. | 4.2 | 30 |
| 4 | A Comparison Between Two Different Approaches for a Collaborative Mixed-Virtual Environment in Industrial Maintenance. Frontiers in Robotics and AI, 2019, 6, 18. | 3.2 | 24 |
| 5 | Snap2cad: 3D indoor environment reconstruction for AR/VR applications using a smartphone device. Computers and Graphics, 2021, 100, 116-124. | 2.5 | 12 |
| 6 | A visual editing tool supporting the production of 3D interactive graphics assets for public exhibitions. International Journal of Human Computer Studies, 2020, 141, 102450. | 5.6 | 8 |
| 7 | A Novel Redundant Validation IoT System for Affective Learning Based on Facial Expressions and Biological Signals. Sensors, 2022, 22, 2773. | 3.8 | 4 |
| 8 | Special Issue "Wearable Augmented and Mixed Reality Applications" Information (Switzerland), 2019, 10, 289. | 2.9 | 3 |
| 9 | Virtual and Augmented Reality Interfaces in Shared Game Environments: A Novel Approach. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 137-147. | 0.3 | 2 |
| 10 | An Evaluation of Game Usability in Shared Mixed and Virtual Environments. , 0, , . | | 1 |