Francesco De Pace

List of Publications by Year in descending order

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 Novel Redundant Validation IoT System for Affective Learning Based on Facial Expressions and Biological Signals. Sensors, 2022, 22, 2773.	3.8	4
2	Snap2cad:Â3D indoor environment reconstruction for AR/VR applications using a smartphone device. Computers and Graphics, 2021, 100, 116-124.	2.5	12
3	A systematic review of Augmented Reality interfaces for collaborative industrial robots. Computers and Industrial Engineering, 2020, 149, 106806.	6.3	47
4	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
5	Special Issue â€œWearable Augmented and Mixed Reality Applicationsâ€• Information (Switzerland), 2019, 10, 289.	2.9	3
6	An Augmented Reality System to Support Fault Visualization in Industrial Robotic Tasks. IEEE Access, 2019, 7, 132343-132359.	4.2	30
7	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
8	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
9	Augmented Reality in Industry 4.0. American Journal of Computer Science and Information Technology, 2018, 06, .	0.1	43
10	An Evaluation of Game Usability in Shared Mixed and Virtual Environments. , 0, , .		1