Byounghyun Yoo

List of Publications by Year
in descending order

		1040056	642732
50 papers	**695** citations	**9** h-index	**23** g-index
51 all docs	**51** docs citations	**51** times ranked	**456** citing authors

#	ARTICLE	IF	CITATIONS
1	Decentralized ME-Centric Framework—A Futuristic Architecture for Consumer IoT. IEEE Consumer Electronics Magazine, 2023, 12, 39-50.	2.3	4
2	Identifying physiological correlates of cybersickness using heartbeat-evoked potential analysis. Virtual Reality, 2022, 26, 1193-1205.	6.1	4
3	COVID-Beat: a low-cost breath monitoring approach for people in quarantine during the pandemic. Journal of Computational Design and Engineering, 2022, 9, 992-1006.	3.1	3
4	Predicting cybersickness based on user's gaze behaviors in HMD-based virtual reality. Journal of Computational Design and Engineering, 2021, 8, 728-739.	3.1	28
5	XR collaboration beyond virtual reality: work in the real world. Journal of Computational Design and Engineering, 2021, 8, 756-772.	3.1	25
6	Effectiveness of rough initial scan for high-precision automatic 3D scanning. Journal of Computational Design and Engineering, 2021, 8, 1332-1354.	3.1	1
7	Sharing Ambient Objects Using Real-time Point Cloud Streaming in Web-based XR Remote Collaboration. , 2021, , .		8
8	Interoperable information model for geovisualization and interaction in XR environments. International Journal of Geographical Information Science, 2020, 34, 1323-1352.	4.8	5
9	Wi-ESP—A tool for CSI-based Device-Free Wi-Fi Sensing (DFWS). Journal of Computational Design and Engineering, 2020, 7, 644-656.	3.1	31
10	Automatic Pose Generation for Robotic 3-D Scanning of Mechanical Parts. IEEE Transactions on Robotics, 2020, 36, 1219-1238.	10.3	13
11	Virtual Reality Sickness: A Review of Causes and Measurements. International Journal of Human-Computer Interaction, 2020, 36, 1658-1682.	4.8	375
12	Unified Representation for XR Content and its Rendering Method. , 2020, , .		8
13	KLog-Home: A Holistic Approach of In-Situ Monitoring in Elderly-Care Home. , 2019, , .		4
14	XR Collaboration Architecture based on Decentralized Web. , 2019, , .		12
15	Information fusion of heterogeneous sensors for enriched personal healthcare activity logging. International Journal of Ad Hoc and Ubiquitous Computing, 2018, 27, 256.	0.5	5
16	Webizing collaborative interaction space for cross reality with various human interface devices. , 2018, , .		14
17	An Integrated Model of Cybersickness: Understanding User's Discomfort in Virtual Reality. Journal of KIISE, 2018, 45, 251-279.	0.1	12
18	Webized augmented reality mashup for legacy things. , 2017, , .		2

#	Article	IF	Citations
19	Webizing Virtual Reality-Based Interactive Interior Design System. Communications in Computer and Information Science, 2017, , 68-72.	0.5	3
20	Webized 3D content streaming system for autostereoscopic 3D displays. , 2017, , .		3
21	Points of Interest Density Based Zooming Interface for Map Exploration on Smart Glass. Lecture Notes in Computer Science, 2017, , 208-216.	1.3	3
22	Webizing Interactive CAD Review System Using Super Multiview Autostereoscopic Displays. Communications in Computer and Information Science, 2017, , 62-67.	0.5	1
23	Webized Tangible Space. Journal of the Korea Computer Graphics Society, 2017, 23, 77-85.	0.4	0
24	Webizing human interface devices for virtual reality. , 2016, , .		4
25	Webizing 3D contents for super multiview autostereoscopic displays with varying display profiles. , 2016, , .		4
26	Prosumption perspectives on additive manufacturing: reconfiguration of consumer products with 3D printing. Rapid Prototyping Journal, 2016, 22, 691-705.	3.2	22
27	Data-Driven Smart Home System for Elderly People Based on Web Technologies. Lecture Notes in Computer Science, 2016, , 122-131.	1.3	7
28	Web-Based Information Exploration of Sensor Web Using the HTML5/X3D Integration Model. , 2016, , 1046-1065.		0
29	Automatic spline smoothing of non-stationary kinematic signals using bilayered partitioning and blending with correlation analysis. , 2015, 39, 22-34.		2
30	Responsive geo-referenced content visualization based on a user interest model and level of detail. International Journal of Geographical Information Science, 2015, 29, 1441-1469.	4.8	2
31	Collective heterogeneous sensor mashup for enriched personal healthcare activity logging. , 2015, , .		0
32	Tour Cloud Mobile: Helping tourists acquire the information effectively using three types of views. , 2015, , .		1
33	Webized 3D experience by HTML5 annotation in 3D web. , 2015, , .		4
34	Web-Based Information Exploration of Sensor Web Using the HTML5/X3D Integration Model. Advances in Web Technologies and Engineering Book Series, 2015, , 189-208.	0.4	0
35	Visualization and level-of-detail of metadata for interactive exploration of Sensor Web. International Journal of Digital Earth, 2014, 7, 847-869.	3.9	3
36	Integration of X3D geospatial in a data driven web application. , 2014, , .		2

#	ARTICLE	IF	CITATIONS
37	[Poster] View management for webized mobile AR contents. , 2014, , .		5
38	[DEMO] Insight: Webized mobile AR and real-life use cases. , 2014, , .		0
39	A framework for automatic creation of motion effects from theatrical motion pictures. Multimedia Systems, 2014, 20, 327-346.	4.7	15
40	Webizing mobile augmented reality content. New Review of Hypermedia and Multimedia, 2014, 20, 79-100.	1.1	23
41	A comparative study of 3D web integration models for the sensor web. , 2013, , .		1
42	Rapid three-dimensional urban model production using bilayered displacement mapping. International Journal of Geographical Information Science, 2013, 27, 24-46.	4.8	6
43	An efficient motion adaptive de-interlacing algorithm using spatial and temporal filter. , 2011, , .		0
44	Protruded displacement mapping for image-based urban representation. IEICE Electronics Express, 2011, 8, 1022-1027.	0.8	1
45	An Underwater Vehicle Simulator with Immersive Interface using X3D and HLA. Simulation, 2009, 85, 33-44.	1.8	3
46	X3D earth terrain-tile production chain for georeferenced simulation. , 2009, , .		15
47	Image-Based Modeling of Urban Buildings Using Aerial Photographs and Digital Maps. Transactions in GIS, 2006, 10, 377-394.	2.3	5
48	Representation of Urban Buildings Using Modified Relief Mapping. Journal of Computer Science and Technology, 2006, 21, 204-208.	1.5	3
49	Silhouette management for protruded displacement mapping. , 2006, , .		0
50	A framework for a multi-sensory VR effect system with motional display. , 2005, , .		3