Mi-Jeong Kim

List of Publications by Year
in descending order

100	2,281	257101	243296
papers	citations	24	44
		h-index	g-index

101	101	101	1893
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Augmented Reality in built environment: Classification and implications for future research. Automation in Construction, 2013, 32, 1-13.	4.8	205
2	A conceptual framework for integrating building information modeling with augmented reality. Automation in Construction, 2013, 34, 37-44.	4.8	187
3	Integration of BIM and GIS: Geometry from IFC to shapefile using open-source technology. Automation in Construction, 2019, 102, 105-119.	4.8	139
4	Differential received signal strength based RFID positioning for construction equipment tracking. Advanced Engineering Informatics, 2019, 42, 100960.	4.0	114
5	The impact of tangible user interfaces on spatial cognition during collaborative design. Design Studies, 2008, 29, 222-253.	1.9	105
6	Integration of BIM and GIS: IFC geometry transformation to shapefile using enhanced open-source approach. Automation in Construction, 2019, 106, 102859.	4.8	100
7	A BIM-based approach for automated tower crane layout planning. Automation in Construction, 2015, 59, 168-178.	4.8	98
8	Automatically Processing IFC Clipping Representation for BIM and GIS Integration at the Process Level. Applied Sciences (Switzerland), 2020, 10, 2009.	1.3	78
9	Potential of Augmented Reality and Virtual Reality Technologies to Promote Wellbeing in Older Adults. Applied Sciences (Switzerland), 2019, 9, 3556.	1.3	77
10	Decomposition-based multi-objective firefly algorithm for RFID network planning with uncertainty. Applied Soft Computing Journal, 2017, 55, 549-564.	4.1	69
11	The Impact of Tangible User Interfaces on Designers' Spatial Cognition. Human-Computer Interaction, 2008, 23, 101-137.	3.1	68
12	Mutual awareness in collaborative design: An Augmented Reality integrated telepresence system. Computers in Industry, 2014, 65, 314-324.	5.7	67
13	A method for evaluating the performance of green buildings with a focus on user experience. Energy and Buildings, 2013, 66, 203-210.	3.1	54
14	Spatial and temporal variations of spatial population accessibility to public hospitals: a case study of rural–urban comparison. GIScience and Remote Sensing, 2018, 55, 718-744.	2.4	53
15	Technological advancements in synchronous collaboration: The effect of 3D virtual worlds and tangible user interfaces on architectural design. Automation in Construction, 2011, 20, 270-278.	4.8	51
16	A framework for context immersion in mobile augmented reality. Automation in Construction, 2013, 33, 79-85.	4.8	51
17	A Critical Review of Smart Residential Environments for Older Adults With a Focus on Pleasurable Experience. Frontiers in Psychology, 2019, 10, 3080.	1.1	46
18	A critical review of the smart city in relation to citizen adoption towards sustainable smart living. Habitat International, 2021, 108, 102312.	2.3	42

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19	Construction defect management using a telematic digital workbench. Automation in Construction, 2009, 18, 814-824.	4.8	41
20	A Critical Review of User Studies on Healthy Smart Homes. Indoor and Built Environment, 2013, 22, 260-270.	1.5	31
21	The effects of analogical and metaphorical reasoning on design thinking. Thinking Skills and Creativity, 2017, 23, 29-41.	1.9	31
22	Developing Design Solutions for Smart Homes Through User-Centered Scenarios. Frontiers in Psychology, 2020, 11, 335.	1.1	29
23	Automation and Robotics in Construction and Civil Engineering. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 79, 347-350.	2.0	28
24	Characterizing the interaction design in healthy smart home devices for the elderly. Indoor and Built Environment, 2014, 23, 141-149.	1.5	26
25	Context-aware inference in ubiquitous residential environments. Computers in Industry, 2014, 65, 148-157.	5.7	26
26	Research Trends on Mobile Mental Health Application for General Population: A Scoping Review. International Journal of Environmental Research and Public Health, 2021, 18, 2459.	1.2	25
27	Energy use of households in apartment complexes with different service life. Energy and Buildings, 2013, 66, 591-598.	3.1	24
28	Energy Demand Reduction in the Residential Building Sector: A Case Study of Korea. Energies, 2017, 10, 1506.	1.6	24
29	The Service Pattern-Oriented Smart Bedroom Based on Elderly Spatial Behaviour Patterns. Indoor and Built Environment, 2013, 22, 299-308.	1.5	19
30	Health Smart Home Services incorporating a MAR-based Energy Consumption Awareness System. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 79, 523-535.	2.0	19
31	Measurement of User Emotion and Experience in Interaction with Space. Journal of Asian Architecture and Building Engineering, 2017, 16, 99-106.	1.2	18
32	Influence of Organizational and Project Practices on Design Error Costs. Journal of Performance of Constructed Facilities, 2014, 28, 303-310.	1.0	16
33	Probabilistic Assessment of Design Error Costs. Journal of Performance of Constructed Facilities, 2014, 28, 518-527.	1.0	16
34	Implementing an augmented reality-enabled wayfinding system through studying user experience and requirements in complex environments. Visualization in Engineering, 2015, 3, .	8.8	16
35	BIM-Enabled Conceptual Modelling and Representation of Building Circulation. International Journal of Advanced Robotic Systems, 2014, 11, 127.	1.3	14
36	A Smart Community for Placemaking in Housing Complexes. Journal of Asian Architecture and Building Engineering, 2014, 13, 539-546.	1.2	13

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37	A Cross‐Cultural and Interdisciplinary Collaboration in a Joint Design Studio. International Journal of Art and Design Education, 2015, 34, 102-120.	0.6	13
38	Preferences for Hotels with Biophilic Design Attributes in the Post-COVID-19 Era. Buildings, 2022, 12, 427.	1.4	13
39	Green Environments and Happiness Level in Housing Areas toward a Sustainable Life. Sustainability, 2019, 11, 4768.	1.6	12
40	The impact of perceived risk and disease prevention efficiency on outdoor activities and avoidance behaviors in the urban parks during COVID 19 pandemic. Journal of Facilities Management, 2021, 19, 553-568.	1.0	12
41	Studying Designers using a Tabletop System for 3D Design with a Focus on the Impact on Spatial Cognition. , 0, , .		11
42	Do Tangible User Interfaces Impact Spatial Cognition in Collaborative Design?. Lecture Notes in Computer Science, 2005, , 30-41.	1.0	11
43	A Critical Review of Child-Friendly Environments, Focusing on Children's Experiential Perspectives on the Physical World for Sustainability. Sustainability, 2018, 10, 3725.	1.6	10
44	Utilising social networking services as a collective medium to support design communication in team collaboration. Archnet-IJAR, 2020, 14, 409-421.	0.8	10
45	Development of a Health Smart Home Model for the Elderly. Journal of the Korean Housing Association, 2018, 29, 81-90.	0.0	10
46	Communication enhancer?appliances for better communication in a family. Personal and Ubiquitous Computing, 2004, 8, 221.	1.9	9
47	How Green Building Product Decisions from Customers Can Be Transitioned to Manufacturers: An Agent-Based Model. Sustainability, 2018, 10, 3977.	1.6	9
48	Affordable Modular Housing for College Students Emphasizing Habitability. Journal of Asian Architecture and Building Engineering, 2016, 15, 49-56.	1.2	8
49	Visual Communication for Students' Creative Thinking in the Design Studio: Translating Filmic Spaces into Spatial Design. Buildings, 2021, 11, 91.	1.4	8
50	Characterizing Smart Environments as Interactive and Collective Platforms: A Review of the Key Behaviors of Responsive Architecture. Sensors, 2021, 21, 3417.	2.1	8
51	Identifying Health Care Environment Contradictions in Terms of Infection Control during a Pandemic with a Focus on Health Workers' Experience. Sustainability, 2021, 13, 9964.	1.6	8
52	A Smart Workspace Supporting a Healthy Life in Pre-elderly Households. Indoor and Built Environment, 2013, 22, 280-288.	1.5	7
53	Mixed-Use Facility Model for the Welfare of the Elderly Based on Lifestyle. Journal of Asian Architecture and Building Engineering, 2013, 12, 245-252.	1.2	7
54	Exploring Visual Perceptions of Spatial Information for Wayfinding in Virtual Reality Environments. Applied Sciences (Switzerland), 2020, 10, 3461.	1.3	7

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55	THE POTENTIAL OF REASONING METHODS AS A TEACHING STRATEGY SUPPORTING STUDENTS' CREATIVE THINKING IN ARCHITECTURAL DESIGN. Archnet-IJAR, 2016, 10, 6.	0.8	7
56	USING THE DIGITAL CONTEXT TO OVERCOME DESIGN FIXATION: A STRATEGY TO EXPAND STUDENTS' DESIGN THINKING. Archnet-IJAR, 2018, 12, 228.	0.8	7
57	A Framework for Green Remodeling Enabling Energy Efficiency and Healthy Living for the Elderly. Energies, 2018, 11, 2031.	1.6	6
58	Motivated learning agent model for distributed collaborative systems. Expert Systems With Applications, 2011, 38, 1079-1088.	4.4	4
59	Residents' Perceptions of and Response Behaviors to Particulate Matter—A Case Study in Seoul, Korea. Applied Sciences (Switzerland), 2019, 9, 3660.	1.3	4
60	The Impact of Workplace Disability Facilities on Job Retention Wishes among People with Physical Disabilities in South Korea. Sustainability, 2020, 12, 7489.	1.6	4
61	Exploring the user performance of Korean women in smart homes with a focus on user adoption. Journal of Building Engineering, 2021, 39, 102303.	1.6	4
62	Providing a Direction for the Development of Health Smart Home based on the Middle Ages' Housing Activities and Demands. Journal of the Korean Housing Association, 2017, 28, 109-117.	0.0	4
63	Collaborative Design in a Tabletop System employing Tangible User Interfaces. , 2007, , .		3
64	Studying children's tactile problem-solving in a digital environment. Thinking Skills and Creativity, 2014, 12, 1-13.	1.9	3
65	Towards a Sustainable Life: Smart and Green Design in Buildings and Community. Sustainability, 2021, 13, 1022.	1.6	3
66	Mothers' Parenting Stress and Neighborhood Characteristics in Early Childhood (Ages 0–4). International Journal of Environmental Research and Public Health, 2021, 18, 2648.	1.2	3
67	Determinants of Perceived Accessibility of Maternity Leave and Childcare Leave in South Korea. International Journal of Environmental Research and Public Health, 2021, 18, 10286.	1.2	3
68	A Direction for Smart Home/Community Supporting the Wellness of Single-Person Households - Focused on the Single-Person Households Except the Elderly -. Korean Institute of Interior Design Journal, 2020, 29, 3-11.	0.0	3
69	A Conceptual Framework of Immersive Shared Environments Emphasizing Social Interaction. Archnet-IJAR, 2015, 9, 45.	0.8	3
70	Risk Perception & Risk-Reduction Behavior Model for Blue-Collar Workers: Adapted From the Health Promotion Model. Frontiers in Psychology, 2020, 11, 538198.	1.1	3
71	Architecture and the imaginary: text stimulus to improve students' creativity with nonlinear design process. Archnet-IJAR, 2022, ahead-of-print, .	0.8	3
72	Designing for interactive and collective mobile creativity. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
73	User's perception of indoor environment associated with energy performance in apartment complexes with different service life. Energy and Buildings, 2015, 98, 106-112.	3.1	2
74	Providing a Direction for the Development of Health Smart Homes for 1-2 Households. Journal of the Korean Housing Association, 2018, 29, 11-20.	0.0	2
75	Design Collaboration for Intelligent Construction Management in Mobilie Augmented Reality. , 2011, , .		2
76	Augmented Reality Research for Architecture and Design. , 0, , 225-237.		2
77	A User-Centered Approach to the Application of BIM in Smart Working Environments. Sensors, 2022, 22, 2871.	2.1	2
78	Smart Homes to Support the Wellness and Pleasurable Experience of Residents. Power Systems, 2021, , 131-158.	0.3	1
79	Smart management services for high-rise apartments in Beijing, China. Journal of Asian Architecture and Building Engineering, 2022, 21, 1792-1800.	1.2	1
80	Approaches to Smart Home with a Focus on Workspace in Single Household. Lecture Notes in Computer Science, 2011, , 319-323.	1.0	1
81	Indentifying Metaphor and Analogy Strategies for The Creative Design using Protocol Analysis. Korean Institute of Interior Design Journal, 2013, 22, 64-74.	0.0	1
82	Single-Person Household Needs with a Focus on Interior Planning. Korean Institute of Interior Design Journal, 2015, 24, 163-170.	0.0	1
83	Users' Design Process in Immersive Environments. Korean Institute of Interior Design Journal, 2017, 26, 64-71.	0.0	1
84	Intelligence Sensors and Sensing Spaces for Smart Home and Environment. Sensors, 2022, 22, 2898.	2.1	1
85	Editorial: Towards Users' Optimal and Pleasurable Experience in Smart Environments. Frontiers in Psychology, 2020, 11, 583663.	1.1	0
86	Mode-Matching Model for Electromagnetically Coupled Coaxial Dipole Array Antenna. IEICE Transactions on Communications, 2009, E92-B, 1406-1409.	0.4	0
87	Perceived Experiences on Comfort and Health in Two Apartment Complexes with Different Service Life. Smart Innovation, Systems and Technologies, 2013, , 1043-1053.	0.5	0
88	A Usability Study On Museum Installations Emphasizing Interaction Design for User Experience. Korean Institute of Interior Design Journal, 2013, 22, 302-310.	0.0	0
89	Methods for Assessing 3D Virtual Worlds in Design Education. Advances in Game-based Learning Book Series, 2014, , 152-174.	0.2	0
90	Evaluating Residents' Experiences in an Apartment Complex using a Green Building Rating System. Journal of the Architectural Institute of Korea Planning & Design, 2014, 30, 23-32.	0.1	0

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91	Smart Housing for Reducing Energy Use in Single-Households, Emphasizing Effective Energy Management. , 2014, , .		0
92	The Impact of Instructors' Capacity on Technology Integrated Education in Interior Design Studios. Korean Institute of Interior Design Journal, 2015, 24, 70-77.	0.0	0
93	Participatory Behaviors and Interactive Experiences at a Science Museum. Korean Institute of Interior Design Journal, 2016, 25, 65-72.	0.0	0
94	The Effect of the Digital Design Environment on Creative Design Thinking and Cognitive Processes - Focused on AutoCAD and SketchUp -. Journal of the Architectural Institute of Korea Planning & Design, 2016, 32, 67-75.	0.1	0
95	Proposing a Direction for Smart Housing Services Supporting the Elderly in China - Focused on the Elderly' Living Conditions in Luoyang Prefecture-level City -. Korean Institute of Interior Design Journal, 2016, 25, 98-105.	0.0	0
96	Identifying Housing Demands on Smart Homes by Targeting Residents of Apartment Complexes in China. Journal of the Korean Housing Association, 2016, 27, 105-112.	0.0	0
97	A Smart Living for Korean Women's Wellness. Journal of Digital Contents Society, 2020, 21, 19-29.	0.1	0
98	Directions for the Development of Housing Service and Community for the Wellness of Two-Person Household. Journal of the Korean Housing Association, 2020, 31, 35-44.	0.0	0
99	Exploring Presence And Performance In Mixed Reality-Based Design Space. , 2009, , 75-90.		0
100	Toward Public Health Wellness: Psychosocial & Physical Health in the Community. International Journal of Environmental Research and Public Health, 2022, 19, 5188.	1.2	0