Andrew Johnson

List of Publications by Year
in descending order

108	2,281	279487	315357
papers	citations	23 h-index	38 g-index

109	109	109	2101
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Learning and Building Together in an Immersive Virtual World. Presence: Teleoperators and Virtual Environments, 1999, 8, 247-263.	0.3	187
2	Genome-wide association study of kidney function decline in individuals of European descent. Kidney International, 2015, 87, 1017-1029.	2.6	113
3	CAVE2: a hybrid reality environment for immersive simulation and information analysis. Proceedings of SPIE, 2013, , .	0.8	93
4	Advances in the Dynallax Solid-State Dynamic Parallax Barrier Autostereoscopic Visualization Display System. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 487-499.	2.9	78
5	SAGE2: A New Approach for Data Intensive Collaboration Using Scalable Resolution Shared Displays. , 2014, , .		77
6	Visualizing Large, Heterogeneous Data in Hybrid-Reality Environments. IEEE Computer Graphics and Applications, 2013, 33, 38-48.	1.0	71
7	The NICE project: learning together in a virtual world. , 0, , .		66
8	Grid applications--High-performance dynamic graphics streaming for scalable adaptive graphics environment. , 2006, , .		63
9	The future of the CAVE. Open Engineering, 2011, 1, .	0.7	62
10	Visualizing the Evolution of Community Structures in Dynamic Social Networks. Computer Graphics Forum, 2011, 30, 1061-1070.	1.8	61
11	NICE. Computer Graphics, 1997, 31, 62-63.	0.1	58
12	GeoWall: Stereoscopic visualization for geoscience research and education. IEEE Computer Graphics and Applications, 2006, 26, 10-14.	1.0	51
13	A review of tele-immersive applications in the CAVE research network. , 1999, , .		50
14	The Round Earth Project-collaborative VR for conceptual learning. IEEE Computer Graphics and Applications, 1999, 19, 60-69.	1.0	48
15	CAVERNsoft G2. , 2000, , .		45
16	High-Performance Dynamic Graphics Streaming for Scalable Adaptive Graphics Environment. , 2006, , .		45
17	Articulate: A Semi-automated Model for Translating Natural Language Queries into Meaningful Visualizations. Lecture Notes in Computer Science, 2010, , 184-195.	1.0	44
18	Data Mining Nursing Care Plans of Endâ€ofâ€Life Patients: A Study to Improve Healthcare Decision Making. International Journal of Nursing Knowledge, 2013, 24, 15-24.	0.4	43

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19	Effects of Display Size and Resolution on User Behavior and Insight Acquisition in Visual Exploration. , 2015, , .		43
20	Supporting transcontinental collaborative work in persistent virtual environments. IEEE Computer Graphics and Applications, 1996, 16, 47-51.	1.0	41
21	Designing cranial implants in a haptic augmented reality environment. Communications of the ACM, 2004, 47, 32-38.	3.3	39
22	Maintaining a Consistent Big Picture: Meaningful Use of a Webâ€based POC EHR System. International Journal of Nursing Knowledge, 2012, 23, 119-133.	0.4	37
23	3D evaluation of palatal rugae for human identification using digital study models. Journal of Forensic Dental Sciences, 2015, 7, 244.	0.4	36
24	SAGE2: A collaboration portal for scalable resolution displays. Future Generation Computer Systems, 2016, 54, 296-305.	4.9	32
25	Scalable Resolution Display Walls. Proceedings of the IEEE, 2013, 101, 115-129.	16.4	30
26	Visualization in teleimmersive environments. Computer, 1999, 32, 66-73.	1.2	27
27	Ultrascale Collaborative Visualization Using a Display-Rich Global Cyberinfrastructure. IEEE Computer Graphics and Applications, 2010, 30, 71-83.	1.0	27
28	The Reproducibility of 31-Phosphorus MRS Measures of Muscle Energetics at 3 Tesla in Trained Men. PLoS ONE, 2012, 7, e37237.	1.1	27
29	Enabling high resolution collaborative visualization in display rich virtual organizations. Future Generation Computer Systems, 2009, 25, 161-168.	4.9	26
30	Current State of Pain Care for Hospitalized Patients at End of Life. American Journal of Hospice and Palliative Medicine, 2013, 30, 128-136.	0.8	26
31	Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments. , 1997, , .		25
32	The global lambda visualization facility: An international ultra-high-definition wide-area visualization collaboratory. Future Generation Computer Systems, 2006, 22, 964-971.	4.9	24
33	The health bar. , 2014, , .		24
34	Interdisciplinary immersive analytics at the electronic visualization laboratory: Lessons learned and upcoming challenges. , 2016, , .		24
35	Toward a More Robust and Efficient Usability Testing Method of Clinical Decision Support for Nurses Derived From Nursing Electronic Health Record Data. International Journal of Nursing Knowledge, 2017, 28, 211-218.	0.4	24
36	Immersive Analytics Lessons From the Electronic Visualization Laboratory: A 25-Year Perspective. IEEE Computer Graphics and Applications, 2019, 39, 54-66.	1.0	24

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37	Omegalib: A multi-view application framework for hybrid reality display environments. , 2014, , .		23
38	Nurses' Numeracy and Graphical Literacy. Journal of Nursing Care Quality, 2016, 31, 124-130.	0.5	23
39	Bridging strategies for VR-based learning. , 1999, , .		21
40	PICU Nurses' Pain Assessments and Intervention Choices for Virtual Human and Written Vignettes. Journal of Pediatric Nursing, 2015, 30, 580-590.	0.7	20
41	Enabling multi-user interaction in large high-resolution distributed environments. Future Generation Computer Systems, 2011, 27, 914-923.	4.9	19
42	Planetary-Scale Terrain Composition. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 719-733.	2.9	18
43	Modeling and evaluating user behavior in exploratory visual analysis. Information Visualization, 2016, 15, 325-339.	1.2	18
44	Designing an Expressive Avatar of a Real Person. Lecture Notes in Computer Science, 2010, , 64-76.	1.0	16
45	Demonstrating Dilute-Tin Alloy SiGeSn for Use in Multijunction Photovoltaics: Single- and Multijunction Solar Cells With a 1.0-eV SiGeSn Junction. IEEE Journal of Photovoltaics, 2016, 6, 1025-1030.	1.5	15
46	The first functional demonstration of optical virtual concatenation as a technique for achieving Terabit networking. Future Generation Computer Systems, 2006, 22, 876-883.	4.9	13
47	Evaluating user behavior and strategy during visual exploration. , 2014, , .		13
48	Use of Simulation to Study Nursesâ€™ Acceptance and Nonacceptance of Clinical Decision Support Suggestions. CIN - Computers Informatics Nursing, 2015, 33, 465-472.	0.3	13
49	Development and Validation of a Virtual Human Vignette to Compare Nursesâ€™ Assessment and Intervention Choices for Pain in Critically Ill Children. Simulation in Healthcare, 2015, 10, 14-20.	0.7	13
50	Tele-Immersive Collaboration in the CAVE Research Network. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2001, , 225-243.	1.1	12
51	The Round Earth Project: deep learning in a collaborative virtual world. , 0, , .		11
52	Towards a dialogue system that supports rich visualizations of data. , 2016, , .		11
53	Expanding the porthole. , 2014, , .		10
54	BactoGeNIE: a large-scale comparative genome visualization for big displays. BMC Bioinformatics, 2015, 16, S6.	1.2	10

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55	Toward Meaningful Care Plan Clinical Decision Support. Nursing Research, 2017, 66, 388-398.	0.8	10
56	Acceptability of Clinical Decision Support Interface Prototypes for a Nursing Electronic Health Record to Facilitate Supportive Care Outcomes. International Journal of Nursing Knowledge, 2018, 29, 242-252.	0.4	10
57	The virtual mail system. , 0, , .		9
58	Mixed Presence Collaboration using Scalable Visualizations in Heterogeneous Display Spaces. , 2017, , .		9
59	Outcomes for End-of-Life Patients With Anticipatory Grieving. Journal of Hospice and Palliative Nursing, 2017, 19, 223-231.	0.5	9
60	Virtual Harlem [learning environment]. IEEE Computer Graphics and Applications, 2002, 22, 61-67.	1.0	8
61	Vol-a-Tile — A Tool for Interactive Exploration of Large Volumetric Data on Scalable Tiled Displays. , 0, , .		8
62	Evaluating a clinical decision support interface for end-of-life nurse care. , 2014, 2014, 1633-1638.		8
63	Learning science inquiry skills in a virtual field. Computers and Graphics, 2004, 28, 409-416.	1.4	7
64	Personal Varrier: Autostereoscopic virtual reality display for distributed scientific visualization. Future Generation Computer Systems, 2006, 22, 976-983.	4.9	7
65	Usage Patterns of Wideband Display Environments In e-Science Research, Development and Training. , 2019, , .		7
66	A comparative evaluation of the wearable augmented reality-based data presentation interface and traditional methods for data entry tasks. International Journal of Industrial Ergonomics, 2021, 86, 103190.	1.5	7
67	A Component-Based Evaluation Protocol for Clinical Decision Support Interfaces. Lecture Notes in Computer Science, 2013, 8012, 232-241.	1.0	7
68	Remote visualization of large scale data for ultra-high resolution display environments. , 2009, , .		6
69	Technologies for Virtual Reality/Tele-Immersion Applications: Issues of Research in Image Display and Global Networking. , 2001, , 137-159.		6
70	Design an interactive visualization system for core drilling expeditions using immersive empathic method. , 2009, , .		5
71	Scalable Visual Queries for Data Exploration on Large, High-Resolution 3D Displays. , 2012, , .		5
72	Understanding Transportation Accessibility of Metropolitan Chicago Through Interactive Visualization. , 2015, , .		5

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73	Adaptive Indexing in Very Large Databases. Journal of Database Management, 1995, 6, 4-13.	1.0	5
74	Effects of Head-locked Augmented Reality on Userâ€™s Performance and Perceived Workload. Proceedings of the Human Factors and Ergonomics Society, 2021, 65, 1094-1098.	0.2	5
75	Adaptive clustering of hypermedia documents. Information Systems, 1996, 21, 459-473.	2.4	4
76	LambdaBridge: A Scalable Architecture for Future Generation Terabit Applications. , 2006, , .		4
77	Withindows: A Framework for Transitional Desktop and Immersive User Interfaces. , 2008, , .		4
78	Chapter 2 Advances in Computer Displays. Advances in Computers, 2009, 77, 57-77.	1.2	4
79	Passing an Enhanced Turing Test â€“ Interacting with Lifelike Computer Representations of Specific Individuals. Journal of Intelligent Systems, 2013, 22, 365-415.	1.2	4
80	Improving sparse data movement performance using multiple paths on the Blue Gene/Q supercomputer. Parallel Computing, 2016, 51, 3-16.	1.3	4
81	Interactive Multi-Modal Display Spaces for Visual Analysis. , 2016, , .		4
82	Sandbox: scientists assessing necessary data based on experimentation. Interactions, 1995, 2, 34-45.	0.8	3
83	Multiway tele-immersion at Supercomputing 97. IEEE Computer Graphics and Applications, 1998, 18, 6-9.	1.0	3
84	Parallel processing and immersive visualization of sonar point clouds. , 2014, , .		3
85	Using Augmented Reality to Assist Seated Office Workersâ€™ Data Entry Tasks. , 2020, , .		3
86	Articulate. Advances in Data Mining and Database Management Book Series, 2014, , 218-235.	0.4	3
87	The OmegaDesk: Towards a Hybrid 2D and 3D Work Desk. Lecture Notes in Computer Science, 2011, , 13-23.	1.0	3
88	Modeling 3D scenes from video. Visual Computer, 1999, 15, 341-348.	2.5	2
89	First-person science inquiry in virtual ambient environments. , 2001, , .		2
90	Improving Communication Throughput by Multipath Load Balancing on Blue Gene/Q. , 2015, , .		2

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91	Bringing the Field into the Lab: Large-Scale Visualization of Animal Movement Trajectories within a Virtual Island. , 2019, , .		2
92	Poisson Reconstruction of Extreme Submersed Environments: The ENDURANCE Exploration of an Under-Ice Antarctic Lake. Lecture Notes in Computer Science, 2012, , 394-403.	1.0	2
93	CASPER: a hypermedia departmental information system. IEEE Transactions on Education, 1996, 39, 471-477.	2.0	1
94	Point-based VR visualization for large-scale mesh datasets by real-time remote computation. , 2006, , .		1
95	Multipath Load Balancing for M × N Communication Patterns on the Blue Gene/Q Supercomputer Interconnection Network. , 2015, , .		1
96	Multiuser-centered resource scheduling for collaborative display wall environments. Future Generation Computer Systems, 2015, 45, 162-175.	4.9	1
97	Many At Once: Capturing Intentions to Create And Use Many Views At Once In Large Display Environments. Computer Graphics Forum, 2020, 39, 229-240.	1.8	1
98	Visualization of Large-Scale Distributed Data. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 0, , 242-274.	0.5	1
99	VisSnippets: A Web-Based System for Impromptu Collaborative Data Exploration on Large Displays. , 2020, , .		1
100	Can Augmented Reality Assist Data Entry Task? A Preliminary Study. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 2113-2113.	0.2	1
101	The NICE project. , 1997, , .		0
102	Designing digital phenomenaria. , 2003, , .		0
103	'Field' work. , 2003, , .		0
104	CTS 2010 plenary speech: Adventures in the cyber-commons — A classroom for the playstation generation. , 2010, , .		0
105	CAVE2 documentary. , 2014, , .		0
106	A distributed graph approach for pre-processing linked RDF data using supercomputers. , 2017, , .		0
107	PolyVis: Cross-Device Framework for Collaborative Visual Data Analysis. , 2019, , .		0
108	Global tele-immersion at the Electronic Visualization Laboratory. , 1999, , .		0