

Andrew Johnson

List of Publications by Year in descending order

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108
papers

2,281
citations

279487

23
h-index

315357

38
g-index

109
all docs

109
docs citations

109
times ranked

2101
citing authors

#	ARTICLE	IF	CITATIONS
1	A comparative evaluation of the wearable augmented reality-based data presentation interface and traditional methods for data entry tasks. <i>International Journal of Industrial Ergonomics</i> , 2021, 86, 103190.	1.5	7
2	Effects of Head-locked Augmented Reality on User's Performance and Perceived Workload. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2021, 65, 1094-1098.	0.2	5
3	Many At Once: Capturing Intentions to Create And Use Many Views At Once In Large Display Environments. <i>Computer Graphics Forum</i> , 2020, 39, 229-240.	1.8	1
4	Using Augmented Reality to Assist Seated Office Workers' Data Entry Tasks. , 2020, , .		3
5	VisSnippets: A Web-Based System for Impromptu Collaborative Data Exploration on Large Displays. , 2020, , .		1
6	Can Augmented Reality Assist Data Entry Task? A Preliminary Study. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020, 64, 2113-2113.	0.2	1
7	Immersive Analytics Lessons From the Electronic Visualization Laboratory: A 25-Year Perspective. <i>IEEE Computer Graphics and Applications</i> , 2019, 39, 54-66.	1.0	24
8	Usage Patterns of Wideband Display Environments In e-Science Research, Development and Training. , 2019, , .		7
9	Bringing the Field into the Lab: Large-Scale Visualization of Animal Movement Trajectories within a Virtual Island. , 2019, , .		2
10	PolyVis: Cross-Device Framework for Collaborative Visual Data Analysis. , 2019, , .		0
11	Acceptability of Clinical Decision Support Interface Prototypes for a Nursing Electronic Health Record to Facilitate Supportive Care Outcomes. <i>International Journal of Nursing Knowledge</i> , 2018, 29, 242-252.	0.4	10
12	Mixed Presence Collaboration using Scalable Visualizations in Heterogeneous Display Spaces. , 2017, , .		9
13	A distributed graph approach for pre-processing linked RDF data using supercomputers. , 2017, , .		0
14	Toward Meaningful Care Plan Clinical Decision Support. <i>Nursing Research</i> , 2017, 66, 388-398.	0.8	10
15	Outcomes for End-of-Life Patients With Anticipatory Grieving. <i>Journal of Hospice and Palliative Nursing</i> , 2017, 19, 223-231.	0.5	9
16	Toward a More Robust and Efficient Usability Testing Method of Clinical Decision Support for Nurses Derived From Nursing Electronic Health Record Data. <i>International Journal of Nursing Knowledge</i> , 2017, 28, 211-218.	0.4	24
17	Interdisciplinary immersive analytics at the electronic visualization laboratory: Lessons learned and upcoming challenges. , 2016, , .		24
18	Modeling and evaluating user behavior in exploratory visual analysis. <i>Information Visualization</i> , 2016, 15, 325-339.	1.2	18

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19	Nurses' Numeracy and Graphical Literacy. <i>Journal of Nursing Care Quality</i> , 2016, 31, 124-130.	0.5	23
20	Demonstrating Dilute-Tin Alloy SiGeSn for Use in Multijunction Photovoltaics: Single- and Multijunction Solar Cells With a 1.0-eV SiGeSn Junction. <i>IEEE Journal of Photovoltaics</i> , 2016, 6, 1025-1030.	1.5	15
21	SAGE2: A collaboration portal for scalable resolution displays. <i>Future Generation Computer Systems</i> , 2016, 54, 296-305.	4.9	32
22	Improving sparse data movement performance using multiple paths on the Blue Gene/Q supercomputer. <i>Parallel Computing</i> , 2016, 51, 3-16.	1.3	4
23	Towards a dialogue system that supports rich visualizations of data. , 2016, , .		11
24	Interactive Multi-Modal Display Spaces for Visual Analysis. , 2016, , .		4
25	Understanding Transportation Accessibility of Metropolitan Chicago Through Interactive Visualization. , 2015, , .		5
26	BactoGeNIE: a large-scale comparative genome visualization for big displays. <i>BMC Bioinformatics</i> , 2015, 16, S6.	1.2	10
27	Use of Simulation to Study Nurses'™ Acceptance and Nonacceptance of Clinical Decision Support Suggestions. <i>CIN - Computers Informatics Nursing</i> , 2015, 33, 465-472.	0.3	13
28	Improving Communication Throughput by Multipath Load Balancing on Blue Gene/Q. , 2015, , .		2
29	Multipath Load Balancing for M × N Communication Patterns on the Blue Gene/Q Supercomputer Interconnection Network. , 2015, , .		1
30	PICU Nurses' Pain Assessments and Intervention Choices for Virtual Human and Written Vignettes. <i>Journal of Pediatric Nursing</i> , 2015, 30, 580-590.	0.7	20
31	Development and Validation of a Virtual Human Vignette to Compare Nurses'™ Assessment and Intervention Choices for Pain in Critically Ill Children. <i>Simulation in Healthcare</i> , 2015, 10, 14-20.	0.7	13
32	Effects of Display Size and Resolution on User Behavior and Insight Acquisition in Visual Exploration. , 2015, , .		43
33	Genome-wide association study of kidney function decline in individuals of European descent. <i>Kidney International</i> , 2015, 87, 1017-1029.	2.6	113
34	Multiuser-centered resource scheduling for collaborative display wall environments. <i>Future Generation Computer Systems</i> , 2015, 45, 162-175.	4.9	1
35	3D evaluation of palatal rugae for human identification using digital study models. <i>Journal of Forensic Dental Sciences</i> , 2015, 7, 244.	0.4	36
36	Evaluating a clinical decision support interface for end-of-life nurse care. , 2014, 2014, 1633-1638.		8

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37	Expanding the porthole. , 2014, , .		10
38	The health bar. , 2014, , .		24
39	Evaluating user behavior and strategy during visual exploration. , 2014, , .		13
40	Omegalib: A multi-view application framework for hybrid reality display environments. , 2014, , .		23
41	CAVE2 documentary. , 2014, , .		0
42	SAGE2: A New Approach for Data Intensive Collaboration Using Scalable Resolution Shared Displays. , 2014, , .		77
43	Parallel processing and immersive visualization of sonar point clouds. , 2014, , .		3
44	Articulate. Advances in Data Mining and Database Management Book Series, 2014, , 218-235.	0.4	3
45	Scalable Resolution Display Walls. Proceedings of the IEEE, 2013, 101, 115-129.	16.4	30
46	Data Mining Nursing Care Plans of End-of-Life Patients: A Study to Improve Healthcare Decision Making. International Journal of Nursing Knowledge, 2013, 24, 15-24.	0.4	43
47	Visualizing Large, Heterogeneous Data in Hybrid-Reality Environments. IEEE Computer Graphics and Applications, 2013, 33, 38-48.	1.0	71
48	CAVE2: a hybrid reality environment for immersive simulation and information analysis. Proceedings of SPIE, 2013, , .	0.8	93
49	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
50	Passing an Enhanced Turing Test “ Interacting with Lifelike Computer Representations of Specific Individuals. Journal of Intelligent Systems, 2013, 22, 365-415.	1.2	4
51	A Component-Based Evaluation Protocol for Clinical Decision Support Interfaces. Lecture Notes in Computer Science, 2013, 8012, 232-241.	1.0	7
52	Scalable Visual Queries for Data Exploration on Large, High-Resolution 3D Displays. , 2012, , .		5
53	The Reproducibility of 31-Phosphorus MRS Measures of Muscle Energetics at 3 Tesla in Trained Men. PLoS ONE, 2012, 7, e37237.	1.1	27
54	Maintaining a Consistent Big Picture: Meaningful Use of a Web-based POC EHR System. International Journal of Nursing Knowledge, 2012, 23, 119-133.	0.4	37

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55	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
56	Visualizing the Evolution of Community Structures in Dynamic Social Networks. Computer Graphics Forum, 2011, 30, 1061-1070.	1.8	61
57	The future of the CAVE. Open Engineering, 2011, 1, .	0.7	62
58	Enabling multi-user interaction in large high-resolution distributed environments. Future Generation Computer Systems, 2011, 27, 914-923.	4.9	19
59	The OmegaDesk: Towards a Hybrid 2D and 3D Work Desk. Lecture Notes in Computer Science, 2011, , 13-23.	1.0	3
60	Articulate: A Semi-automated Model for Translating Natural Language Queries into Meaningful Visualizations. Lecture Notes in Computer Science, 2010, , 184-195.	1.0	44
61	Ultrascale Collaborative Visualization Using a Display-Rich Global Cyberinfrastructure. IEEE Computer Graphics and Applications, 2010, 30, 71-83.	1.0	27
62	CTS 2010 plenary speech: Adventures in the cyber-commons — A classroom for the playstation generation. , 2010, , .		0
63	Designing an Expressive Avatar of a Real Person. Lecture Notes in Computer Science, 2010, , 64-76.	1.0	16
64	Remote visualization of large scale data for ultra-high resolution display environments. , 2009, , .		6
65	Design an interactive visualization system for core drilling expeditions using immersive empathic method. , 2009, , .		5
66	Enabling high resolution collaborative visualization in display rich virtual organizations. Future Generation Computer Systems, 2009, 25, 161-168.	4.9	26
67	Planetary-Scale Terrain Composition. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 719-733.	2.9	18
68	Chapter 2 Advances in Computer Displays. Advances in Computers, 2009, 77, 57-77.	1.2	4
69	Withindows: A Framework for Transitional Desktop and Immersive User Interfaces. , 2008, , .		4
70	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
71	LambdaBridge: A Scalable Architecture for Future Generation Terabit Applications. , 2006, , .		4
72	High-Performance Dynamic Graphics Streaming for Scalable Adaptive Graphics Environment. , 2006, , .		45

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73	GeoWall: Stereoscopic visualization for geoscience research and education. IEEE Computer Graphics and Applications, 2006, 26, 10-14.	1.0	51
74	Personal Varrier: Autostereoscopic virtual reality display for distributed scientific visualization. Future Generation Computer Systems, 2006, 22, 976-983.	4.9	7
75	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
76	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
77	Grid applications--High-performance dynamic graphics streaming for scalable adaptive graphics environment. , 2006, , .		63
78	Point-based VR visualization for large-scale mesh datasets by real-time remote computation. , 2006, , .		1
79	Designing cranial implants in a haptic augmented reality environment. Communications of the ACM, 2004, 47, 32-38.	3.3	39
80	Learning science inquiry skills in a virtual field. Computers and Graphics, 2004, 28, 409-416.	1.4	7
81	Designing digital phenomenaria. , 2003, , .		0
82	'Field' work. , 2003, , .		0
83	Virtual Harlem [learning environment]. IEEE Computer Graphics and Applications, 2002, 22, 61-67.	1.0	8
84	First-person science inquiry in virtual ambient environments. , 2001, , .		2
85	Technologies for Virtual Reality/Tele-Immersion Applications: Issues of Research in Image Display and Global Networking. , 2001, , 137-159.		6
86	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
87	CAVERNsoft G2. , 2000, , .		45
88	Bridging strategies for VR-based learning. , 1999, , .		21
89	Learning and Building Together in an Immersive Virtual World. Presence: Teleoperators and Virtual Environments, 1999, 8, 247-263.	0.3	187
90	Modeling 3D scenes from video. Visual Computer, 1999, 15, 341-348.	2.5	2

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91	Visualization in teleimmersive environments. Computer, 1999, 32, 66-73.	1.2	27
92	The Round Earth Project-collaborative VR for conceptual learning. IEEE Computer Graphics and Applications, 1999, 19, 60-69.	1.0	48
93	A review of tele-immersive applications in the CAVE research network. , 1999, , .		50
94	Global tele-immersion at the Electronic Visualization Laboratory. , 1999, , .		0
95	Multiway tele-immersion at Supercomputing 97. IEEE Computer Graphics and Applications, 1998, 18, 6-9.	1.0	3
96	The NICE project. , 1997, , .		0
97	Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments. , 1997, , .		25
98	NICE. Computer Graphics, 1997, 31, 62-63.	0.1	58
99	Supporting transcontinental collaborative work in persistent virtual environments. IEEE Computer Graphics and Applications, 1996, 16, 47-51.	1.0	41
100	Adaptive clustering of hypermedia documents. Information Systems, 1996, 21, 459-473.	2.4	4
101	CASPER: a hypermedia departmental information system. IEEE Transactions on Education, 1996, 39, 471-477.	2.0	1
102	Sandbox: scientists assessing necessary data based on experimentation. Interactions, 1995, 2, 34-45.	0.8	3
103	Adaptive Indexing in Very Large Databases. Journal of Database Management, 1995, 6, 4-13.	1.0	5
104	The NICE project: learning together in a virtual world. , 0, , .		66
105	The Round Earth Project: deep learning in a collaborative virtual world. , 0, , .		11
106	The virtual mail system. , 0, , .		9
107	Vol-a-Tile — A Tool for Interactive Exploration of Large Volumetric Data on Scalable Tiled Displays. , 0, , .		8
108	Visualization of Large-Scale Distributed Data. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 0, , 242-274.	0.5	1