

Ezequiel Zorzal

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2844529/publications.pdf>

Version: 2024-02-01

23
papers

298
citations

1684188

5
h-index

1199594

12
g-index

24
all docs

24
docs citations

24
times ranked

214
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey of industrial augmented reality. Computers and Industrial Engineering, 2020, 139, 106159.	6.3	170
2	Anatomy Studio: A tool for virtual dissection through augmented 3D reconstruction. Computers and Graphics, 2019, 85, 74-84.	2.5	21
3	Laparoscopy with augmented reality adaptations. Journal of Biomedical Informatics, 2020, 107, 103463.	4.3	20
4	An immersive educational tool for dental implant placement: A study on user acceptance. International Journal of Medical Informatics, 2021, 146, 104342.	3.3	18
5	Mobile augmented reality to support fuselage assembly. Computers and Industrial Engineering, 2020, 148, 106712.	6.3	15
6	Augmented Reality Applied to Health Education. , 2013, , .		10
7	Usability, acceptance, and educational usefulness study of a new haptic operative dentistry virtual reality simulator. Computer Methods and Programs in Biomedicine, 2022, 221, 106831.	4.7	8
8	A dynamical model for community detection in complex networks. , 2013, , .		6
9	Case Studies on the Development of Games Using Augmented Reality. , 2006, , .		5
10	An Augmented Reality Review on Production Environments. , 2018, , .		5
11	Towards augmented reality for corporate training. Interactive Learning Environments, 2023, 31, 2305-2323.	6.4	4
12	Mobile apps for the treatment of diabetes patients: a systematic review. Research on Biomedical Engineering, 2021, 37, 273-288.	2.2	3
13	Development of Adaptive Information Visualization Systems with Augmented Reality. , 2014, , .		2
14	Using Augmented Reality to overlapping information in live airport cameras. , 2017, , .		2
15	Aplicação de Jogos Educacionais com Realidade Aumentada. Renote, 2008, 6, .	0.1	2
16	Desafios e Aplicações da Realidade Aumentada Móvel na Educação. Renote, 2018, 16, .	0.1	2
17	Uso da Realidade Aumentada e gamificação para apoiar o ensino de eletroeletrônica. Revista De Estudos E Pesquisas Sobre Ensino Tecnológico, 0, 7, e166921.	0.1	1
18	Use of serious games in medicine: a literature revision. Research, Society and Development, 2021, 10, e480101624208.	0.1	1

#	ARTICLE	IF	CITATIONS
19	Use of information visualization and adaptive hypermedia techniques on content portals. , 2012, , .		0
20	A Tool for Collaborative Anatomical Dissection. Human-computer Interaction Series, 2021, , 41-58.	0.6	0
21	Gamificação e realidade aumentada em processos de ensino-aprendizagem: uma revisão sistemática da literatura. Cadernos De Educação, Tecnologia E Sociedade, 2021, 14, 262-274.	0.1	0
22	ARPenalty Jogo Colaborativo com Realidade Aumentada. Revista Eletrônica Teccen, 2016, 3, 47.	0.1	0
23	PlanetARio “ Uso da Real idade Aumentada para Apoiar o Ensino do Sistema Solar. Renote, 2018, 16, .	0.1	0