

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

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1199594

12
g-index

24
all docs

24
docs citations

24
times ranked

214
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards augmented reality for corporate training. <i>Interactive Learning Environments</i> , 2023, 31, 2305-2323.	6.4	4
2	Usability, acceptance, and educational usefulness study of a new haptic operative dentistry virtual reality simulator. <i>Computer Methods and Programs in Biomedicine</i> , 2022, 221, 106831.	4.7	8
3	An immersive educational tool for dental implant placement: A study on user acceptance. <i>International Journal of Medical Informatics</i> , 2021, 146, 104342.	3.3	18
4	A Tool for Collaborative Anatomical Dissection. <i>Human-computer Interaction Series</i> , 2021, , 41-58.	0.6	0
5	Mobile apps for the treatment of diabetes patients: a systematic review. <i>Research on Biomedical Engineering</i> , 2021, 37, 273-288.	2.2	3
6	Gamificação e realidade aumentada em processos de ensino-aprendizagem: uma revisão sistemática da literatura. <i>Cadernos De Educação, Tecnologia E Sociedade</i> , 2021, 14, 262-274.	0.1	0
7	Use of serious games in medicine: a literature revision. <i>Research, Society and Development</i> , 2021, 10, e480101624208.	0.1	1
8	A survey of industrial augmented reality. <i>Computers and Industrial Engineering</i> , 2020, 139, 106159.	6.3	170
9	Mobile augmented reality to support fuselage assembly. <i>Computers and Industrial Engineering</i> , 2020, 148, 106712.	6.3	15
10	Laparoscopy with augmented reality adaptations. <i>Journal of Biomedical Informatics</i> , 2020, 107, 103463.	4.3	20
11	Anatomy Studio: A tool for virtual dissection through augmented 3D reconstruction. <i>Computers and Graphics</i> , 2019, 85, 74-84.	2.5	21
12	An Augmented Reality Review on Production Environments. , 2018, , .		5
13	Desafios e Aplicações da Realidade Aumentada Móvel na Educação. <i>Renote</i> , 2018, 16, .	0.1	2
14	PlanetARio – Uso da Realidade Aumentada para Apoiar o Ensino do Sistema Solar. <i>Renote</i> , 2018, 16, .	0.1	0
15	Using Augmented Reality to overlapping information in live airport cameras. , 2017, , .		2
16	ARPenalty Jogo Colaborativo com Realidade Aumentada. <i>Revista Eletrônica Teccen</i> , 2016, 3, 47.	0.1	0
17	Development of Adaptive Information Visualization Systems with Augmented Reality. , 2014, , .		2
18	A dynamical model for community detection in complex networks. , 2013, , .		6

#	ARTICLE	IF	CITATIONS
19	Augmented Reality Applied to Health Education. , 2013, , .		10
20	Use of information visualization and adaptive hypermedia techniques on content portals. , 2012, , .		0
21	AplicaÃ§Ã£o de Jogos Educacionais com Realidade Aumentada. Renote, 2008, 6, .	0.1	2
22	Case Studies on the Development of Games Using Augmented Reality. , 2006, , .		5
23	Uso da Realidade Aumentada e gamificaÃ§Ã£o para apoiar o ensino de eletroeletrÃ³nica. Revista De Estudos E Pesquisas Sobre Ensino TecnolÃ³gico, 0, 7, e166921.	0.1	1