Patrik Holt

List of Publications by Year
in descending order

18 papers	**133** citations	1684188 **5** h-index	1372567 **10** g-index
18 all docs	**18** docs citations	**18** times ranked	**121** citing authors

#	Article	IF	Citations
1	Human Error Control Processes with Cognitive Modelling in Telehealth. International Journal of Computer & Software Engineering, 2016, 1, .	0.4	0
2	The Cognitive Benefit of Dynamic Representations on Procedural Skill Acquisition: A Computational Modeling Approach. International Journal of Human-Computer Interaction, 2014, 30, 250-265.	4.8	1
3	You have e-mail, what happens next? Tracking the eyes for genre. Information Processing and Management, 2014, 50, 175-198.	8.6	11
4	The cognitive benefits of dynamic representations in the acquisition of spatial navigation skills. Computers in Human Behavior, 2014, 30, 238-248.	8.5	13
5	Domain expertise and the effectiveness of dynamic simulator interfaces in the acquisition of procedural motor skills. British Journal of Educational Technology, 2013, 44, 810-820.	6.3	5
6	Effect of Interface Dynamism on Learning Procedural Motor Skills. Interacting With Computers, 2013, 25, 259-269.	1.5	5
7	Looking for genre. , 2012, , .		2
8	User interface design for situation-aware decision support systems. , 2012, , .		7
9	Case-based situation awareness. , 2012, , .		13
10	Situation awareness in context-aware case-based decision support. , 2011, , .		13
11	Perceiving and Using Genre by Form â€" An Eye-Tracking Study. Libri, 2010, 60, .	0.8	3
12	Evolving interface designs to minimize user task times as simulated in a cognitive architecture. , 2010, , .		0
13	Automatic 3D Facial Model and Texture Reconstruction from Range Scans. Lecture Notes in Computer Science, 2010, , 260-269.	1.3	0
14	An innovative approach to facilities management in the workplace design brief. Facilities, 2005, 23, 343-355.	1.6	5
15	Wearable augmented virtual reality for enhancing information delivery in high precision defence assembly: an engineering case study. Virtual Reality, 2005, 8, 177-184.	6.1	14
16	Immersive Virtual Reality In Cable and Pipe Routing: Design Metaphors and Cognitive Ergonomics. Journal of Computing and Information Science in Engineering, 2004, 4, 161-170.	2.7	37
17	Making connections: the logical structuring of hypertext documents. Instructional Science, 1992, 21, 169-181.	2.0	3
18	ENGINEERING WRITTEN STYLE. Computer Assisted Language Learning, 1990, 2, 27-35.	7.1	1