Frederic Segonds

List of Publications by Year
in descending order

41 papers	658 citations	759233 12 h-index	610901 24 g-index
41 all docs	41 docs citations	41 times ranked	454 citing authors

#	Article	IF	Citations
1	CACDA: A knowledge graph for a context-aware cognitive design assistant. Computers in Industry, 2021, 125, 103377.	9.9	28
2	Augmented Design with Additive Manufacturing Methodology: Tangible Object-Based Method to Enhance Creativity in Design for Additive Manufacturing. 3D Printing and Additive Manufacturing, 2021, 8, 281-292.	2.9	5
3	Electromagnetic performance of Ti6Al4V and AlSi7Mg0.6 waveguides with laser beam melting (LBM) produced and abrasive flow machining (AFM) finished internal surfaces. Journal of Electromagnetic Waves and Applications, 2021, 35, 2510-2526.	1.6	5
4	Key issues for a manufacturing data query system based on graph. International Journal on Interactive Design and Manufacturing, 2021, 15, 397-407.	2.2	2
5	i-Dataquest: A heterogeneous information retrieval tool using data graph for the manufacturing industry. Computers in Industry, 2021, 132, 103527.	9.9	7
6	Context-aware cognitive design assistant: Implementation and study of design rules recommendations. Advanced Engineering Informatics, 2021, 50, 101419.	8.0	3
7	G-DfAM: a methodological proposal of generative design for additive manufacturing in the automotive industry. International Journal on Interactive Design and Manufacturing, 2020, 14, 875-886.	2.2	42
8	i-DATAQUEST: A Proposal for a Manufacturing Data Query System Based on a Graph. IFIP Advances in Information and Communication Technology, 2020, , 227-238.	0.7	1
9	Knowledge Graph of Design Rules for a Context-Aware Cognitive Design Assistant. IFIP Advances in Information and Communication Technology, 2020, , 334-344.	0.7	3
10	HESAM: A Human cEntered Sustainable Additive Manufacturing Tool for Early Design Stages. Computer-Aided Design and Applications, 2020, 18, 258-271.	0.6	2
11	Improving resources consumption of additive manufacturing use during early design stages: a case study. International Journal of Sustainable Engineering, 2019, 12, 365-375.	3.5	14
12	Toward a customized multicriterion tool for product evaluation in the early design phases: the CMDET methodology. International Journal on Interactive Design and Manufacturing, 2019, 13, 981-993.	2.2	3
13	Design for additive manufacturing (DfAM) methodologies: a proposal to foster the design of microwave waveguide components. Virtual and Physical Prototyping, 2019, 14, 175-187.	10.4	17
14	A Property Graph Data Model for a Context-Aware Design Assistant. IFIP Advances in Information and Communication Technology, 2019, , 181-190.	0.7	9
15	Selection method for multiple performances evaluation during early design stages. Procedia CIRP, 2018, 70, 204-210.	1.9	3
16	Design in context of use: An experiment with a multi-view and multi-representation system for collaborative design. Computers in Industry, 2018, 103, 28-37.	9.9	9
17	Design By Additive Manufacturing: an application in aeronautics and defence. Virtual and Physical Prototyping, 2018, 13, 237-245.	10.4	27
18	Multi-user interface for co-located real-time work with digital mock-up: a way to foster collaboration?. International Journal on Interactive Design and Manufacturing, 2017, 11, 609-621.	2.2	5

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19	Towards additive manufacturing of intermediate objects (AMIO) for concepts generation. International Journal on Interactive Design and Manufacturing, 2017, 11, 301-315.	2.2	15
20	A methodological proposal to link Design with Additive Manufacturing to environmental considerations in the Early Design Stages. International Journal on Interactive Design and Manufacturing, 2017, 11, 799-812.	2.2	12
21	Design for Additive Manufacturing: Supporting Intrinsic-Motivated Creativity. , 2017, , 99-116.		7
22	Social identity cues to improve creativity and identification in face-to-face and virtual groups. Computers in Human Behavior, 2017, 77, 140-147.	8.5	42
23	A framework for manufacturing execution system deployment in an advanced additive manufacturing process. International Journal of Product Lifecycle Management, 2017, 10, 1.	0.3	6
24	PLM and early stages collaboration in interactive design, a case study in the glass industry. International Journal on Interactive Design and Manufacturing, 2016, 10, 95-104.	2.2	26
25	Requirement mining for model-based product design. International Journal of Product Lifecycle Management, 2016, 9, 305.	0.3	8
26	Using avatars to tailor ideation process to innovation strategy. Cognition, Technology and Work, 2016, 18, 583-594.	3.0	34
27	A Proposal of Manufacturing Execution System Integration in Design for Additive Manufacturing. IFIP Advances in Information and Communication Technology, 2016, , 761-770.	0.7	3
28	Avatar-mediated creativity: When embodying inventors makes engineers more creative. Computers in Human Behavior, 2016, 61, 165-175.	8.5	108
29	Natural Language Processing of Requirements for Model-Based Product Design with ENOVIA/CATIA V6. IFIP Advances in Information and Communication Technology, 2016, , 205-215.	0.7	4
30	Scientometric Study of Product Lifecycle Management International Conferences: A Decade Overview. IFIP Advances in Information and Communication Technology, 2016, , 672-683.	0.7	4
31	Requirement mining for model-based product design. International Journal of Product Lifecycle Management, 2016, 9, 305.	0.3	1
32	An illustrated glossary of ambiguous PLM terms used in discrete manufacturing. International Journal of Product Lifecycle Management, 2015, 8, 142.	0.3	16
33	Didactic Study of a Learning Game to Teach Mechanical Engineering. Procedia Engineering, 2015, 132, 242-250.	1.2	10
34	Assembly Based Methods to Support Product Innovation in Design for Additive Manufacturing: An Exploratory Case Study. Journal of Mechanical Design, Transactions of the ASME, 2015, 137, .	2.9	132
35	Proposition of a PLM tool to support textile design: A case study applied to the definition of the early stages of design requirements. Computers in Industry, 2015, 66, 21-30.	9.9	11
36	A Collaborative Requirement Mining Framework to Support OEMs. Lecture Notes in Computer Science, 2015, , 105-114.	1.3	1

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37	Early stages of apparel design: how to define collaborative needs for PLM and fashion?. International Journal of Fashion Design, Technology and Education, 2014, 7, 105-114.	1.6	17
38	Proposition of Ergonomic Guidelines to Improve Usability of PLM Systems Interfaces. IFIP Advances in Information and Communication Technology, 2013, , 530-539.	0.7	3
39	PLM and architectural rehabilitation: a framework to improve collaboration in the early stages of design. International Journal of Product Lifecycle Management, 2012, 6, 1.	0.3	4
40	Collaborative Design Tools: A Comparison between Free Software and PLM Solutions in Engineering Education. International Federation for Information Processing, 2012, , 547-558.	0.4	9
41	Bolted Joints Disassembly: A Field Study for Thermal Influence on Large Diameters. Applied Mechanics and Materials, 0, 248, 527-532.	0.2	0