

Feiyu Lu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3324527/publications.pdf>

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19
papers

239
citations

1937685

4
h-index

2272923

4
g-index

20
all docs

20
docs citations

20
times ranked

114
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating the effects of collaboration and competition in navigation tasks and spatial knowledge acquisition within virtual reality environments. <i>Future Generation Computer Systems</i> , 2019, 95, 855-866.	7.5	39
2	Glanceable AR: Evaluating Information Access Methods for Head-Worn Augmented Reality. , 2020, , .		36
3	User-elicited dual-hand interactions for manipulating 3D objects in virtual reality environments. <i>Human-centric Computing and Information Sciences</i> , 2018, 8, .	6.1	27
4	Evaluating the Potential of Glanceable AR Interfaces for Authentic Everyday Uses. , 2021, , .		23
5	Gaze Direction Visualization Techniques for Collaborative Wide-Area Model-Free Augmented Reality. , 2019, , .		15
6	Effect of Collaboration Mode and Position Arrangement on Immersive Analytics Tasks in Virtual Reality: A Pilot Study. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 10473.	2.5	14
7	Evaluating Engagement Level and Analytical Support of Interactive Visualizations in Virtual Reality Environments. , 2018, , .		12
8	Exploring Spatial UI Transition Mechanisms with Head-Worn Augmented Reality. , 2022, , .		12
9	VRMController. , 2016, , .		11
10	Collaborative behavior, performance and engagement with visual analytics tasks using mobile devices. <i>Human-centric Computing and Information Sciences</i> , 2020, 10, .	6.1	7
11	Validating the Benefits of Glanceable and Context-Aware Augmented Reality for Everyday Information Access Tasks. , 2022, , .		7
12	Occlusion Management Techniques for Everyday Glanceable AR Interfaces. , 2020, , .		6
13	Clean the Ocean: An Immersive VR Experience Proposing New Modifications to Go-Go and WiM Techniques. , 2022, , .		6
14	[DC] Glanceable AR: Towards an Always-on Augmented Reality Future. , 2021, , .		5
15	Fantastic Voyage 2021: Using Interactive VR Storytelling to Explain Targeted COVID-19 Vaccine Delivery to Antigen-presenting Cells. , 2021, , .		2
16	Save the Space Elevator: An Escape Room Scenario Involving Passive Haptics in Mixed Reality. , 2019, , .		1
17	Enhanced Geometric Techniques for Point Marking in Model-Free Augmented Reality. , 2019, , .		1
18	Glanceable AR: Evaluating Information Access Methods for Head-Worn Augmented Reality. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
19	Get the job! An immersive simulation of sensory overload. , 2020, , .		0