

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	Clean the Ocean: An Immersive VR Experience Proposing New Modifications to Go-Go and WiM Techniques. , 2022, , .		6
2	Validating the Benefits of Glanceable and Context-Aware Augmented Reality for Everyday Information Access Tasks. , 2022, , .		7
3	Exploring Spatial UI Transition Mechanisms with Head-Worn Augmented Reality. , 2022, , .		12
4	Fantastic Voyage 2021: Using Interactive VR Storytelling to Explain Targeted COVID-19 Vaccine Delivery to Antigen-presenting Cells. , 2021, , .		2
5	Evaluating the Potential of Glanceable AR Interfaces for Authentic Everyday Uses. , 2021, , .		23
6	[DC] Glanceable AR: Towards an Always-on Augmented Reality Future. , 2021, , .		5
7	Effect of Collaboration Mode and Position Arrangement on Immersive Analytics Tasks in Virtual Reality: A Pilot Study. Applied Sciences (Switzerland), 2021, 11, 10473.	2.5	14
8	Glanceable AR: Evaluating Information Access Methods for Head-Worn Augmented Reality. , 2020, , .		36
9	Occlusion Management Techniques for Everyday Glanceable AR Interfaces. , 2020, , .		6
10	Glanceable AR: Evaluating Information Access Methods for Head-Worn Augmented Reality. , 2020, , .		1
11	Get the job! An immersive simulation of sensory overload. , 2020, , .		0
12	Collaborative behavior, performance and engagement with visual analytics tasks using mobile devices. Human-centric Computing and Information Sciences, 2020, 10, .	6.1	7
13	Save the Space Elevator: An Escape Room Scenario Involving Passive Haptics in Mixed Reality. , 2019, , .		1
14	Enhanced Geometric Techniques for Point Marking in Model-Free Augmented Reality. , 2019, , .		1
15	Evaluating the effects of collaboration and competition in navigation tasks and spatial knowledge acquisition within virtual reality environments. Future Generation Computer Systems, 2019, 95, 855-866.	7.5	39
16	Gaze Direction Visualization Techniques for Collaborative Wide-Area Model-Free Augmented Reality. , 2019, , .		15
17	Evaluating Engagement Level and Analytical Support of Interactive Visualizations in Virtual Reality Environments. , 2018, , .		12
18	User-elicited dual-hand interactions for manipulating 3D objects in virtual reality environments. Human-centric Computing and Information Sciences, 2018, 8, .	6.1	27

#	ARTICLE	IF	CITATIONS
19	VRMController. , 2016, , .		11