Goshiro Yamamoto

List of Publications by Year
in descending order

46 papers	751 citations	1039406 9 h-index	552369 26 g-index
48 all docs	48 docs citations	48 times ranked	707 citing authors

#	Article	IF	Citations
1	Integrating Preprocessing Operations into Deep Learning Model: Case Study of Posttreatment Visual Acuity Prediction. Advanced Biomedical Engineering, 2022, 11, 16-24.	0.4	1
2	Recognition of Instrument Passing and Group Attention for Understanding Intraoperative State of Surgical Team. Advanced Biomedical Engineering, 2022, 11, 37-47.	0.4	1
3	Data Processing Model for Compliance with International Medical Research Data Processing Rules. Advanced Biomedical Engineering, 2022, 11, 48-57.	0.4	1
4	Robust Reflectance Estimation for Projection-Based Appearance Control in a Dynamic Light Environment. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2041-2055.	2.9	4
5	Promoting Physical Activity in Japanese Older Adults Using a Social Pervasive Game: Randomized Controlled Trial. JMIR Serious Games, 2021, 9, e16458.	1.7	8
6	Study of Sharing Patient Information by Nurses Between Inpatient and Outpatient Wards in Japan. Studies in Health Technology and Informatics, 2021, 284, 447-449.	0.2	0
7	Preoperative vascular mapping for anterolateral thigh flap surgeries: A clinical trial of photoacoustic tomography imaging. Microsurgery, 2020, 40, 324-330.	0.6	23
8	Illusory light: Perceptual appearance control using a projection-induced illusion. Computers and Graphics, 2020, 91, 129-140.	1.4	3
9	Deep Learning Model to Predict Postoperative Visual Acuity from Preoperative Multimedia Ophthalmic Data. Advanced Biomedical Engineering, 2020, 9, 241-248.	0.4	3
10	Towards a Medical Oriented Social Network Service: Analysis of Instant Messaging Communication among Emergency Physicians. Advanced Biomedical Engineering, 2020, 9, 35-42.	0.4	1
11	Toward Design of an Agent-based Writing Support System for the SOAP Note: A Content Analysis of the Video-based Survey. Advanced Biomedical Engineering, 2020, 9, 146-153.	0.4	1
12	Pervasive game design to evaluate social interaction effects on levels of physical activity among older adults. Journal of Rehabilitation and Assistive Technologies Engineering, 2019, 6, 205566831984444.	0.6	15
13	Understanding the EMR-Related Experiences of Pregnant Japanese Women to Redesign Antenatal Care EMR Systems. Informatics, 2019, 6, 15.	2.4	5
14	Graph databases for openEHR clinical repositories. International Journal of Computational Science and Engineering, 2019, 20, 281.	0.4	7
15	Design Elements of Pervasive Games for Elderly Players: A Social Interaction Study Case. Lecture Notes in Computer Science, 2019, , 204-215.	1.0	2
16	Designing Pervasive Social Interaction Mechanics for Elderly Players: A Multicultural Study Case. Smart Innovation, Systems and Technologies, 2019, , 293-303.	0.5	4
17	Understanding the Situated Roles of Electronic Medical Record Systems to Enable Redesign: Mixed Methods Study. JMIR Human Factors, 2019, 6, e13812.	1.0	7
18	Effects of Social Interaction Mechanics in Pervasive Games on the Physical Activity Levels of Older Adults: Quasi-Experimental Study. JMIR Serious Games, 2019, 7, e13962.	1.7	21

#	Article	IF	Citations
19	Light Projection-Induced Illusion for Controlling Object Color. , 2018, , .		2
20	Exergame Experience of Young and Old Individuals Under Different Difficulty Adjustment Methods. Computers, 2018, 7, 59.	2.1	5
21	Designing an Authorization System Based on Patient Privacy Preferences in Japan. Studies in Health Technology and Informatics, 2018, 247, 71-75.	0.2	1
22	Understanding the Roles of EMR Systems in Japanese Antenatal Care Settings. Studies in Health Technology and Informatics, 2018, 251, 257-260.	0.2	1
23	Evaluating the effect of positional head-tracking on task performance in 3D modeling user interfaces. Computers and Graphics, 2017, 65, 22-30.	1.4	1
24	Imperceptible On-Screen Markers for Mobile Interaction on Public Large Displays. IEICE Transactions on Information and Systems, 2017, E100.D, 2027-2036.	0.4	5
25	EyeAR: Refocusable Augmented Reality Content through Eye Measurements. Multimodal Technologies and Interaction, 2017, 1, 22.	1.7	5
26	[Paper] Design of Assistive Tabletop Projector-Camera System for the Elderly with Cognitive and Motor Skill Impairments. ITE Transactions on Media Technology and Applications, 2017, 5, 57-66.	0.3	4
27	Authenticating Unknown Doctors for Access to EHRs Based on Societal Trust. Studies in Health Technology and Informatics, 2017, 245, 1308.	0.2	1
28	Appearance control in dynamic light environments with a projector-camera system. , 2016, , .		3
29	SlidAR: A 3D positioning method for SLAM-based handheld augmented reality. Computers and Graphics, 2016, 55, 33-43.	1.4	48
30	Augmented reality as multimedia: the case for situated vocabulary learning. Research and Practice in Technology Enhanced Learning, 2016, 11, 4.	1.9	124
31	Exploring legibility of augmented reality X-ray. Multimedia Tools and Applications, 2016, 75, 9563-9585.	2.6	8
32	Toward Standard Usability Questionnaires for Handheld Augmented Reality. IEEE Computer Graphics and Applications, 2015, 35, 66-75.	1.0	31
33	Conceptual design and implementation of Indicator-based Smart Glasses: A navigational device for remote assistance of senior citizens suffering from memory loss. , 2015, , .		6
34	Geometrically-Correct Projection-Based Texture Mapping onto a Deformable Object. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 540-549.	2.9	26
35	Camera pose estimation under dynamic intrinsic parameter change for augmented reality. Computers and Graphics, 2014, 44, 11-19.	1.4	25
36	Augmented Reality Learning Experiences: Survey of Prototype Design and Evaluation. IEEE Transactions on Learning Technologies, 2014, 7, 38-56.	2.2	302

#	Article	IF	Citations
37	Path Expression-based Smoothing of Query Likelihood Model for XML Element Retrieval. , 2013, , .		1
38	A laser projection-based tele-guidance system embedded on a mobility aid. , 2013, , .		1
39	Authoring Augmented Reality Learning Experiences as Learning Objects. , 2013, , .		13
40	Augmented Reality X-Ray Interaction in K-12 Education: Theory, Student Perception and Teacher Evaluation. , 2013, , .		8
41	Fast incremental indexing with effective and efficient searching in XML element retrieval. International Journal of Web Information Systems, 2013, 9, 142-164.	1.3	4
42	Augmented prototyping of 3D rigid curved surfaces. , 2012, , .		1
43	User interaction in smart ambient environment targeted for senior citizen. Medical and Biological Engineering and Computing, 2012, 50, 1119-1126.	1.6	11
44	Visualization of geometric properties of flexible objects for form designing. , 2011, , .		0
45	PiTaSu: wearable interface for assisting senior citizens with memory problems. International Journal on Disability and Human Development, 2011, 10, .	0.2	7
46	Visualization of geometric properties of flexible objects for form designing. , 2011, , .		0