

Luis A Hernández-Ibañez

List of Publications by Year in descending order

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Version: 2024-02-01

24
papers

87
citations

1683354

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1719596

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g-index

26
all docs

26
docs citations

26
times ranked

69
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating user experience in joint activities between schools and museums in virtual worlds. <i>Universal Access in the Information Society</i> , 2015, 14, 389-398.	2.1	13
2	Physically Walking in Digital Spaces – A Virtual Reality Installation for Exploration of Historical Heritage. <i>International Journal of Architectural Computing</i> , 2007, 5, 487-506.	0.9	9
3	Educational Warehouse: Modular, Private and Secure Cloudable Architecture System for Educational Data Storage, Analysis and Access. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 806.	1.3	9
4	A comparative study of walkthrough paradigms for virtual environments using kinect based natural interaction. , 2016, , .		6
5	An Augmented Reality Facility to Run Hybrid Physical-Numerical Flood Models. <i>Water (Switzerland)</i> , 2020, 12, 3290.	1.2	6
6	A comparative study on user gestural inputs for navigation in NUI-based 3D virtual environments. <i>Universal Access in the Information Society</i> , 2021, 20, 513-529.	2.1	6
7	The empty museum. Multi-user interaction in an immersive and physically walkable VR space. , 0, , .		5
8	The experience of the empty museum. Displaying cultural contents on an immersive, walkable VR room. , 0, , .		5
9	<title>Immersive video for virtual tourism</title>. , 2001, , .		4
10	Joint spaces between schools and museums via virtual worlds. , 2012, , .		4
11	Cyberarchitecture: A Vitruvian Approach. , 2012, , .		4
12	Mundos virtuales como canal de comunicaci3n entre escuelas y museos. <i>Estudios Sobre El Mensaje Periodistico</i> , 2012, 18, .	0.3	3
13	UX Aspects of Kinect-Based Movement Schemes Inside Virtual Environments for Museum Installations. <i>Lecture Notes in Computer Science</i> , 2019, , 133-150.	1.0	3
14	An enhanced navigation kit for virtual heritage exploration using a game engine. , 2015, , .		2
15	Metaversos formativos. <i>TecnologÍas y estudios de caso. Vivat Academia</i> , 0, , 368-386.	0.2	2
16	Los sistemas multimedia digitales interactivos en los museos. <i>Vivat Academia</i> , 2011, .	0.2	1
17	Vitruvius in Cyberspace. <i>International Journal of Art Culture and Design Technologies</i> , 2013, 3, 36-47.	0.0	1
18	An Interactive Installation for the Architectural Analysis of Space and Form in Historical Buildings. <i>Lecture Notes in Computer Science</i> , 2014, , 43-52.	1.0	1

#	ARTICLE	IF	CITATIONS
19	Contextualization of Archaeological Findings Using Virtual Worlds. Issues on Design and Implementation of a Multiuser Enabled Virtual Museum. Lecture Notes in Computer Science, 2015, , 384-393.	1.0	1
20	Natural Interaction and Movement Paradigms. A Comparison of Usability for a Kinect Enabled Museum Installation. Lecture Notes in Computer Science, 2016, , 145-155.	1.0	1
21	EMULATION OF HUMAN ATTENTION FOR EXPLORATION OF VIRTUAL ARCHITECTURAL ENVIRONMENTS. APPLICATION TO LE CORBUSIER'S PROMENADE ARCHITECTURALE OF A VIRTUAL VILLE SAVOYE. , 2019, , .		1
22	Aplicación para la inspección espacial, volumétrica y seccional interactiva de la Catedral de Santiago de Compostela. Virtual Archaeology Review, 2012, 3, 78.	0.8	0
23	A Vitruvian-Inspired Theoretical Framework for Architecture in Virtual Worlds. Advances in Media, Entertainment and the Arts, 2018, , 152-168.	0.0	0
24	Assesment of Assisted Navigation in NUI Virtual Architectural Environments. Lecture Notes in Computer Science, 2022, , 14-23.	1.0	0