

Luis A Hernández-Ibañez

List of Publications by Year in descending order

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26
docs citations

26
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69
citing authors

#	ARTICLE	IF	CITATIONS
1	Assesment of Assisted Navigation in NUI Virtual Architectural Environments. Lecture Notes in Computer Science, 2022, , 14-23.	1.0	0
2	A comparative study on user gestural inputs for navigation in NUI-based 3D virtual environments. Universal Access in the Information Society, 2021, 20, 513-529.	2.1	6
3	Educational Warehouse: Modular, Private and Secure Cloudable Architecture System for Educational Data Storage, Analysis and Access. Applied Sciences (Switzerland), 2021, 11, 806.	1.3	9
4	An Augmented Reality Facility to Run Hybrid Physical-Numerical Flood Models. Water (Switzerland), 2020, 12, 3290.	1.2	6
5	UX Aspects of Kinect-Based Movement Schemes Inside Virtual Environments for Museum Installations. Lecture Notes in Computer Science, 2019, , 133-150.	1.0	3
6	EMULATION OF HUMAN ATTENTION FOR EXPLORATION OF VIRTUAL ARCHITECTURAL ENVIRONMENTS. APPLICATION TO LE CORBUSIERÁ'S PROMENADE ARCHITECTURALE OF A VIRTUAL VILLE SAVOYE. , 2019, , .		1
7	A Vitruvian-Inspired Theoretical Framework for Architecture in Virtual Worlds. Advances in Media, Entertainment and the Arts, 2018, , 152-168.	0.0	0
8	A comparative study of walkthrough paradigms for virtual environments using kinect based natural interaction. , 2016, , .		6
9	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
10	An enhanced navigation kit for virtual heritage exploration using a game engine. , 2015, , .		2
11	Evaluating user experience in joint activities between schools and museums in virtual worlds. Universal Access in the Information Society, 2015, 14, 389-398.	2.1	13
12	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
13	An Interactive Installation for the Architectural Analysis of Space and Form in Historical Buildings. Lecture Notes in Computer Science, 2014, , 43-52.	1.0	1
14	Vitruvius in Cyberspace. International Journal of Art Culture and Design Technologies, 2013, 3, 36-47.	0.0	1
15	Joint spaces between schools and museums via virtual worlds. , 2012, , .		4
16	Cyberarchitecture: A Vitruvian Approach. , 2012, , .		4
17	Mundos virtuales como canal de comunicaci3n entre escuelas y museos. Estudios Sobre El Mensaje Periodistico, 2012, 18, .	0.3	3
18	Aplicaci3n para la inspecci3n espacial, volum3trica y seccional interactiva de la Catedral de Santiago de Compostela. Virtual Archaeology Review, 2012, 3, 78.	0.8	0

#	ARTICLE	IF	CITATIONS
19	Los sistemas multimedia digitales interactivos en los museos. Vivat Academia, 2011, .	0.2	1
20	Physically Walking in Digital Spaces " A Virtual Reality Installation for Exploration of Historical Heritage. International Journal of Architectural Computing, 2007, 5, 487-506.	0.9	9
21	<title>Immersive video for virtual tourism</title> . , 2001, , .		4
22	The empty museum. Multi-user interaction in an immersive and physically walkable VR space. , 0, , .		5
23	The experience of the empty museum. Displaying cultural contents on an immersive, walkable VR room. , 0, , .		5
24	Metaversos formativos. Tecnologías y estudios de caso. Vivat Academia, 0, , 368-386.	0.2	2