

George Papagiannakis

List of Publications by Year in descending order

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Version: 2024-02-01

67
papers

1,231
citations

567281

15
h-index

501196

28
g-index

76
all docs

76
docs citations

76
times ranked

880
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | A survey of mobile and wireless technologies for augmented reality systems. <i>Computer Animation and Virtual Worlds</i> , 2008, 19, 3-22. | 1.2 | 178 |
| 2 | Mixing virtual and real scenes in the site of ancient Pompeii. <i>Computer Animation and Virtual Worlds</i> , 2005, 16, 11-24. | 1.2 | 113 |
| 3 | Virtual Reality Simulation Facilitates Resident Training in Total Hip Arthroplasty: A Randomized Controlled Trial. <i>Journal of Arthroplasty</i> , 2019, 34, 2278-2283. | 3.1 | 81 |
| 4 | A taxonomy of visualization strategies for cultural heritage applications. <i>Journal on Computing and Cultural Heritage</i> , 2010, 3, 1-21. | 2.1 | 69 |
| 5 | Mixed Reality and Gamification for Cultural Heritage. , 2017, , . | | 63 |
| 6 | Immersive VR decision training. , 2003, , . | | 57 |
| 7 | VHD++ development framework: towards extendible, component based VR/AR simulation engine featuring advanced virtual character technologies. , 0, , . | | 44 |
| 8 | ↑ Virtual Reality App for Physical and Cognitive Training of Older People With Mild Cognitive Impairment: Mixed Methods Feasibility Study. <i>JMIR Serious Games</i> , 2021, 9, e24170. | 3.1 | 35 |
| 9 | Effectiveness and Utility of Virtual Reality Simulation as an Educational Tool for Safe Performance of COVID-19 Diagnostics: Prospective, Randomized Pilot Trial. <i>JMIR Serious Games</i> , 2021, 9, e29586. | 3.1 | 35 |
| 10 | A Comparison of Gamified, Immersive VR Curation Methods for Enhanced Presence and Human-Computer Interaction in Digital Humanities. <i>International Journal of Heritage in the Digital Era</i> , 2015, 4, 221-233. | 0.5 | 34 |
| 11 | Presence and interaction in mixed reality environments. <i>Visual Computer</i> , 2007, 23, 317-333. | 3.5 | 28 |
| 12 | Digital Heritage. <i>Progress in Cultural Heritage: Documentation, Preservation, and Protection. Lecture Notes in Computer Science</i> , 2014, , . | 1.3 | 27 |
| 13 | Modeling of Bodies and Clothes for Virtual Environments. , 0, , . | | 26 |
| 14 | Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13. | | 26 |
| 15 | Style-based motion analysis for dance composition. <i>Visual Computer</i> , 2018, 34, 1725-1737. | 3.5 | 25 |
| 16 | X-Reality Museums: Unifying the Virtual and Real World Towards Realistic Virtual Museums. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 338. | 2.5 | 24 |
| 17 | Mobile Augmented Heritage: Enabling Human Life in Ancient Pompeii. <i>International Journal of Architectural Computing</i> , 2007, 5, 395-415. | 1.5 | 23 |
| 18 | A Stable Real-time AR Framework for Training and Planning in Industrial Environments. , 2004, , 129-145. | | 22 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Progress in Cultural Heritage Preservation. Lecture Notes in Computer Science, 2012, , . | 1.3 | 17 |
| 20 | Geometric algebra rotors for skinned character animation blending. , 2013, , . | | 16 |
| 21 | Transforming medical education and training with VR using M.A.G.E.S.. , 2018, , . | | 16 |
| 22 | An inclusive Conformal Geometric Algebra GPU animation interpolation and deformation algorithm. Visual Computer, 2016, 32, 751-759. | 3.5 | 15 |
| 23 | Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. Lecture Notes in Computer Science, 2016, , . | 1.3 | 15 |
| 24 | MAGES 3.0: Tying the knot of medical VR. , 2020, , . | | 14 |
| 25 | Immersive visual scripting based on VR software design patterns for experiential training. Visual Computer, 2020, 36, 1965-1977. | 3.5 | 13 |
| 26 | Real-time photo realistic simulation of complex heritage edifices. , 0, , . | | 12 |
| 27 | REALISTIC NATURAL INTERACTION WITH VIRTUAL STATUES IN X-REALITY ENVIRONMENTS. International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives, 0, XLII-2/W11, 801-808. | 0.2 | 11 |
| 28 | Augmented Cognition via Brainwave Entrainment in Virtual Reality: An Open, Integrated Brain Augmentation in a Neuroscience System Approach. Augmented Human Research, 2017, 2, 1. | 4.7 | 10 |
| 29 | Psychomotor Surgical Training in Virtual Reality. , 2018, , 827-830. | | 10 |
| 30 | Stable real-time interaction between virtual humans and real scenes. , 0, , . | | 9 |
| 31 | Covid-19 - VR Strikes Back: innovative medical VR training. , 2021, , . | | 9 |
| 32 | An Interactive Mixed Reality Framework for Virtual Humans. , 2006, , . | | 8 |
| 33 | Chloe@University. , 2007, , . | | 8 |
| 34 | A fast and robust pipeline for populating mobile AR scenes with gamified virtual characters. , 2015, , . | | 7 |
| 35 | From Readership to Usership: Communicating Heritage Digitally Through Presence, Embodiment and Aesthetic Experience. Frontiers in Communication, 2021, 6, . | 1.2 | 7 |
| 36 | Rapid Reconstruction and Simulation of Real Characters in Mixed Reality Environments. Lecture Notes in Computer Science, 2018, , 267-276. | 1.3 | 7 |

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|----|---|-----|-----------|
| 37 | Time-Dependent Illumination and Animation of Virtual Hagia-Sophia. International Journal of Architectural Computing, 2007, 5, 283-301. | 1.5 | 6 |
| 38 | Self adaptive animation based on user perspective. Visual Computer, 2008, 24, 525-533. | 3.5 | 6 |
| 39 | A virtual 3D mobile guide in the INTERMEDIA project. Visual Computer, 2008, 24, 827-836. | 3.5 | 6 |
| 40 | Mixed-Reality Geometric Algebra Animation Methods for Gamified Intangible Heritage. International Journal of Heritage in the Digital Era, 2014, 3, 683-699. | 0.5 | 6 |
| 41 | Real-time rendering under distant illumination with conformal geometric algebra. Mathematical Methods in the Applied Sciences, 2018, 41, 4131-4147. | 2.3 | 6 |
| 42 | MagiPlay: An Augmented Reality Serious Game Allowing Children to Program Intelligent Environments. Lecture Notes in Computer Science, 2020, , 144-169. | 1.3 | 6 |
| 43 | Real-Time Adaptation of Context-Aware Intelligent User Interfaces, for Enhanced Situational Awareness. IEEE Access, 2022, 10, 23367-23393. | 4.2 | 6 |
| 44 | Literary Myths in Mixed Reality. Frontiers in Digital Humanities, 2018, 5, . | 1.2 | 5 |
| 45 | When Children Program Intelligent Environments: Lessons Learned from a Serious AR Game. , 2021, , . | | 5 |
| 46 | An All-in-One Geometric Algorithm for Cutting, Tearing, and Drilling Deformable Models. Advances in Applied Clifford Algebras, 2021, 31, 1. | 1.0 | 5 |
| 47 | Interactive Virtual Humans in Mobile Augmented Reality. , 2008, , 362-368. | | 5 |
| 48 | Transferring Traditional Crafts from the Physical to the Virtual World: An Authoring and Visualization Method and Platform. Journal on Computing and Cultural Heritage, 2022, 15, 1-24. | 2.1 | 5 |
| 49 | A cross-platform, remotely-controlled mobile avatar simulation framework for Aml environments. , 2014, , . | | 4 |
| 50 | Recreating Daily life in Pompeii. Virtual Archaeology Review, 2010, 1, 19. | 1.9 | 4 |
| 51 | Gamified AR/VR Character Rendering and Animation-Enabling Technologies. , 2017, , 333-357. | | 4 |
| 52 | A True AR Authoring Tool for Interactive Virtual Museums. Springer Series on Cultural Computing, 2020, , 225-242. | 0.6 | 4 |
| 53 | A Conformal Geometric Algebra Code Generator Comparison for Virtual Character Simulation in Mixed Reality. Advances in Applied Clifford Algebras, 2017, 27, 2051-2066. | 1.0 | 3 |
| 54 | Deform, Cut and Tear a Skinned Model Using Conformal Geometric Algebra. Lecture Notes in Computer Science, 2020, , 434-446. | 1.3 | 3 |

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|----|---|-----|-----------|
| 55 | Never “Drop the Ball”™ in the Operating Room: An Efficient Hand-Based VR HMD Controller Interpolation Algorithm, for Collaborative, Networked Virtual Environments. Lecture Notes in Computer Science, 2021, , 694-704. | 1.3 | 3 |
| 56 | Virtual Reality Rehabilitation Based on Neurologic Music Therapy: A Qualitative Preliminary Clinical Study. Lecture Notes in Computer Science, 2018, , 113-127. | 1.3 | 3 |
| 57 | Life-sized Group and Crowd simulation in Mobile AR. , 2016, , . | | 2 |
| 58 | A Mobile, AR Inside-Out Positional Tracking Algorithm, (MARIOPOT), Suitable for Modern, Affordable Cardboard-Style VR HMDs. Lecture Notes in Computer Science, 2016, , 257-268. | 1.3 | 2 |
| 59 | TooltY: An Approach for the Combination of Motion Capture and 3D Reconstruction to Present Tool Usage in 3D Environments. Human-computer Interaction Series, 2021, , 165-180. | 0.6 | 2 |
| 60 | A Geometric Algebra Animation Method for Mobile Augmented Reality Simulations in Digital Heritage Sites. Lecture Notes in Computer Science, 2014, , 258-267. | 1.3 | 2 |
| 61 | iSupport: Building a Resilience Support Tool for Improving the Health Condition of the Patient During the Care Path. Studies in Health Technology and Informatics, 2019, 261, 253-258. | 0.3 | 1 |
| 62 | CGI 2016 Editorial (TVCJ). Visual Computer, 2016, 32, 675-679. | 3.5 | 0 |
| 63 | Preface for Special Issue on Geometric Algebra in Computer Science and Engineering. Advances in Applied Clifford Algebras, 2017, 27, 1943-1944. | 1.0 | 0 |
| 64 | Architectures for SLAM and Augmented Reality Computing. , 2021, , . | | 0 |
| 65 | Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13. | | 0 |
| 66 | The LECTOR Podium. An Innovative Teacher Workstation for the Intelligent Classroom of the Future. , 2020, , . | | 0 |
| 67 | Editorial: New Virtual Reality and Spatial Computing Applications to Empower, Upskill and Reskill Medical Professionals in a Post-Pandemic Era. Frontiers in Virtual Reality, 2022, 3, . | 3.7 | 0 |