

George Papagiannakis

List of Publications by Year in descending order

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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	Real-Time Adaptation of Context-Aware Intelligent User Interfaces, for Enhanced Situational Awareness. IEEE Access, 2022, 10, 23367-23393.	4.2	6
2	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
3	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
4	Î Virtual Reality App for Physical and Cognitive Training of Older People With Mild Cognitive Impairment: Mixed Methods Feasibility Study. JMIR Serious Games, 2021, 9, e24170.	3.1	35
5	Effectiveness and Utility of Virtual Reality Simulation as an Educational Tool for Safe Performance of COVID-19 Diagnostics: Prospective, Randomized Pilot Trial. JMIR Serious Games, 2021, 9, e29586.	3.1	35
6	When Children Program Intelligent Environments: Lessons Learned from a Serious AR Game. , 2021, , .		5
7	An All-in-One Geometric Algorithm for Cutting, Tearing, and Drilling Deformable Models. Advances in Applied Clifford Algebras, 2021, 31, 1.	1.0	5
8	From Readership to Usership: Communicating Heritage Digitally Through Presence, Embodiment and Aesthetic Experience. Frontiers in Communication, 2021, 6, .	1.2	7
9	Covid-19 - VR Strikes Back: innovative medical VR training. , 2021, , .		9
10	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
11	X-Reality Museums: Unifying the Virtual and Real World Towards Realistic Virtual Museums. Applied Sciences (Switzerland), 2021, 11, 338.	2.5	24
12	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
13	Architectures for SLAM and Augmented Reality Computing. , 2021, , .		0
14	Immersive visual scripting based on VR software design patterns for experiential training. Visual Computer, 2020, 36, 1965-1977.	3.5	13
15	Deform, Cut and Tear a Skinned Model Using Conformal Geometric Algebra. Lecture Notes in Computer Science, 2020, , 434-446.	1.3	3
16	MAGES 3.0: Tying the knot of medical VR. , 2020, , .		14
17	MagiPlay: An Augmented Reality Serious Game Allowing Children to Program Intelligent Environments. Lecture Notes in Computer Science, 2020, , 144-169.	1.3	6
18	A True AR Authoring Tool for Interactive Virtual Museums. Springer Series on Cultural Computing, 2020, , 225-242.	0.6	4

#	ARTICLE	IF	CITATIONS
19	The LECTOR Podium. An Innovative Teacher Workstation for the Intelligent Classroom of the Future. , 2020, , .		0
20	Virtual Reality Simulation Facilitates Resident Training in Total Hip Arthroplasty: A Randomized Controlled Trial. Journal of Arthroplasty, 2019, 34, 2278-2283.	3.1	81
21	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2019, , 1-13.		0
22	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
23	Real-time rendering under distant illumination with conformal geometric algebra. Mathematical Methods in the Applied Sciences, 2018, 41, 4131-4147.	2.3	6
24	Style-based motion analysis for dance composition. Visual Computer, 2018, 34, 1725-1737.	3.5	25
25	Literary Myths in Mixed Reality. Frontiers in Digital Humanities, 2018, 5, .	1.2	5
26	Transforming medical education and training with VR using M.A.G.E.S.. , 2018, , .		16
27	Psychomotor Surgical Training in Virtual Reality. , 2018, , 827-830.		10
28	Mixed Reality, Gamified Presence, and Storytelling for Virtual Museums. , 2018, , 1-13.		26
29	Rapid Reconstruction and Simulation of Real Characters in Mixed Reality Environments. Lecture Notes in Computer Science, 2018, , 267-276.	1.3	7
30	Virtual Reality Rehabilitation Based on Neurologic Music Therapy: A Qualitative Preliminary Clinical Study. Lecture Notes in Computer Science, 2018, , 113-127.	1.3	3
31	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
32	Mixed Reality and Gamification for Cultural Heritage. , 2017, , .		63
33	Preface for Special Issue on Geometric Algebra in Computer Science and Engineering. Advances in Applied Clifford Algebras, 2017, 27, 1943-1944.	1.0	0
34	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
35	Gamified AR/VR Character Rendering and Animation-Enabling Technologies. , 2017, , 333-357.		4
36	Life-sized Group and Crowd simulation in Mobile AR. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
37	CGI 2016 Editorial (TVC). Visual Computer, 2016, 32, 675-679.	3.5	0
38	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
39	An inclusive Conformal Geometric Algebra GPU animation interpolation and deformation algorithm. Visual Computer, 2016, 32, 751-759.	3.5	15
40	Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. Lecture Notes in Computer Science, 2016, , .	1.3	15
41	A Comparison of Gamified, Immersive VR Curation Methods for Enhanced Presence and Human-Computer Interaction in Digital Humanities. International Journal of Heritage in the Digital Era, 2015, 4, 221-233.	0.5	34
42	A fast and robust pipeline for populating mobile AR scenes with gamified virtual characters. , 2015, , .		7
43	A cross-platform, remotely-controlled mobile avatar simulation framework for Aml environments. , 2014, , .		4
44	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
45	Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. Lecture Notes in Computer Science, 2014, , .	1.3	27
46	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
47	Geometric algebra rotors for skinned character animation blending. , 2013, , .		16
48	Progress in Cultural Heritage Preservation. Lecture Notes in Computer Science, 2012, , .	1.3	17
49	A taxonomy of visualization strategies for cultural heritage applications. Journal on Computing and Cultural Heritage, 2010, 3, 1-21.	2.1	69
50	Recreating Daily life in Pompeii. Virtual Archaeology Review, 2010, 1, 19.	1.9	4
51	Self adaptive animation based on user perspective. Visual Computer, 2008, 24, 525-533.	3.5	6
52	A virtual 3D mobile guide in the INTERMEDIA project. Visual Computer, 2008, 24, 827-836.	3.5	6
53	A survey of mobile and wireless technologies for augmented reality systems. Computer Animation and Virtual Worlds, 2008, 19, 3-22.	1.2	178
54	Interactive Virtual Humans in Mobile Augmented Reality. , 2008, , 362-368.		5

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55	Time-Dependent Illumination and Animation of Virtual Hagia-Sophia. International Journal of Architectural Computing, 2007, 5, 283-301.	1.5	6
56	Mobile Augmented Heritage: Enabling Human Life in Ancient Pompeii. International Journal of Architectural Computing, 2007, 5, 395-415.	1.5	23
57	Chloe@University. , 2007, , .		8
58	Presence and interaction in mixed reality environments. Visual Computer, 2007, 23, 317-333.	3.5	28
59	An Interactive Mixed Reality Framework for Virtual Humans. , 2006, , .		8
60	Mixing virtual and real scenes in the site of ancient Pompeii. Computer Animation and Virtual Worlds, 2005, 16, 11-24.	1.2	113
61	A Stable Real-time AR Framework for Training and Planning in Industrial Environments. , 2004, , 129-145.		22
62	Immersive VR decision training. , 2003, , .		57
63	Real-time photo realistic simulation of complex heritage edifices. , 0, , .		12
64	VHD++ development framework: towards extendible, component based VR/AR simulation engine featuring advanced virtual character technologies. , 0, , .		44
65	Stable real-time interaction between virtual humans and real scenes. , 0, , .		9
66	Modeling of Bodies and Clothes for Virtual Environments. , 0, , .		26
67	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