

# Francisco Rebelo

## List of Publications by Citations

**Source:** <https://exaly.com/author-pdf/3952013/francisco-rebelo-publications-by-citations.pdf>

**Version:** 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

110  
papers

735  
citations

12  
h-index

25  
g-index

117  
ext. papers

904  
ext. citations

1.1  
avg. IF

4.16  
L-index

#	Paper	IF	Citations
110	Using virtual reality to assess user experience. <i>Human Factors</i> , <b>2012</b> , 54, 964-82	3.8	93
109	Behavioral compliance for dynamic versus static signs in an immersive virtual environment. <i>Applied Ergonomics</i> , <b>2014</b> , 45, 1367-75	4.2	67
108	Effects of competing environmental variables and signage on route-choices in simulated everyday and emergency wayfinding situations. <i>Ergonomics</i> , <b>2014</b> , 57, 511-24	2.9	66
107	The influence of environmental features on route selection in an emergency situation. <i>Applied Ergonomics</i> , <b>2013</b> , 44, 618-27	4.2	64
106	Indoor Human Wayfinding Performance Using Vertical and Horizontal Signage in Virtual Reality. <i>Human Factors and Ergonomics in Manufacturing</i> , <b>2014</b> , 24, 601-615	1.4	59
105	A Review of Gamification for Health-Related Contexts. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 742-753	0.9	52
104	Virtual Reality and its potential for evaluating warning compliance. <i>Human Factors and Ergonomics in Manufacturing</i> , <b>2010</b> , 20, 526-537	1.4	31
103	Methodological Approaches for Use Virtual Reality to Develop Emergency Evacuation Simulations for Training, in Emergency Situations. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6313-6320	1.5	17
102	Determinants of sleepiness at work among railway control workers. <i>Applied Ergonomics</i> , <b>2017</b> , 58, 293-300	0.2	17
101	Using environmental affordances to direct people natural movement indoors. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 1149-56	1.6	16
100	Signage Versus Environmental Affordances: Is the Explicit Information Strong Enough to Guide Human Behavior During a Wayfinding Task?. <i>Human Factors and Ergonomics in Manufacturing</i> , <b>2015</b> , 25, 439-452	1.4	15
99	Can Virtual Reality Increase Emotional Responses (Arousal and Valence)? A Pilot Study. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 541-549	0.9	13
98	TwitterJam: Identification of mobility patterns in urban centers based on tweets <b>2015</b> ,		12
97	Virtual Reality in Consumer Product Design. <i>The Ergonomics Design &amp; Mgmtory &amp; Applications</i> , <b>2011</b> , 381-402		12
96	Safety sign comprehension by students, adult workers and disabled persons with cerebral palsy. <i>Safety Science</i> , <b>2014</b> , 62, 175-186	5.8	10
95	Child-persona: How to Bring them to Reality?. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6520-6527	1.5	9
94	A whole body postural loading simulation and assessment model for workplace analysis and design. <i>International Journal of Occupational Safety and Ergonomics</i> , <b>2012</b> , 18, 509-19	2.1	9

93	Human Interaction Data Acquisition Software for Virtual Reality. <i>Advances in Human Factors and Ergonomics Series</i> , <b>2010</b> , 793-801		9
92	An Expert System to Support Clothing Design Process. <i>Lecture Notes in Computer Science</i> , <b>2007</b> , 284-289	0.9	8
91	Behavior Video. <i>The Ergonomics Design &amp; Mgmtory &amp; Applications</i> , <b>2011</b> , 275-292		8
90	Usability and User Experience of Technical Aids for People with Disabilities? A Preliminary Study with a Wheelchair. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6068-6074	1.5	7
89	Selection of a voice for a speech signal for personalized warnings: the effect of speaker's gender and voice pitch. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 3592-8	1.6	7
88	Virtual Reality Self Induced Cybersickness: An Exploratory Study. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 26-33	0.4	7
87	Evaluation of the Relationship Between Virtual Environments and Emotions. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 71-82	0.4	6
86	Preliminary Study about Social Influence Over Wayfinding Decisions. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 5920-5926	1.5	5
85	Virtual Environment Evaluation for a Safety Warning Effectiveness Study. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 5971-5978	1.5	5
84	Research on Workplace Safety Sign Compliance: Validation of a Virtual Environment Prototype. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6599-6606	1.5	5
83	A comparative study: use of a Brain-computer Interface (BCI) device by people with cerebral palsy in interaction with computers. <i>Anais Da Academia Brasileira De Ciencias</i> , <b>2015</b> , 87, 1929-37	1.4	5
82	Support of the upper limbs of office workers during a daily work journey. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 676-82	1.6	5
81	Smart Systems in Emergency Wayfinding: A Literature Review. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 379-388	0.9	5
80	Older Workers and Virtual Environments. <i>Human Factors and Ergonomics</i> , <b>2016</b> , 281-298		4
79	Expected User Acceptance of an Augmented Reality Service for a Smart City. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 703-714	0.9	4
78	Evaluating Emotional Responses to the Interior Design of a Hospital Room: A Study Using Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 475-483	0.9	4
77	A Personalized Speech Warning Facilitates Compliance in an Immersive Virtual Environment. <i>Proceedings of the Human Factors and Ergonomics Society</i> , <b>2012</b> , 56, 2045-2049	0.4	3
76	A Pilot Study Using Virtual Reality to Investigate the Effects of Emergency Egress Signs Competing with Environmental Variables on Route Choices. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 369-377	0.9	3

75	Serious Games and Heuristic Evaluation – The Cross-Comparison of Existing Heuristic Evaluation Methods for Games. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 453-464	0.9	3
74	Potentialities of a Face Reading Tool to a Digital Game Evaluation and Development: A Preliminary Study. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 371-381	0.4	3
73	Could the Design Features of a Wheelchair Influence the User Experience and Stigmatization Perceptions of the Users?. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 841-850	0.4	3
72	Are Emergency Egress Signs Strong Enough to Overlap the Influence of the Environmental Variables?. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 205-214	0.9	3
71	Using Virtual Reality to Examine Hazard Perception in Package Design. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 30-39	0.9	3
70	Interview Anxiety Narrative Validation for a Virtual Reality-based Study. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 5934-5940	1.5	2
69	Defining Personas of University Students for the Development of a Digital Educational Game to Learn Portuguese as a Foreign Language. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6214-6222	1.5	2
68	A Methodological Approach to Evaluate a New Bicycle Concept with Elliptical Wheels. <i>Procedia Manufacturing</i> , <b>2015</b> , 3, 6361-6368	1.5	2
67	Ergoshow: a user-centred design game to make children aware of ergonomics and occupational safety and health. <i>Theoretical Issues in Ergonomics Science</i> , <b>2012</b> , 13, 4-17	2.2	2
66	Comparing two types of navigational interfaces for Virtual Reality. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 2195-200	1.6	2
65	Co-designing a Civic Educational Online Game with Children. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 377-386	0.9	2
64	Tourism and Virtual Reality: User Experience Evaluation of a Virtual Environment Prototype. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 730-742	0.9	2
63	Different Wheelchairs Designs Influence Emotional Reactions from Users and Non-users?. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 572-580	0.4	2
62	Human-Computer Interaction in Office Work: Evaluation of Interaction Patterns Using Office Equipment and Software during Data Entry and Navigation. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 40-48	0.9	2
61	Some Evidences of the Impact of Environment – Design Features in Routes Selection in Virtual Environments. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 154-163	0.9	2
60	Sense of Presence in a VR-Based Study on Behavioral Compliance with Warnings. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 362-371	0.9	2
59	Child-Persona: What I Think to What They Are. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 43-50.	0.4	2
58	How Deep Is a Virtual Reality Experience? Virtual Environments, Emotions and Physiological Measures. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 462-471	0.4	2

57	Evaluation of the Concept of a Smart City Gamification from a User Centered Design Perspective. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 207-219	0.4	2
56	A Comparative Study: Use of a Brain-Computer Interface (BCI) Device by People with Cerebral Palsy in Interaction with Computers. <i>Communications in Computer and Information Science</i> , <b>2015</b> , 405-410	0.3	1
55	Development of a Virtual Environment for Safety Warnings Behavior Compliance Evaluation. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 35-42	0.4	1
54	Hazard Perception of 3D Household Packages. <i>Human Factors and Ergonomics</i> , <b>2016</b> , 373-386		1
53	Can the Context Stigmatize the Assistive Technology? A Preliminary Study Using Virtual Environments. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 289-297	0.4	1
52	Safety sign comprehension by students, adult workers and disabled persons with cerebral palsy. <i>Safety Science</i> , <b>2014</b> , 61, 66-77	5.8	1
51	The effect of humoristic vs. dramatic animation-based warnings: A study on acceptance and risk perception. <i>Proceedings of the Human Factors and Ergonomics Society</i> , <b>2014</b> , 58, 1884-1888	0.4	1
50	The use software ERGOSHOW in the education of health and safety at work to regardin the safety to children. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 915-21	1.6	1
49	Strategy for the Development of a Walk-In-Place Interface for Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 419-426	0.9	1
48	An Interactive System to Measure the Human Behaviour: An Analysis Model for the Human-Product-Environment Interaction. <i>Lecture Notes in Computer Science</i> , <b>2007</b> , 199-206	0.9	1
47	Using Virtual Reality for Interior Colors Selection and Evaluation by the Elderly. <i>Advances in Human Factors and Ergonomics Series</i> , <b>2010</b> , 784-792		1
46	Legibilidade de avisos de seguranã em ambiente virtual		1
45	Expected Architects Acceptance of a BIM Tool to Optimize the Building Energetic Performance. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 249-255	0.4	1
44	Can an Environmental Feature Influence Interview Anxiety?. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 351-369	0.9	1
43	Evaluation of a Virtual Environment Prototype for Studies on the Effectiveness of Technology-Based Safety Signs. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 100-111	0.4	1
42	Applications and Interface Requirements to Engage the Citizens to Share Information in a Smart City Project. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 712-721	0.4	1
41	Main Usability Issues in Using Virtual Environments for Older Population Warning Studies. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 189-198	0.9	1
40	Virtual Reality in Wayfinding Studies. <i>Advances in Human Factors and Ergonomics Series</i> , <b>2010</b> , 802-811		1

39	Environmental Affordances as a Way to Help in the Design of Videogame Worlds. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 323-331	0.9	1
38	Virtual Reality to Study Job Interview Anxiety: Evaluation of Virtual Environments. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 25-33	0.4	1
37	Export variety, technological content and economic performance: the case of Portugal. <i>Industrial and Corporate Change</i> , <b>2016</b> , dtw026	2.1	1
36	Exploratory Study to Investigate the Influence of a Third Person on an Individual Emergency Wayfinding Decision. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 452-461	0.4	1
35	Locomotion-in-Place and Teleport: Which Is the Best Technique to Be Used in Human Behavior Research Using Virtual Reality?. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 436-445	0.4	1
34	Ergonomics and Human Factors Research Challenges: The ErgoUX Lab Case Study. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 912-922	0.5	1
33	Evaluation of 3D Crosswalks Design. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 89-96	0.4	0
32	Color and Emotion: A Literature Review to Apply in Virtual Reality Environments. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 269-274	0.4	0
31	Compliance with Static vs. Dynamic Warnings in Workplaces such as Warehouses: A Study Using Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 563-572	0.9	0
30	Evaluation of Human Performance Using Two Types of Navigation Interfaces in Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 380-386	0.9	0
29	A Framework to Use Virtual Reality for Behavior Change to Promote Safety and Health at Work. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 127-136	0.4	
28	Support system for the professional integration of people with disability into the labour market. <i>Work</i> , <b>2015</b> , 50, 563-73	1.6	
27	What should I do?--a study about conflicting and ambiguous warning messages. <i>Work</i> , <b>2012</b> , 41 Suppl 1, 3633-40	1.6	
26	Creating Cultural Experiences in a Cemetery: A Storyboard for a VR User Interaction. <i>Springer Series in Design and Innovation</i> , <b>2022</b> , 195-208	0.1	
25	Are We Ready for Smart Contact Lenses?. <i>Springer Series in Design and Innovation</i> , <b>2022</b> , 324-336	0.1	
24	Methodology to Apply a Usability Testing by Non Specialized People: Evaluation of the European Platform "e-Exhibitions". <i>Lecture Notes in Computer Science</i> , <b>2007</b> , 359-367	0.9	
23	Affordances on Route Selection in an Emergency Situation: A Study with Children. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 97-105	0.4	
22	Design Specifications for a New Equipment to Be Used by Workers in Aircraft Industry Maintenance. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 581-589	0.4	

21	Emotions Appraisal with Face Reading in a Touristic Virtual Environment Prototype. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 137-148	0.4
20	Evaluation of Behavioral Compliance with Safety Warnings at Different Levels of Cognitive Load in Warehouses. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 427-435	0.4
19	HARSim: Posterior Load Comparative Analysis Process. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 34-44	0.9
18	Questing Ruins: A Game for a Digital Inclusion. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 264-272	0.9
17	Cooperation University and Industry, a Challenge or a Reality: An Example in an Aircraft Maintenance Company. <i>Advances in Intelligent Systems and Computing</i> , <b>2016</b> , 245-254	0.4
16	Evaluating Play-Personas of an Educational 3D Digital Game for University Students to Learn Portuguese as a Foreign Language. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 198-207	0.9
15	Comparing Three Stimulus Presentation Types in a Virtual Reality Experiment to Human Wayfinding Behavior During Emergency Situation. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 34-44	0.4
14	A Methodological Proposal to Evaluate the Postural Response in Virtual Reality. <i>Advances in Human Factors and Ergonomics Series</i> , <b>2010</b> , 822-831	
13	Ergonomics Aspects in Operators of the Electric Power Control and Operation Centers. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 169-178	0.9
12	Methodological Framework for Control Centres Evaluation and Optimization. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 3-11	0.9
11	Emotion Through Narrative: Validation for User Engagement in Game Context. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 472-482	0.4
10	Effectiveness of Coach Marks or Instructional Overlay in Smartphone Apps Interfaces. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 68-78	0.4
9	Research Games: A Model to Support the Development of Educational Game Using Virtual Reality Platforms. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 857-865	0.5
8	Teaching Emotions with Gaming: A Solution of a Complex Concept. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 866-873	0.5
7	Can a Stealth Game Be Used to Learn Interaction Design Concepts?. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 882-889	0.5
6	Costs for Road Safety of Countering the Automatic Processes of Natural Reading in the Design of Horizontal Road Information. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 581-588	0.5
5	Hospital Lobby and User's Perceptions Architectural Kansei Method. <i>Lecture Notes in Networks and Systems</i> , <b>2021</b> , 159-166	0.5
4	Dissemination of São Tomé and Príncipe Culture Through Virtual Reality: Comparative UX Study Between Potential Tourists from Portugal and Santomean Inhabitants. <i>Lecture Notes in Computer Science</i> , <b>2022</b> , 466-476	0.9

- 3 Developing Personas in UX Process: A Case Study for a Web-Documentary to Increase Empathy Among Social Groups. *Lecture Notes in Computer Science*, **2022**, 93-107 0.9
- 2 Bio-Centred Interaction Design: A New Paradigm for Human-System Interaction. *Lecture Notes in Computer Science*, **2022**, 69-79 0.9
- 1 Modular Backpack Project for Children [An Ergodesign Approach. *Springer Series in Design and Innovation*, **2023**, 502-513 0.1