

Francisco Rebelo

List of Publications by Year in Descending Order

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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 | Modular Backpack Project for Children (An Ergodesign Approach). <i>Springer Series in Design and Innovation</i> , 2023 , 502-513 | 0.1 | |
| 109 | Creating Cultural Experiences in a Cemetery: A Storyboard for a VR User Interaction. <i>Springer Series in Design and Innovation</i> , 2022 , 195-208 | 0.1 | |
| 108 | Are We Ready for Smart Contact Lenses?. <i>Springer Series in Design and Innovation</i> , 2022 , 324-336 | 0.1 | |
| 107 | Dissemination of S3 Tomland Pr3cipe Culture Through Virtual Reality: Comparative UX Study Between Potential Tourists from Portugal and Santomean Inhabitants. <i>Lecture Notes in Computer Science</i> , 2022 , 466-476 | 0.9 | |
| 106 | Developing Personas in UX Process: A Case Study for a Web-Documentary to Increase Empathy Among Social Groups. <i>Lecture Notes in Computer Science</i> , 2022 , 93-107 | 0.9 | |
| 105 | Bio-Centred Interaction Design: A New Paradigm for Human-System Interaction. <i>Lecture Notes in Computer Science</i> , 2022 , 69-79 | 0.9 | |
| 104 | Research Games: A Model to Support the Development of Educational Game Using Virtual Reality Platforms. <i>Lecture Notes in Networks and Systems</i> , 2021 , 857-865 | 0.5 | |
| 103 | Ergonomics and Human Factors Research Challenges: The ErgoUX Lab Case Study. <i>Lecture Notes in Networks and Systems</i> , 2021 , 912-922 | 0.5 | 1 |
| 102 | Teaching Emotions with Gaming: A Solution of a Complex Concept. <i>Lecture Notes in Networks and Systems</i> , 2021 , 866-873 | 0.5 | |
| 101 | Can a Stealth Game Be Used to Learn Interaction Design Concepts?. <i>Lecture Notes in Networks and Systems</i> , 2021 , 882-889 | 0.5 | |
| 100 | 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> , 2021 , 581-588 | 0.5 | |
| 99 | Hospital Lobby and User3 Perceptions Architectural Kansei Method. <i>Lecture Notes in Networks and Systems</i> , 2021 , 159-166 | 0.5 | |
| 98 | Evaluation of Behavioral Compliance with Safety Warnings at Different Levels of Cognitive Load in Warehouses. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 427-435 | 0.4 | |
| 97 | Color and Emotion: A Literature Review to Apply in Virtual Reality Environments. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 269-274 | 0.4 | 0 |
| 96 | Expected Architects Acceptance of a BIM Tool to Optimize the Building Energetic Performance. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 249-255 | 0.4 | 1 |
| 95 | Can an Environmental Feature Influence Interview Anxiety?. <i>Lecture Notes in Computer Science</i> , 2020 , 351-369 | 0.9 | 1 |
| 94 | Exploratory Study to Investigate the Influence of a Third Person on an Individual Emergency Wayfinding Decision. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 452-461 | 0.4 | 1 |

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| 93 | 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> , 2020 , 436-445 | 0.4 | 1 |
| 92 | How Deep Is a Virtual Reality Experience? Virtual Environments, Emotions and Physiological Measures. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 462-471 | 0.4 | 2 |
| 91 | Evaluation of the Concept of a Smart City Gamification from a User Centered Design Perspective. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 207-219 | 0.4 | 2 |
| 90 | Emotion Through Narrative: Validation for User Engagement in Game Context. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 472-482 | 0.4 | |
| 89 | Effectiveness of Coach Marks or Instructional Overlay in Smartphone Apps Interfaces. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 68-78 | 0.4 | |
| 88 | A Framework to Use Virtual Reality for Behavior Change to Promote Safety and Health at Work. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 127-136 | 0.4 | |
| 87 | Affordances on Route Selection in an Emergency Situation: A Study with Children. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 97-105 | 0.4 | |
| 86 | Evaluation of 3D Crosswalks Design. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 89-96 | 0.4 | 0 |
| 85 | Design Specifications for a New Equipment to Be Used by Workers in Aircraft Industry Maintenance. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 581-589 | 0.4 | |
| 84 | Emotions Appraisal with Face Reading in a Touristic Virtual Environment Prototype. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 137-148 | 0.4 | |
| 83 | Different Wheelchairs Designs Influence Emotional Reactions from Users and Non-users?. <i>Advances in Intelligent Systems and Computing</i> , 2019 , 572-580 | 0.4 | 2 |
| 82 | Expected User Acceptance of an Augmented Reality Service for a Smart City. <i>Lecture Notes in Computer Science</i> , 2018 , 703-714 | 0.9 | 4 |
| 81 | Evaluation of a Virtual Environment Prototype for Studies on the Effectiveness of Technology-Based Safety Signs. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 100-111 | 0.4 | 1 |
| 80 | Potentialities of a Face Reading Tool to a Digital Game Evaluation and Development: A Preliminary Study. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 371-381 | 0.4 | 3 |
| 79 | Applications and Interface Requirements to Engage the Citizens to Share Information in a Smart City Project. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 712-721 | 0.4 | 1 |
| 78 | Evaluation of the Relationship Between Virtual Environments and Emotions. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 71-82 | 0.4 | 6 |
| 77 | 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> , 2018 , 841-850 | 0.4 | 3 |
| 76 | Smart Systems in Emergency Wayfinding: A Literature Review. <i>Lecture Notes in Computer Science</i> , 2018 , 379-388 | 0.9 | 5 |

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| 75 | Compliance with Static vs. Dynamic Warnings in Workplaces such as Warehouses: A Study Using Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2018 , 563-572 | 0.9 | 0 |
| 74 | Tourism and Virtual Reality: User Experience Evaluation of a Virtual Environment Prototype. <i>Lecture Notes in Computer Science</i> , 2018 , 730-742 | 0.9 | 2 |
| 73 | Virtual Reality Self Induced Cybersickness: An Exploratory Study. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 26-33 | 0.4 | 7 |
| 72 | 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> , 2018 , 34-44 | 0.4 | |
| 71 | Determinants of sleepiness at work among railway control workers. <i>Applied Ergonomics</i> , 2017 , 58, 293-300 | 1.0 | 17 |
| 70 | Co-designing a Civic Educational Online Game with Children. <i>Lecture Notes in Computer Science</i> , 2017 , 377-386 | 0.9 | 2 |
| 69 | Development of a Virtual Environment for Safety Warnings Behavior Compliance Evaluation. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 35-42 | 0.4 | 1 |
| 68 | Older Workers and Virtual Environments. <i>Human Factors and Ergonomics</i> , 2016 , 281-298 | | 4 |
| 67 | Hazard Perception of 3D Household Packages. <i>Human Factors and Ergonomics</i> , 2016 , 373-386 | | 1 |
| 66 | Can the Context Stigmatize the Assistive Technology? A Preliminary Study Using Virtual Environments. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 289-297 | 0.4 | 1 |
| 65 | Questing Ruins: A Game for a Digital Inclusion. <i>Lecture Notes in Computer Science</i> , 2016 , 264-272 | 0.9 | |
| 64 | Cooperation University and Industry, a Challenge or a Reality: An Example in an Aircraft Maintenance Company. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 245-254 | 0.4 | |
| 63 | 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> , 2016 , 198-207 | 0.9 | |
| 62 | Virtual Reality to Study Job Interview Anxiety: Evaluation of Virtual Environments. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 25-33 | 0.4 | 1 |
| 61 | Export variety, technological content and economic performance: the case of Portugal. <i>Industrial and Corporate Change</i> , 2016 , dtw026 | 2.1 | 1 |
| 60 | Child-Persona: What I Think to What They Are. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 43-50 | 0.4 | 2 |
| 59 | Usability and User Experience of Technical Aids for People with Disabilities? A Preliminary Study with a Wheelchair. <i>Procedia Manufacturing</i> , 2015 , 3, 6068-6074 | 1.5 | 7 |
| 58 | 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> , 2015 , 405-410 | 0.3 | 1 |

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| 57 | Methodological Approaches for Use Virtual Reality to Develop Emergency Evacuation Simulations for Training, in Emergency Situations. <i>Procedia Manufacturing</i> , 2015 , 3, 6313-6320 | 1.5 | 17 |
| 56 | Child-persona: How to Bring them to Reality?. <i>Procedia Manufacturing</i> , 2015 , 3, 6520-6527 | 1.5 | 9 |
| 55 | Preliminary Study about Social Influence Over Wayfinding Decisions. <i>Procedia Manufacturing</i> , 2015 , 3, 5920-5926 | 1.5 | 5 |
| 54 | Support system for the professional integration of people with disability into the labour market. <i>Work</i> , 2015 , 50, 563-73 | 1.6 | |
| 53 | Virtual Environment Evaluation for a Safety Warning Effectiveness Study. <i>Procedia Manufacturing</i> , 2015 , 3, 5971-5978 | 1.5 | 5 |
| 52 | Interview Anxiety Narrative Validation for a Virtual Reality-based Study. <i>Procedia Manufacturing</i> , 2015 , 3, 5934-5940 | 1.5 | 2 |
| 51 | Research on Workplace Safety Sign Compliance: Validation of a Virtual Environment Prototype. <i>Procedia Manufacturing</i> , 2015 , 3, 6599-6606 | 1.5 | 5 |
| 50 | 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> , 2015 , 25, 439-452 | 1.4 | 15 |
| 49 | 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> , 2015 , 87, 1929-37 | 1.4 | 5 |
| 48 | Defining Personas of University Students for the Development of a Digital Educational Game to Learn Portuguese as a Foreign Language. <i>Procedia Manufacturing</i> , 2015 , 3, 6214-6222 | 1.5 | 2 |
| 47 | A Methodological Approach to Evaluate a New Bicycle Concept with Elliptical Wheels. <i>Procedia Manufacturing</i> , 2015 , 3, 6361-6368 | 1.5 | 2 |
| 46 | TwitterJam: Identification of mobility patterns in urban centers based on tweets 2015 , | | 12 |
| 45 | HARSim: Posterior Load Comparative Analysis Process. <i>Lecture Notes in Computer Science</i> , 2015 , 34-44 | 0.9 | |
| 44 | Safety sign comprehension by students, adult workers and disabled persons with cerebral palsy. <i>Safety Science</i> , 2014 , 62, 175-186 | 5.8 | 10 |
| 43 | A Review of Gamification for Health-Related Contexts. <i>Lecture Notes in Computer Science</i> , 2014 , 742-753 | 0.9 | 52 |
| 42 | Effects of competing environmental variables and signage on route-choices in simulated everyday and emergency wayfinding situations. <i>Ergonomics</i> , 2014 , 57, 511-24 | 2.9 | 66 |
| 41 | Safety sign comprehension by students, adult workers and disabled persons with cerebral palsy. <i>Safety Science</i> , 2014 , 61, 66-77 | 5.8 | 1 |
| 40 | Behavioral compliance for dynamic versus static signs in an immersive virtual environment. <i>Applied Ergonomics</i> , 2014 , 45, 1367-75 | 4.2 | 67 |

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| 39 | 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> , 2014 , 58, 1884-1888 | 0.4 | 1 |
| 38 | Indoor Human Wayfinding Performance Using Vertical and Horizontal Signage in Virtual Reality. <i>Human Factors and Ergonomics in Manufacturing</i> , 2014 , 24, 601-615 | 1.4 | 59 |
| 37 | Can Virtual Reality Increase Emotional Responses (Arousal and Valence)? A Pilot Study. <i>Lecture Notes in Computer Science</i> , 2014 , 541-549 | 0.9 | 13 |
| 36 | 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> , 2014 , 369-377 | 0.9 | 3 |
| 35 | Serious Games and Heuristic Evaluation ¶The Cross-Comparison of Existing Heuristic Evaluation Methods for Games. <i>Lecture Notes in Computer Science</i> , 2014 , 453-464 | 0.9 | 3 |
| 34 | Methodological Framework for Control Centres Evaluation and Optimization. <i>Lecture Notes in Computer Science</i> , 2014 , 3-11 | 0.9 | |
| 33 | The influence of environmental features on route selection in an emergency situation. <i>Applied Ergonomics</i> , 2013 , 44, 618-27 | 4.2 | 64 |
| 32 | Strategy for the Development of a Walk-In-Place Interface for Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2013 , 419-426 | 0.9 | 1 |
| 31 | Main Usability Issues in Using Virtual Environments for Older Population Warning Studies. <i>Lecture Notes in Computer Science</i> , 2013 , 189-198 | 0.9 | 1 |
| 30 | Are Emergency Egress Signs Strong Enough to Overlap the Influence of the Environmental Variables?. <i>Lecture Notes in Computer Science</i> , 2013 , 205-214 | 0.9 | 3 |
| 29 | Using Virtual Reality to Examine Hazard Perception in Package Design. <i>Lecture Notes in Computer Science</i> , 2013 , 30-39 | 0.9 | 3 |
| 28 | Sense of Presence in a VR-Based Study on Behavioral Compliance with Warnings. <i>Lecture Notes in Computer Science</i> , 2013 , 362-371 | 0.9 | 2 |
| 27 | Evaluating Emotional Responses to the Interior Design of a Hospital Room: A Study Using Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2013 , 475-483 | 0.9 | 4 |
| 26 | Ergonomics Aspects in Operators of the Electric Power Control and Operation Centers. <i>Lecture Notes in Computer Science</i> , 2013 , 169-178 | 0.9 | |
| 25 | Ergoshow: a user-centred design game to make children aware of ergonomics and occupational safety and health. <i>Theoretical Issues in Ergonomics Science</i> , 2012 , 13, 4-17 | 2.2 | 2 |
| 24 | What should I do?--a study about conflicting and ambiguous warning messages. <i>Work</i> , 2012 , 41 Suppl 1, 3633-40 | 1.6 | |
| 23 | The use software ERGOSHOW in the education of health and safety at work to regardin the safety to children. <i>Work</i> , 2012 , 41 Suppl 1, 915-21 | 1.6 | 1 |
| 22 | Using environmental affordances to direct people natural movement indoors. <i>Work</i> , 2012 , 41 Suppl 1, 1149-56 | 1.6 | 16 |

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| 21 | Support of the upper limbs of office workers during a daily work journey. <i>Work</i> , 2012 , 41 Suppl 1, 676-82. | 1.6 | 5 |
| 20 | Selection of a voice for a speech signal for personalized warnings: the effect of speaker's gender and voice pitch. <i>Work</i> , 2012 , 41 Suppl 1, 3592-8 | 1.6 | 7 |
| 19 | A whole body postural loading simulation and assessment model for workplace analysis and design. <i>International Journal of Occupational Safety and Ergonomics</i> , 2012 , 18, 509-19 | 2.1 | 9 |
| 18 | A Personalized Speech Warning Facilitates Compliance in an Immersive Virtual Environment. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012 , 56, 2045-2049 | 0.4 | 3 |
| 17 | Using virtual reality to assess user experience. <i>Human Factors</i> , 2012 , 54, 964-82 | 3.8 | 93 |
| 16 | Comparing two types of navigational interfaces for Virtual Reality. <i>Work</i> , 2012 , 41 Suppl 1, 2195-200 | 1.6 | 2 |
| 15 | Behavior Video. <i>The Ergonomics Design & Mgmtory & Applications</i> , 2011 , 275-292 | | 8 |
| 14 | Virtual Reality in Consumer Product Design. <i>The Ergonomics Design & Mgmtory & Applications</i> , 2011 , 381-402 | | 12 |
| 13 | 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> , 2011 , 40-48 | 0.9 | 2 |
| 12 | Some Evidences of the Impact of Environment's Design Features in Routes Selection in Virtual Environments. <i>Lecture Notes in Computer Science</i> , 2011 , 154-163 | 0.9 | 2 |
| 11 | Environmental Affordances as a Way to Help in the Design of Videogame Worlds. <i>Lecture Notes in Computer Science</i> , 2011 , 323-331 | 0.9 | 1 |
| 10 | Evaluation of Human Performance Using Two Types of Navigation Interfaces in Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2011 , 380-386 | 0.9 | 0 |
| 9 | Human Interaction Data Acquisition Software for Virtual Reality. <i>Advances in Human Factors and Ergonomics Series</i> , 2010 , 793-801 | | 9 |
| 8 | Virtual Reality and its potential for evaluating warning compliance. <i>Human Factors and Ergonomics in Manufacturing</i> , 2010 , 20, 526-537 | 1.4 | 31 |
| 7 | Using Virtual Reality for Interior Colors Selection and Evaluation by the Elderly. <i>Advances in Human Factors and Ergonomics Series</i> , 2010 , 784-792 | | 1 |
| 6 | A Methodological Proposal to Evaluate the Postural Response in Virtual Reality. <i>Advances in Human Factors and Ergonomics Series</i> , 2010 , 822-831 | | |
| 5 | Virtual Reality in Wayfinding Studies. <i>Advances in Human Factors and Ergonomics Series</i> , 2010 , 802-811 | | 1 |
| 4 | An Expert System to Support Clothing Design Process. <i>Lecture Notes in Computer Science</i> , 2007 , 284-289. | 0.9 | 8 |

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| 3 | An Interactive System to Measure the Human Behaviour: An Analysis Model for the Human-Product-Environment Interaction. <i>Lecture Notes in Computer Science</i> , 2007 , 199-206 | 0.9 | 1 |
| 2 | Methodology to Apply a Usability Testing by Non Specialized People: Evaluation of the European Platform "e-Exhibitions". <i>Lecture Notes in Computer Science</i> , 2007 , 359-367 | 0.9 | |
| 1 | Legibilidade de avisos de segurança em ambiente virtual | | 1 |