

# Guilherme Gonçalves

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3958758/publications.pdf>

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#	ARTICLE	IF	CITATIONS
1	Systematic Review of Comparative Studies of the Impact of Realism in Immersive Virtual Experiences. ACM Computing Surveys, 2023, 55, 1-36.	23.0	11
2	Do Multisensory Stimuli Benefit the Virtual Reality Experience? A Systematic Review. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1428-1442.	4.4	48
3	Evaluation of the impact of different levels of self-representation and body tracking on the sense of presence and embodiment in immersive VR. Virtual Reality, 2022, 26, 1-14.	6.1	17
4	Immersive multisensory virtual reality technologies for virtual tourism. Multimedia Systems, 2022, 28, 1027-1037.	4.7	32
5	Authoring tools for virtual reality experiences: a systematic review. Multimedia Tools and Applications, 2022, 81, 28037-28060.	3.9	16
6	Using Virtual Reality to Demonstrate and Promote Products: The Effect of Gender, Product Contextualization and Presence on Purchase Intention and User Satisfaction. IEEE Access, 2022, 10, 58811-58820.	4.2	2
7	Hands-free interaction in immersive virtual reality: A systematic review. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2702-2713.	4.4	33
8	Systematic Review on Realism Research Methodologies on Immersive Virtual, Augmented and Mixed Realities. IEEE Access, 2021, 9, 89150-89161.	4.2	6
9	Impact of Different Role Types and Gender on Presence and Cybersickness in Immersive Virtual Reality Setups. , 2021, , .		8
10	Impact of Different Sensory Stimuli on Presence in Credible Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3231-3240.	4.4	28
11	A novel method to enhance the touristic 360° promotional video experience. Multimedia Tools and Applications, 2020, 79, 22905-22927.	3.9	7
12	A Comparative Study Between Wired and Wireless Virtual Reality Setups. IEEE Access, 2020, 8, 29249-29258.	4.2	9