

Elisã Angela Vilar

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3985677/publications.pdf>

Version: 2024-02-01

37
papers

445
citations

1163117

8
h-index

752698

20
g-index

46
all docs

46
docs citations

46
times ranked

321
citing authors

#	ARTICLE	IF	CITATIONS
1	The influence of environmental features on route selection in an emergency situation. <i>Applied Ergonomics</i> , 2013, 44, 618-627.	3.1	96
2	Indoor Human Wayfinding Performance Using Vertical and Horizontal Signage in Virtual Reality. <i>Human Factors and Ergonomics in Manufacturing</i> , 2014, 24, 601-615.	2.7	90
3	Effects of competing environmental variables and signage on route-choices in simulated everyday and emergency wayfinding situations. <i>Ergonomics</i> , 2014, 57, 511-524.	2.1	89
4	Methodological Approaches for Use Virtual Reality to Develop Emergency Evacuation Simulations for Training, in Emergency Situations. <i>Procedia Manufacturing</i> , 2015, 3, 6313-6320.	1.9	25
5	Using environmental affordances to direct people natural movement indoors. <i>Work</i> , 2012, 41, 1149-1156.	1.1	23
6	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.	2.7	20
7	Effects of sleeping position on back pain in physically active seniors: A controlled pilot study. <i>Work</i> , 2016, 53, 235-240.	1.1	14
8	Virtual Reality Self Induced Cybersickness: An Exploratory Study. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 26-33.	0.6	12
9	Smart Systems in Emergency Wayfinding: A Literature Review. <i>Lecture Notes in Computer Science</i> , 2018, , 379-388.	1.3	8
10	Virtual Environment Evaluation for a Safety Warning Effectiveness Study. <i>Procedia Manufacturing</i> , 2015, 3, 5971-5978.	1.9	7
11	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.	1.3	7
12	Preliminary Study about Social Influence Over Wayfinding Decisions. <i>Procedia Manufacturing</i> , 2015, 3, 5920-5926.	1.9	6
13	A Living Labs Approach for Usability Testing of Ambient Assisted Living Technologies. <i>Lecture Notes in Computer Science</i> , 2015, , 167-178.	1.3	6
14	Comparing two types of navigational interfaces for Virtual Reality. <i>Work</i> , 2012, 41, 2195-2200.	1.1	5
15	Digital Technologies in Architecture and Engineering. , 2019, , 390-426.		4
16	Postural Education: Correlation Between Postural Habits and Musculoskeletal Pain in School Age Children. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 255-263.	0.6	3
17	Sense of Presence in a VR-Based Study on Behavioral Compliance with Warnings. <i>Lecture Notes in Computer Science</i> , 2013, , 362-371.	1.3	3
18	Strategy for the Development of a Walk-In-Place Interface for Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2013, , 419-426.	1.3	2

#	ARTICLE	IF	CITATIONS
19	Interview Anxiety Narrative Validation for a Virtual Reality-based Study. <i>Procedia Manufacturing</i> , 2015, 3, 5934-5940.	1.9	2
20	Ergonomics and Human Factors Research Challenges: The ErgoUX Lab Case Study. <i>Lecture Notes in Networks and Systems</i> , 2021, , 912-922.	0.7	2
21	Can an Environmental Feature Influence Interview Anxiety?. <i>Lecture Notes in Computer Science</i> , 2020, , 351-369.	1.3	2
22	Virtual Reality in Wayfinding Studies. <i>Advances in Human Factors and Ergonomics Series</i> , 2010, , 802-811.	0.2	2
23	Virtual Reality to Study Job Interview Anxiety: Evaluation of Virtual Environments. <i>Advances in Intelligent Systems and Computing</i> , 2016, , 25-33.	0.6	1
24	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.	0.6	1
25	Integration of people with disabilities in the workplace: A methodology to evaluate the accessibility degree. <i>Occupational Ergonomics</i> , 2007, 7, 95-114.	0.3	1
26	Environmental Affordances as a Way to Help in the Design of Videogame Worlds. <i>Lecture Notes in Computer Science</i> , 2011, , 323-331.	1.3	1
27	Digital Technologies in Architecture and Engineering. <i>Advances in Civil and Industrial Engineering Book Series</i> , 2016, , 368-402.	0.2	1
28	Color and Emotion: A Literature Review to Apply in Virtual Reality Environments. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 269-274.	0.6	1
29	Expected Architects Acceptance of a BIM Tool to Optimize the Building Energetic Performance. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 249-255.	0.6	1
30	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.	1.3	1
31	Bio-Centred Interaction Design: A New Paradigm for Human-System Interaction. <i>Lecture Notes in Computer Science</i> , 2022, , 69-79.	1.3	1
32	Support system for the professional integration of people with disability into the labour market. <i>Work</i> , 2015, 50, 563-573.	1.1	0
33	Teaching Emotions with Gaming: A Solution of a Complex Concept. <i>Lecture Notes in Networks and Systems</i> , 2021, , 866-873.	0.7	0
34	Can a Stealth Game Be Used to Learn Interaction Design Concepts?. <i>Lecture Notes in Networks and Systems</i> , 2021, , 882-889.	0.7	0
35	Creating Cultural Experiences in a Cemetery: A Storyboard for a VR User Interaction. <i>Springer Series in Design and Innovation</i> , 2022, , 195-208.	0.3	0
36	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.	0.6	0

#	ARTICLE	IF	CITATIONS
37	Digital Technologies in Architecture and Engineering. , 0, , 618-653.		0