

Josef Wolfartsberger

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4164116/publications.pdf>

Version: 2024-02-01

13
papers

349
citations

1163117

8
h-index

1125743

13
g-index

14
all docs

14
docs citations

14
times ranked

249
citing authors

#	ARTICLE	IF	CITATIONS
1	Analyzing the potential of Virtual Reality for engineering design review. Automation in Construction, 2019, 104, 27-37.	9.8	184
2	Investigating the Potential of Smart Manufacturing Technologies. Procedia Computer Science, 2021, 180, 507-516.	2.0	27
3	Chances and Limitations of a Virtual Reality-supported Tool for Decision Making in Industrial Engineering. IFAC-PapersOnLine, 2018, 51, 637-642.	0.9	24
4	A virtual reality supported 3D environment for engineering design review. , 2017, , .		21
5	Supporting Teamwork in Industrial Virtual Reality Applications. Procedia Manufacturing, 2020, 42, 2-7.	1.9	17
6	Perspectives on Assistive Systems for Manual Assembly Tasks in Industry. Technologies, 2019, 7, 12.	5.1	14
7	Data-Driven Maintenance: Combining Predictive Maintenance and Mixed Reality-supported Remote Assistance. Procedia Manufacturing, 2020, 45, 307-312.	1.9	14
8	Creating an Open-Source Augmented Reality Remote Support Tool for Industry: Challenges and Learnings. Procedia Computer Science, 2021, 180, 269-279.	2.0	12
9	Virtual Reality enriched Business Model Canvas Building Blocks for enhancing Customer Retention. Procedia Manufacturing, 2020, 42, 154-157.	1.9	11
10	Designing a Framework for Collaborative Mixed Reality Training. Procedia Computer Science, 2022, 200, 896-903.	2.0	9
11	A Human-Centered Assembly Workplace For Industry: Challenges and Lessons Learned. Procedia Computer Science, 2021, 180, 290-300.	2.0	5
12	Analyzing the potential of a time-of-flight depth sensor for assembly assistance. Procedia Computer Science, 2022, 200, 648-659.	2.0	3
13	Selective Laser Melting of AISI H10 (32CrMoV12-28) with substrate preheating for crack prevention. Procedia Computer Science, 2022, 200, 1274-1281.	2.0	2