

Viviana Barneche-Naya

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4175568/publications.pdf>

Version: 2024-02-01

19
papers

56
citations

2257263

3
h-index

1872312

6
g-index

22
all docs

22
docs citations

22
times ranked

43
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating user experience in joint activities between schools and museums in virtual worlds. <i>Universal Access in the Information Society</i> , 2015, 14, 389-398.	2.1	13
2	A comparative study of walkthrough paradigms for virtual environments using kinect based natural interaction. , 2016, , .		6
3	An Augmented Reality Facility to Run Hybrid Physical-Numerical Flood Models. <i>Water (Switzerland)</i> , 2020, 12, 3290.	1.2	6
4	A comparative study on user gestural inputs for navigation in NUI-based 3D virtual environments. <i>Universal Access in the Information Society</i> , 2021, 20, 513-529.	2.1	6
5	Joint spaces between schools and museums via virtual worlds. , 2012, , .		4
6	Cyberarchitecture: A Vitruvian Approach. , 2012, , .		4
7	Mundos virtuales como canal de comunicaci3n entre escuelas y museos. <i>Estudios Sobre El Mensaje Periodistico</i> , 2012, 18, .	0.3	3
8	UX Aspects of Kinect-Based Movement Schemes Inside Virtual Environments for Museum Installations. <i>Lecture Notes in Computer Science</i> , 2019, , 133-150.	1.0	3
9	An enhanced navigation kit for virtual heritage exploration using a game engine. , 2015, , .		2
10	Metaversos formativos. <i>TecnologÃas y estudios de caso. Vivat Academia</i> , 0, , 368-386.	0.2	2
11	Los sistemas multimedia digitales interactivos en los museos. <i>Vivat Academia</i> , 2011, .	0.2	1
12	Vitruvius in Cyberspace. <i>International Journal of Art Culture and Design Technologies</i> , 2013, 3, 36-47.	0.0	1
13	An Interactive Installation for the Architectural Analysis of Space and Form in Historical Buildings. <i>Lecture Notes in Computer Science</i> , 2014, , 43-52.	1.0	1
14	Contextualization of Archaeological Findings Using Virtual Worlds. <i>Issues on Design and Implementation of a Multiuser Enabled Virtual Museum. Lecture Notes in Computer Science</i> , 2015, , 384-393.	1.0	1
15	Natural Interaction and Movement Paradigms. A Comparison of Usability for a Kinect Enabled Museum Installation. <i>Lecture Notes in Computer Science</i> , 2016, , 145-155.	1.0	1
16	EMULATION OF HUMAN ATTENTION FOR EXPLORATION OF VIRTUAL ARCHITECTURAL ENVIRONMENTS. APPLICATION TO LE CORBUSIER'S PROMENADE ARCHITECTURALE OF A VIRTUAL VILLE SAVOYE. , 2019, , .		1
17	Patrimonio hist3rico y metaversos. Estudio de caso de la recreaci3n interactiva de la Torre de HÃrcules en Second Life.. <i>Virtual Archaeology Review</i> , 2010, 1, 69.	0.8	0
18	A Vitruvian-Inspired Theoretical Framework for Architecture in Virtual Worlds. <i>Advances in Media, Entertainment and the Arts</i> , 2018, , 152-168.	0.0	0

#	ARTICLE	IF	CITATIONS
19	Assesment of Assisted Navigation in NUI Virtual Architectural Environments. Lecture Notes in Computer Science, 2022, , 14-23.	1.0	0