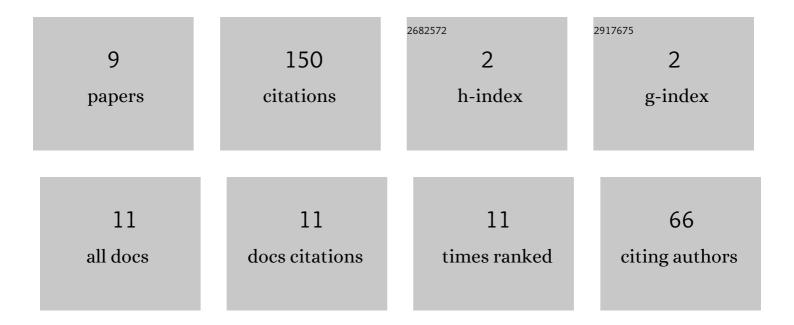
## Kim J L Nevelsteen

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4342336/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Virtual world, defined from a technological perspective and applied to video games, mixed reality, and the Metaverse. Computer Animation and Virtual Worlds, 2018, 29, e1752.	1.2	126
2	A Survey of Characteristic Engine Features for Technology-Sustained Pervasive Games. SpringerBriefs in Computer Science, 2015, , .	0.2	21
3	Spatiotemporal modeling of a pervasive game. , 2017, , .		2
4	Virtual World, a Definition Incorporating Distributed Computing and Instances. , 2015, , 1-11.		1
5	Survey of Pervasive Games and Technologies. SpringerBriefs in Computer Science, 2015, , 11-39.	0.2	0
6	Possible Extensions. SpringerBriefs in Computer Science, 2015, , 55-58.	0.2	0
7	Pervasive Games with Persistent Worlds. SpringerBriefs in Computer Science, 2015, , 1-10.	0.2	0
8	Case Study: Virtual World Engine Staging a Pervasive Game. SpringerBriefs in Computer Science, 2015, , 41-53.	0.2	0
9	Pervasive Games. , 2016, , 1-8.		0