

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

9
papers

150
citations

2682572

2
h-index

2917675

2
g-index

11
all docs

11
docs citations

11
times ranked

66
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual world, defined from a technological perspective and applied to video games, mixed reality, and the Metaverse. <i>Computer Animation and Virtual Worlds</i> , 2018, 29, e1752.	1.2	126
2	A Survey of Characteristic Engine Features for Technology-Sustained Pervasive Games. <i>SpringerBriefs in Computer Science</i> , 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. <i>SpringerBriefs in Computer Science</i> , 2015, , 11-39.	0.2	0
6	Possible Extensions. <i>SpringerBriefs in Computer Science</i> , 2015, , 55-58.	0.2	0
7	Pervasive Games with Persistent Worlds. <i>SpringerBriefs in Computer Science</i> , 2015, , 1-10.	0.2	0
8	Case Study: Virtual World Engine Staging a Pervasive Game. <i>SpringerBriefs in Computer Science</i> , 2015, , 41-53.	0.2	0
9	Pervasive Games. , 2016, , 1-8.		0