Kim J L Nevelsteen

List of Publications by Year
in descending order

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