Robert W Amor

List of Publications by Year
in descending order

62 papers	1,150 citations	516710 16 h-index	434195 31 g-index
63 all docs	63 docs citations	63 times ranked	801 citing authors

#	Article	IF	Citations
1	Immersive virtual reality serious games for evacuation training and research: A systematic literature review. Computers and Education, 2018, 127, 252-266.	8.3	245
2	Prototyping virtual reality serious games for building earthquake preparedness: The Auckland City Hospital case study. Advanced Engineering Informatics, 2018, 38, 670-682.	8.0	133
3	An immersive virtual reality serious game to enhance earthquake behavioral responses and post-earthquake evacuation preparedness in buildings. Advanced Engineering Informatics, 2020, 45, 101118.	8.0	66
4	Challenges for Integrated Design and Delivery Solutions. Architectural Engineering and Design Management, 2010, 6, 232-240.	1.7	63
5	Blockchain-aided information exchange records for design liability control and improved security. Automation in Construction, 2021, 126, 103667.	9.8	53
6	Towards a customizable immersive virtual reality serious game for earthquake emergency training. Advanced Engineering Informatics, 2020, 46, 101134.	8.0	45
7	Applications of machine learning to BIM: A systematic literature review. Advanced Engineering Informatics, 2022, 51, 101474.	8.0	38
8	The role of the project manager in agile software development projects. Journal of Systems and Software, 2021, 173, 110871.	4.5	37
9	The promise of automated compliance checking. Developments in the Built Environment, 2021, 5, 100039.	4.0	28
10	Computerizing Regulatory Knowledge for Building Engineering Design. Journal of Computing in Civil Engineering, 2016, 30, .	4.7	26
11	Instructional mechanisms in immersive virtual reality serious games: Earthquake emergency training for children. Journal of Computer Assisted Learning, 2021, 37, 542-556.	5.1	26
12	Domain-specific visual languages for specifying and generating data mapping systems. Journal of Visual Languages and Computing, 2004, 15, 243-263.	1.8	24
13	The Need for Enhancing Earthquake Evacuee Safety by Using Virtual Reality Serious Games. , 0, , .		24
14	Directions in modelling environments. Automation in Construction, 1995, 4, 173-187.	9.8	22
15	Simplified schema queries for supporting BIM-based rule-checking applications. Automation in Construction, 2020, 117, 103248.	9.8	21
16	Reflection in Agile Retrospectives. Lecture Notes in Business Information Processing, 2017, , 3-19.	1.0	21
17	Sharing Building Information using the IFC Data Model for FDS Fire Simulation. Fire Safety Science, 2008, 9, 1329-1340.	0.3	19
18	Understanding the Roles of the Manager in Agile Project Management. , 2017, , .		18

#	ARTICLE	IF	CITATIONS
19	Regulatory Knowledge Encoding Guidelines for Automated Compliance Audit of Building Engineering Design. , 2014, , .		16
20	Spearheading agile: the role of the scrum master in agile projects. Empirical Software Engineering, 2021, 26, 1.	3.9	16
21	Understanding Knowledge Management in Agile Software Development Practice. Lecture Notes in Computer Science, 2017, , 195-207.	1.3	16
22	Information Model Purposes in Building and Facility Design. Journal of Computing in Civil Engineering, 2017, 31, .	4.7	11
23	Qualitative design support for engineering and architecture. Advanced Engineering Informatics, 2009, 23, 68-80.	8.0	10
24	Does the â€œProject Managerâ€•Still Exist in Agile Software Development Projects?. , 2016, , .		10
25	Improving post-earthquake evacuation preparedness for deaf and hard of hearing children: A conceptual framework. International Journal of Disaster Risk Reduction, 2021, 62, 102360.	3.9	10
26	Developing a Building Information Modelling Educational Framework for the Tertiary Sector in New Zealand. IFIP Advances in Information and Communication Technology, 2013, , 606-618.	0.7	9
27	Peer teaching extends HCI learning. , 2006, , .		8
28	Exploring spiral narratives with immediate feedback in immersive virtual reality serious games for earthquake emergency training. Multimedia Tools and Applications, 2023, 82, 125-147.	3.9	8
29	Automated data mapping specification via schema heuristics and user interaction. , 0, , .		7
30	Peer teaching extends HCI learning. SIGCSE Bulletin, 2006, 38, 53-57.	0.1	6
31	Computer-human interaction issues when integrating qualitative spatial reasoning into geographic information systems. , 2006, , .		6
32	Addressing Semantic Geographic Information Systems. Future Internet, 2013, 5, 585-590.	3.8	6
33	A Nonlinear Model for Mouse Pointing Task Movement Time Analysis Based on Both System and Human Effects. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2015, 23, 1003-1011.	4.9	6
34	Automating Conventional Compliance Audit Processes. IFIP Advances in Information and Communication Technology, 2017, , 324-334.	0.7	6
35	Utilization of Qualitative Spatial Reasoning in Geographic Information Systems. , 2006, , 27-42.		6
36	A data mapping specification environment using a concrete business form-based metaphor. , 0, , .		5

#	ARTICLE	IF	CITATIONS
37	Usage Patterns of the Java Standard API. , 2006, , .		5
38	A Java reuse repository for Eclipse using LSI. , 2006, , .		5
39	Indexing the Java API Using Source Code. Proceedings / Australian Software Engineering Conference, 2008, , .	0.0	5
40	A Hand Gesture Set for Navigating and Interacting with 3D Virtual Environments. , 2018, , .		5
41	Integrated Data Mapping for a Software Meta-tool. , 2009, , .		4
42	A Case Study in Data Visualization for Linked Building Information Model and Building Management System Data. , 2017, , .		4
43	DCTracVis: a system retrieving and visualizing traceability links between source code and documentation. Automated Software Engineering, 2018, 25, 703-741.	2.9	4
44	Maintainable process model driven online legal expert systems. Artificial Intelligence and Law, 2019, 27, 93-111.	4.0	4
45	Using IFC to Support Enclosure Fire Dynamics Simulation. Lecture Notes in Computer Science, 2018, , 339-360.	1.3	4
46	Integrating design tools for total building evaluation. Building and Environment, 1993, 28, 475-482.	6.9	3
47	A System for Querying With Qualitative Distances in Networks. IEEE International Conference on Fuzzy Systems, 2007, , .	0.0	3
48	Development of Robust Traceability Benchmarks. , 2013, , .		3
49	Methodologies for Qualitative Spatial and Temporal Reasoning Application Design. Advances in Geospatial Technologies Book Series, 2012, , 168-202.	0.2	3
50	Avatars at a meeting. , 2012, , .		3
51	Support for constructing environments with multiple views. , 1996, , .		2
52	ICAtect-II: a framework for the integration of building design tools. Automation in Construction, 1999, 8, 277-289.	9.8	2
53	Bringing Semantic Resources Together in the Cloud: From Theory to Application. , 2013, , .		2
54	User Elicited Hand Gestures for VR-based Navigation of Architectural Designs. , 2020, , .		2

#	Article	IF	Citations
55	Sketch, click, plug and play. , 2010, , .		2
56	Data strategies for improving infrastructure value and performance. Proceedings of the Institution of Civil Engineers - Smart Infrastructure and Construction, 0, , 1-8.	1.7	2
57	Towards designing assistive software applications for discrete trial training. , 2014, , .		1
58	Modelling Metropolitan Activity through Abductive Reasoning on Geographic Space. , 2014, , .		1
59	Examining Dynamic Control-Display Gain Adjustments to Assist Mouse-Based Pointing for Youths with Cerebral Palsy. International Journal of Virtual Worlds and Human Computer Interaction, 0, , .	0.0	1
60	Semantic Geographic Space: From Big Data to Ecosystems of Data. Studies in Big Data, 2015, , 351-374.	1.1	1
61	The Impact of Qualification on the Application of Qualitative Spatial and Temporal Reasoning Calculi. Lecture Notes in Computer Science, 2010, , 62-71.	1.3	0
62	Shared Design Space. , 2005, , 217-226.		0