Robert W Amor

List of Publications by Year
in descending order

62 papers	1,150 citations	586496 16 h-index	488211 31 g-index
63 all docs	63 docs citations	63 times ranked	918 citing authors

#	Article	IF	Citations
1	Exploring spiral narratives with immediate feedback in immersive virtual reality serious games for earthquake emergency training. Multimedia Tools and Applications, 2023, 82, 125-147.	2.6	8
2	Applications of machine learning to BIM: A systematic literature review. Advanced Engineering Informatics, 2022, 51, 101474.	4.0	38
3	The role of the project manager in agile software development projects. Journal of Systems and Software, 2021, 173, 110871.	3.3	37
4	Instructional mechanisms in immersive virtual reality serious games: Earthquake emergency training for children. Journal of Computer Assisted Learning, 2021, 37, 542-556.	3.3	26
5	The promise of automated compliance checking. Developments in the Built Environment, 2021, 5, 100039.	2.0	28
6	Blockchain-aided information exchange records for design liability control and improved security. Automation in Construction, 2021, 126, 103667.	4.8	53
7	Improving post-earthquake evacuation preparedness for deaf and hard of hearing children: A conceptual framework. International Journal of Disaster Risk Reduction, 2021, 62, 102360.	1.8	10
8	Spearheading agile: the role of the scrum master in agile projects. Empirical Software Engineering, 2021, 26, 1.	3.0	16
9	Towards a customizable immersive virtual reality serious game for earthquake emergency training. Advanced Engineering Informatics, 2020, 46, 101134.	4.0	45
10	User Elicited Hand Gestures for VR-based Navigation of Architectural Designs. , 2020, , .		2
11	Simplified schema queries for supporting BIM-based rule-checking applications. Automation in Construction, 2020, 117, 103248.	4.8	21
12	An immersive virtual reality serious game to enhance earthquake behavioral responses and post-earthquake evacuation preparedness in buildings. Advanced Engineering Informatics, 2020, 45, 101118.	4.0	66
13	Maintainable process model driven online legal expert systems. Artificial Intelligence and Law, 2019, 27, 93-111.	3.0	4
14	A Hand Gesture Set for Navigating and Interacting with 3D Virtual Environments. , 2018, , .		5
15	Prototyping virtual reality serious games for building earthquake preparedness: The Auckland City Hospital case study. Advanced Engineering Informatics, 2018, 38, 670-682.	4.0	133
16	Immersive virtual reality serious games for evacuation training and research: A systematic literature review. Computers and Education, 2018, 127, 252-266.	5.1	245
17	DCTracVis: a system retrieving and visualizing traceability links between source code and documentation. Automated Software Engineering, 2018, 25, 703-741.	2.2	4
18	Using IFC to Support Enclosure Fire Dynamics Simulation. Lecture Notes in Computer Science, 2018, , 339-360.	1.0	4

#	ARTICLE	IF	CITATIONS
19	Understanding the Roles of the Manager in Agile Project Management. , 2017, , .		18
20	A Case Study in Data Visualization for Linked Building Information Model and Building Management System Data. , 2017, , .		4
21	Information Model Purposes in Building and Facility Design. Journal of Computing in Civil Engineering, 2017, 31, .	2.5	11
22	Automating Conventional Compliance Audit Processes. IFIP Advances in Information and Communication Technology, 2017, , 324-334.	0.5	6
23	Reflection in Agile Retrospectives. Lecture Notes in Business Information Processing, 2017, , 3-19.	0.8	21
24	Understanding Knowledge Management in Agile Software Development Practice. Lecture Notes in Computer Science, 2017, , 195-207.	1.0	16
25	Does the â€œProject Managerâ€•Still Exist in Agile Software Development Projects?. , 2016, , .		10
26	Computerizing Regulatory Knowledge for Building Engineering Design. Journal of Computing in Civil Engineering, 2016, 30, .	2.5	26
27	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.	2.7	6
28	Semantic Geographic Space: From Big Data to Ecosystems of Data. Studies in Big Data, 2015, , 351-374.	0.8	1
29	Towards designing assistive software applications for discrete trial training. , 2014, , .		1
30	Regulatory Knowledge Encoding Guidelines for Automated Compliance Audit of Building Engineering Design. , 2014, , .		16
31	Modelling Metropolitan Activity through Abductive Reasoning on Geographic Space. , 2014, , .		1
32	Development of Robust Traceability Benchmarks. , 2013, , .		3
33	Bringing Semantic Resources Together in the Cloud: From Theory to Application. , 2013, , .		2
34	Addressing Semantic Geographic Information Systems. Future Internet, 2013, 5, 585-590.	2.4	6
35	Developing a Building Information Modelling Educational Framework for the Tertiary Sector in New Zealand. IFIP Advances in Information and Communication Technology, 2013, , 606-618.	0.5	9
36	Methodologies for Qualitative Spatial and Temporal Reasoning Application Design. Advances in Geospatial Technologies Book Series, 2012, , 168-202.	0.1	3

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37	Avatars at a meeting. , 2012, , .		3
38	Challenges for Integrated Design and Delivery Solutions. Architectural Engineering and Design Management, 2010, 6, 232-240.	1.2	63
39	Sketch, click, plug and play. , 2010, , .		2
40	The Impact of Qualification on the Application of Qualitative Spatial and Temporal Reasoning Calculi. Lecture Notes in Computer Science, 2010, , 62-71.	1.0	0
41	Qualitative design support for engineering and architecture. Advanced Engineering Informatics, 2009, 23, 68-80.	4.0	10
42	Integrated Data Mapping for a Software Meta-tool. , 2009, , .		4
43	Indexing the Java API Using Source Code. Proceedings / Australian Software Engineering Conference, 2008, , .	0.0	5
44	Sharing Building Information using the IFC Data Model for FDS Fire Simulation. Fire Safety Science, 2008, 9, 1329-1340.	0.3	19
45	A System for Querying With Qualitative Distances in Networks. IEEE International Conference on Fuzzy Systems, 2007, , .	0.0	3
46	Usage Patterns of the Java Standard API. , 2006, , .		5
47	A Java reuse repository for Eclipse using LSI. , 2006, , .		5
48	Peer teaching extends HCI learning. SIGCSE Bulletin, 2006, 38, 53-57.	0.1	6
49	Computer-human interaction issues when integrating qualitative spatial reasoning into geographic information systems. , 2006, , .		6
50	Peer teaching extends HCI learning. , 2006, , .		8
51	Utilization of Qualitative Spatial Reasoning in Geographic Information Systems. , 2006, , 27-42.		6
52	Shared Design Space. , 2005, , 217-226.		0
53	Domain-specific visual languages for specifying and generating data mapping systems. Journal of Visual Languages and Computing, 2004, 15, 243-263.	1.8	24
54	ICAtect-II: a framework for the integration of building design tools. Automation in Construction, 1999, 8, 277-289.	4.8	2

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55	Support for constructing environments with multiple views. , 1996, , .		2
56	Directions in modelling environments. Automation in Construction, 1995, 4, 173-187.	4.8	22
57	Integrating design tools for total building evaluation. Building and Environment, 1993, 28, 475-482.	3.0	3
58	A data mapping specification environment using a concrete business form-based metaphor. , 0, , .		5
59	Automated data mapping specification via schema heuristics and user interaction. , 0, , .		7
60	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
61	The Need for Enhancing Earthquake Evacuee Safety by Using Virtual Reality Serious Games. , 0, , .		24
62	Data strategies for improving infrastructure value and performance. Proceedings of the Institution of Civil Engineers - Smart Infrastructure and Construction, 0, , 1-8.	1.1	2