

# Anabela Marto

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/480946/publications.pdf>

Version: 2024-02-01

18  
papers

144  
citations

1307594

7  
h-index

1372567

10  
g-index

18  
all docs

18  
docs citations

18  
times ranked

87  
citing authors

#	ARTICLE	IF	CITATIONS
1	Using Augmented Reality in Patients with Autism: A Systematic Review. Lecture Notes in Computational Vision and Biomechanics, 2019, , 454-463.	0.5	26
2	A survey of multisensory VR and AR applications for cultural heritage. Computers and Graphics, 2022, 102, 426-440.	2.5	26
3	Exploring Cultural Heritage Using Augmented Reality Through Googleâ€™s Project Tango and ARCore. Communications in Computer and Information Science, 2019, , 93-106.	0.5	16
4	Multisensory Augmented Reality in Cultural Heritage: Impact of Different Stimuli on Presence, Enjoyment, Knowledge and Value of the Experience. IEEE Access, 2020, 8, 193744-193756.	4.2	15
5	Augmented Reality Games and Presence: A Systematic Review. Journal of Imaging, 2022, 8, 91.	3.0	14
6	Development and Evaluation of an Outdoor Multisensory AR System for Cultural Heritage. IEEE Access, 2021, 9, 16419-16434.	4.2	12
7	Mobile AR: User Evaluation in a Cultural Heritage Context. Applied Sciences (Switzerland), 2019, 9, 5454.	2.5	11
8	Applying UTAUT Model for an Acceptance Study Alluding the Use of Augmented Reality in Archaeological Sites. , 2019, , .		5
9	DinofelisAR demo augmented reality based on natural features. , 2017, , .		4
10	DinofelisAR: Usersâ€™ Perspective About a Mobile AR Application in Cultural Heritage. Communications in Computer and Information Science, 2019, , 79-92.	0.5	4
11	SensiMAR - Designing a Multisensory AR System. , 2019, , .		3
12	Mobile augmented reality in cultural heritage context: Current technologies. , 2017, , .		2
13	The Scope of Multisensory Experiences in Cultural Heritage Sites. , 2018, , .		2
14	Integrating a Head-mounted Display with a Mobile Device for Real-time Augmented Reality Purposes. , 2021, , .		2
15	Mobile AR Performance Issues in a Cultural Heritage Environment. International Journal of Creative Interfaces and Computer Graphics, 2018, 9, 15-31.	0.1	1
16	Advanced technologies for shoe sole production. MATEC Web of Conferences, 2020, 318, 01012.	0.2	1
17	AR Mobile Application to Enhance the Birdwatching Experience. , 2020, , .		0
18	The Use of New Technologies for Mindo Birdwatching. Advances in Intelligent Systems and Computing, 2020, , 270-279.	0.6	0