

# Adrian Clark

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/483164/publications.pdf>

Version: 2024-02-01

32  
papers

1,256  
citations

1937685

4  
h-index

1872680

6  
g-index

33  
all docs

33  
docs citations

33  
times ranked

985  
citing authors

#	ARTICLE	IF	CITATIONS
1	User-Defined Interaction Using Everyday Objects for Augmented Reality First Person Action Games. , 2022, , .		1
2	Improved Position Accuracy of Foot-Mounted Inertial Sensor by Discrete Corrections from Vision-Based Fiducial Marker Tracking. Sensors, 2020, 20, 5031.	3.8	2
3	Imparting Materials Science Knowledge in the Field of the Crystal Structure of Metals in Times of Online Teaching: A Novel Online Laboratory Teaching Concept with an Augmented Reality Application. Journal of Chemical Education, 2020, 97, 2643-2650.	2.3	30
4	A Comparison of Surface and Motion User-Defined Gestures for Mobile Augmented Reality. , 2020, , .		12
5	Clinical Activity Monitoring System (CATS): An automatic system to quantify bedside clinical activities in the intensive care unit. Intensive and Critical Care Nursing, 2016, 37, 52-61.	2.9	9
6	A Survey of Augmented Reality. Foundations and Trends in Human-Computer Interaction, 2015, 8, 73-272.	2.9	666
7	Semi-automatic color analysis for brand logos. Color Research and Application, 2015, 40, 72-84.	1.6	3
8	Novel methods for reflective symmetry detection in scanned 3D models. , 2015, , .		0
9	Grasp-Shell vs gesture-speech: A comparison of direct and indirect natural interaction techniques in augmented reality. , 2014, , .		66
10	[DEMO] G-SIAR: Gesture-speech interface for augmented reality. , 2014, , .		5
11	A Novel Visualization System for ICU Clinical Activity Tracking. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2014, 47, 3581-3586.	0.4	0
12	Novel visualisation approach for Intensive Care Unit Clinical Activity monitoring. , 2014, , .		1
13	KITE: Platform for mobile Augmented Reality gaming and interaction using magnetic tracking and depth sensing. , 2013, , .		2
14	An advanced interaction framework for augmented reality based exposure treatment. , 2013, , .		11
15	User-defined gestures for augmented reality. , 2013, , .		150
16	User-Defined Gestures for Augmented Reality. Lecture Notes in Computer Science, 2013, , 282-299.	1.3	70
17	Poster: Physically-based natural hand and tangible AR interaction for face-to-face collaboration on a tabletop. , 2012, , .		11
18	An interactive augmented reality coloring book. , 2012, , .		43

#	ARTICLE	IF	CITATIONS
19	An interactive Augmented Reality system for exposure treatment. , 2012, , .		4
20	Physically interactive tabletop augmented reality using the Kinect. , 2012, , .		6
21	ARMicroMachines. , 2012, , .		0
22	Interactive AR exposure therapy. , 2012, , .		2
23	An interactive augmented reality coloring book. , 2011, , .		10
24	Optical-Flow Perspective Invariant Registration. , 2011, , .		3
25	Using augmented reality for rapid prototyping and collaborative design to model 3D buildings. , 2011, , .		3
26	Augmented reality micromachines. , 2011, , .		0
27	An interactive augmented reality coloring book. , 2011, , .		13
28	A realistic augmented reality racing game using a depth-sensing camera. , 2011, , .		8
29	Seamless interaction in space. , 2011, , .		17
30	An interactive augmented reality coloring book. , 2011, , .		1
31	Perspective correction for improved visual registration using natural features.. , 2008, , .		7
32	HLS Distorted colour model for enhanced colour image segmentation. , 2008, , .		1