Stephen B Gilbert

List of Publications by Year
in descending order

94 papers	1,038 citations	623734 14 h-index	526287 27 g-index
109 all docs	109 docs citations	109 times ranked	1024 citing authors

#	Article	IF	Citations
1	Virtual Training: Learning Transfer of Assembly Tasks. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 770-782.	4.4	77
2	Designing Adaptive Instruction for Teams: a Meta-Analysis. International Journal of Artificial Intelligence in Education, 2018, 28, 225-264.	5.5	58
3	A question of trust: can we build an evidence base to gain trust in systematic review automation technologies?. Systematic Reviews, 2019, 8, 143.	5.3	58
4	Perceived Realism of Virtual Environments Depends on Authenticity. Presence: Teleoperators and Virtual Environments, 2016, 25, 322-324.	0.6	51
5	Evaluating the Reliability, Coverage, and Added Value of Crowdsourced Traffic Incident Reports from Waze. Transportation Research Record, 2018, 2672, 34-43.	1.9	47
6	The Right View from the Wrong Location: Depth Perception in Stereoscopic Multi-User Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 581-588.	4.4	45
7	The temporal dynamics of medial and lateral frontal neural activity related to proactive cognitive control. Neuropsychologia, 2012, 50, 3450-3460.	1.6	44
8	Spatial cognitive implications of teleporting through virtual environments.. Journal of Experimental Psychology: Applied, 2020, 26, 480-492.	1.2	40
9	The WEAR Scale. , 2016, , .		30
10	Measuring the Performance Impact of Using the Microsoft HoloLens 1 to Provide Guided Assembly Work Instructions. Journal of Computing and Information Science in Engineering, 2020, 20, .	2.7	29
11	Teleporting through virtual environments: Effects of path scale and environment scale on spatial updating. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1841-1850.	4.4	28
12	Capturing Cognitive Fingerprints from Keystroke Dynamics. IT Professional, 2013, 15, 24-28.	1.5	20
13	Who Are Virtual Reality Headset Owners? A Survey and Comparison of Headset Owners and Non-Owners. , 2021, , .		20
14	The impact of three interfaces for 360-degree video on spatial cognition. , 2012, , .		19
15	Puzzle assembly training: Real world vs. virtual environment. , 2012, , .		18
16	Creating a Team Tutor Using GIFT. International Journal of Artificial Intelligence in Education, 2018, 28, 286-313.	5.5	18
17	Analysis of Food Hub Commerce and Participation Using Agent-Based Modeling. Human Factors, 2016, 58, 58-79.	3.5	16
18	A Composite Framework of Co-located Asymmetric Virtual Reality. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	3.3	12

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19	Requirement Text Detection from Contract Packages to Support Project Definition Determination. , 2019, , 569-576.		12
20	Sparsh UI: A Multi-Touch Framework for Collaboration and Modular Gesture Recognition. , 2009, , .		11
21	Authoring Effective Embedded Tutors: An Overview of the Extensible Problem Specific Tutor (xPST) System. International Journal of Artificial Intelligence in Education, 2015, 25, 428-454.	5.5	11
22	Visually Induced Motion Sickness Susceptibility and Recovery Based on Four Mitigation Techniques. Frontiers in Virtual Reality, 2020, 1, .	3.7	11
23	Space perception in virtual environments. ACM Transactions on Applied Perception, 2013, 10, 1-23.	1.9	10
24	The Challenges of Building Intelligent Tutoring Systems for Teams. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1981-1985.	0.3	10
25	Mitigating Visually Induced Motion Sickness. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1839-1843.	0.3	9
26	Evaluation of an intelligent team tutoring system for a collaborative two-person problem: Surveillance. Computers in Human Behavior, 2020, 104, 105873.	8.5	9
27	Elaborating the Human Aspect of the NIST Framework for Cyber-Physical Systems. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 450-454.	0.3	8
28	Circuit World: A Multiplayer VE for Researching Engineering Learning. , 2021, , .		8
29	LVC interaction within a mixed-reality training system. Proceedings of SPIE, 2012, , .	0.8	7
30	Evaluating operator harvest technology within a high-fidelity combine simulator. Computers and Electronics in Agriculture, 2018, 148, 309-321.	7.7	7
31	Individual Differences & Task Attention in Cybersickness: A Call for a Standardized Approach to Data Sharing. , 2021, , .		7
32	Evaluating an Authoring Tool for Model-Tracing Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2008, , 204-215.	1.3	7
33	The Team Multiple Errands Test. , 2015, , .		6
34	Assessing the validity of facilitated-volunteered geographic information: comparisons of expert and novice ratings. Geo Journal, 2018, 83, 477-488.	3.1	6
35	An Analysis of Video Games Using the Dimensions of Human-Agent Interaction. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 716-720.	0.3	6
36	Five Lenses on Team Tutor Challenges: A Multidisciplinary Approach. Research on Managing Groups and Teams, 2018, , 247-277.	0.6	6

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37	Framework for measuring social affinity for CSCW software. , 2011, , .		5
38	TeachActive Feedback Dashboard: Using Automated Classroom Analytics to Visualize Pedagogical Strategies at a Glance. , 2021, , .		5
39	Rotational Self-motion Cues Improve Spatial Learning when Teleporting in Virtual Environments. , 2020, , .		5
40	Utility of Baroreflex Sensitivity as a Marker of Stress. Journal of Cognitive Engineering and Decision Making, 2016, 10, 167-177.	2.3	4
41	The Wearer, the Device, and Its Use: Advances in Understanding the Social Acceptability of Wearables. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1027-1031.	0.3	4
42	The study design elements employed by researchers in preclinical animal experiments from two research domains and implications for automation of systematic reviews. PLoS ONE, 2018, 13, e0199441.	2.5	4
43	Preface to the Special Issue on Creating and Improving Adaptive Learning: Smart Authoring Tools and Processes. International Journal of Artificial Intelligence in Education, 2022, 32, 1-3.	5.5	4
44	Boundaries Reduce Disorientation in Virtual Reality. Frontiers in Virtual Reality, 0, 3, .	3.7	4
45	The accidental tutor. , 2009, , .		3
46	Configuring Virtual Reality Displays in a Mixed-Reality Environment for LVC Training. , 2011, , .		3
47	ConvoCons. , 2012, , .		3
48	Virtual displays for 360-degree video. , 2012, , .		3
49	Cost-effective kernel ridge regression implementation for keystroke-based active authentication system. , 2014, , .		3
50	Using ConceptGrid as an easy authoring technique to check natural language responses. International Journal of Learning Technology, 2015, 10, 50.	0.2	3
51	Listening to the voice of the customer using an immersive combine simulator: innovative techniques for product development. International Journal of Heavy Vehicle Systems, 2020, 27, 303.	0.2	3
52	Individual differences in teleporting through virtual environments: A latent profile analysis. , 2020, , .		3
53	StaticsTutor: Free Body Diagram Tutor for Problem Framing. Lecture Notes in Computer Science, 2014, , 448-455.	1.3	3
54	Lattice-Based Approach to Building Templates for Natural Language Understanding in Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2011, , 47-54.	1.3	3

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55	Do You Need to Travel? Mapping Face-to-Face Communication Objectives to Technology Affordances. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1069-1073.	0.3	3
56	An Agricultural Harvest Knowledge Survey to Distinguish Types of Expertise. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 2048-2052.	0.3	2
57	HomCam. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 800-804.	0.3	2
58	Fashion and Technology: Implications for the Social Acceptability of a Wearable Device. Lecture Notes in Computer Science, 2017, , 203-213.	1.3	2
59	The importance of operator knowledge in evaluating virtual reality cue fidelity. Computers and Electronics in Agriculture, 2019, 160, 179-187.	7.7	2
60	Analysis of Communication, Team Situational Awareness, and Feedback in a Three-Person Intelligent Team Tutoring System. Frontiers in Psychology, 2021, 12, 553015.	2.1	2
61	Expansion of the xPST Framework to Enable Non-programmers to Create Intelligent Tutoring Systems in 3D Game Environments. Lecture Notes in Computer Science, 2010, , 365-367.	1.3	2
62	Boundaries facilitate spatial orientation in virtual environments. , 2021, , .		2
63	Creating Metrics for Human-Agent Teams. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 349-353.	0.3	2
64	Integration Of An Intelligent Tutoring System With A Web Based Authoring System To Develop Online Homework Assignments With Formative Feedback. , 0, , .		2
65	Diagnosing perceptual distortion present in group stereoscopic viewing. , 2012, , .		1
66	Re-Solution â€" Katrina Edition: Moving a Face-to-Face Game Online. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 356-360.	0.3	1
67	Operationalizing the Câ€™s of Teamwork in an Intelligent Tutoring System. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 745-749.	0.3	1
68	Rapid Tagging and Reporting for Functional Language Extraction in Scientific Articles. , 2017, , .		1
69	Feedback Design Considerations for Intelligent Team Tutoring Systems. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1977-1981.	0.3	1
70	Toward Strategic Training on Reading the Mind in the Eyes. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1562-1566.	0.3	1
71	Parsing Natural Language Queries for Extracting Data from Large-Scale Geospatial Transportation Asset Repositories. , 2018, , .		1
72	PERSONALIZED AND ADAPTIVE VR/AR FOR OLDER ADULTS: EIGHT CRITICAL NEEDS. Innovation in Aging, 2019, 3, S239-S239.	0.1	1

#	ARTICLE	IF	CITATIONS
73	The Effectiveness of Locomotion Interfaces Depends on Self-Motion Cues, Environmental Cues, and the Individual. , 2021, , .		1
74	Generating partial civil information model views using a semantic information retrieval approach. Journal of Information Technology in Construction, 2020, 25, 41-54.	2.1	1
75	Wayfinder: Evaluating Multitouch Interaction in Supervisory Control of Unmanned Vehicles. , 2010, , .		1
76	Building Better Design Teams: Enhancing Group Affinity to Aid Collaborative Design. , 2011, , 601-620.		1
77	Evaluating the effect of displaying team vs. individual metrics on team performance. International Journal of Human Computer Studies, 2022, 160, 102759.	5.6	1
78	Individual differences in teleporting through virtual environments.. Journal of Experimental Psychology: Applied, 2023, 29, 111-123.	1.2	1
79	Remote research on locomotion interfaces for virtual reality: Replication of a lab-based study on teleporting interfaces. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2037-2046.	4.4	1
80	Interfaces for 3D Flight Path Visualization. , 2010, , .		0
81	Analysis of tactors for wearable simulator feedback: a tactile vest architecture. Proceedings of SPIE, 2013, , .	0.8	0
82	Human Differences in Navigational Approaches during Tele-Robotic Search. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 625-629.	0.3	0
83	Operator-Centered Task Analysis. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 841-845.	0.3	0
84	The Future of Adaptive Tutoring: Wrangling Complexity across Domains, Applications, and Platforms. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1985-1989.	0.3	0
85	Developing an Optimized UI for Traffic Incident Managers. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 292-296.	0.3	0
86	What Intelligent Team Tutoring Systems Can Learn from Human-Agent Teams. , 2018, , .		0
87	The Classification of Representational Forms. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 2244-2248.	0.3	0
88	Auscultation simulation system captures/replays diagnostic experiences by synchronizing sound, spatial positioning and anatomic visualizations in real€time. FASEB Journal, 2010, 24, 400.6.	0.5	0
89	Different roles the Web can play. , 1999, , 119-129.		0
90	The Effect of Feedback Type on Perception of Performance. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1074-1078.	0.3	0

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91	Dynamic Escape Signs for Safe Egress in School Shooter Situation. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1736-1739.	0.3	0
92	Translating Virtual Reality Research intoÂPractice as a Way to Combat Misinformation: The DOVE Website. Communications in Computer and Information Science, 2021, , 341-348.	0.5	0
93	Decision-based Learning for a Sophomore Level Thermodynamics Course. , 0, , .		0
94	An evaluation to determine if reading the mind in the eyes scores can be improved through training. PLoS ONE, 2022, 17, e0267579.	2.5	0