

# Stephen B Gilbert

## List of Publications by Year in descending order

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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	Individual differences in teleporting through virtual environments.. Journal of Experimental Psychology: Applied, 2023, 29, 111-123.	1.2	1
2	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
3	Evaluating the effect of displaying team vs. individual metrics on team performance. International Journal of Human Computer Studies, 2022, 160, 102759.	5.6	1
4	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
5	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
6	Circuit World: A Multiplayer VE for Researching Engineering Learning. , 2021, , .		8
7	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
8	Who Are Virtual Reality Headset Owners? A Survey and Comparison of Headset Owners and Non-Owners. , 2021, , .		20
9	The Effectiveness of Locomotion Interfaces Depends on Self-Motion Cues, Environmental Cues, and the Individual. , 2021, , .		1
10	Individual Differences & Task Attention in Cybersickness: A Call for a Standardized Approach to Data Sharing. , 2021, , .		7
11	A Composite Framework of Co-located Asymmetric Virtual Reality. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	3.3	12
12	TeachActive Feedback Dashboard: Using Automated Classroom Analytics to Visualize Pedagogical Strategies at a Glance. , 2021, , .		5
13	Boundaries facilitate spatial orientation in virtual environments. , 2021, , .		2
14	Translating Virtual Reality Research into Practice as a Way to Combat Misinformation: The DOVE Website. Communications in Computer and Information Science, 2021, , 341-348.	0.5	0
15	Evaluation of an intelligent team tutoring system for a collaborative two-person problem: Surveillance. Computers in Human Behavior, 2020, 104, 105873.	8.5	9
16	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
17	Individual differences in teleporting through virtual environments: A latent profile analysis. , 2020, , .		3
18	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

#	ARTICLE	IF	CITATIONS
19	Spatial cognitive implications of teleporting through virtual environments.. Journal of Experimental Psychology: Applied, 2020, 26, 480-492.	1.2	40
20	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
21	Rotational Self-motion Cues Improve Spatial Learning when Teleporting in Virtual Environments. , 2020, , .		5
22	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
23	The Effect of Feedback Type on Perception of Performance. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 1074-1078.	0.3	0
24	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
25	Creating Metrics for Human-Agent Teams. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 349-353.	0.3	2
26	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
27	Visually Induced Motion Sickness Susceptibility and Recovery Based on Four Mitigation Techniques. Frontiers in Virtual Reality, 2020, 1, .	3.7	11
28	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
29	The importance of operator knowledge in evaluating virtual reality cue fidelity. Computers and Electronics in Agriculture, 2019, 160, 179-187.	7.7	2
30	PERSONALIZED AND ADAPTIVE VR/AR FOR OLDER ADULTS: EIGHT CRITICAL NEEDS. Innovation in Aging, 2019, 3, S239-S239.	0.1	1
31	The Classification of Representational Forms. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 2244-2248.	0.3	0
32	Requirement Text Detection from Contract Packages to Support Project Definition Determination. , 2019, , 569-576.		12
33	Evaluating operator harvest technology within a high-fidelity combine simulator. Computers and Electronics in Agriculture, 2018, 148, 309-321.	7.7	7
34	Designing Adaptive Instruction for Teams: a Meta-Analysis. International Journal of Artificial Intelligence in Education, 2018, 28, 225-264.	5.5	58
35	Assessing the validity of facilitated-volunteered geographic information: comparisons of expert and novice ratings. Geo Journal, 2018, 83, 477-488.	3.1	6
36	Creating a Team Tutor Using GIFT. International Journal of Artificial Intelligence in Education, 2018, 28, 286-313.	5.5	18

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37	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
38	Feedback Design Considerations for Intelligent Team Tutoring Systems. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 1977-1981.	0.3	1
39	Developing an Optimized UI for Traffic Incident Managers. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 292-296.	0.3	0
40	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
41	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
42	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
43	Evaluating the Reliability, Coverage, and Added Value of Crowdsourced Traffic Incident Reports from Waze. Transportation Research Record, 2018, 2672, 34-43.	1.9	47
44	Five Lenses on Team Tutor Challenges: A Multidisciplinary Approach. Research on Managing Groups and Teams, 2018, , 247-277.	0.6	6
45	Parsing Natural Language Queries for Extracting Data from Large-Scale Geospatial Transportation Asset Repositories. , 2018, , .		1
46	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
47	What Intelligent Team Tutoring Systems Can Learn from Human-Agent Teams. , 2018, , .		0
48	Re-Resolution " Katrina Edition: Moving a Face-to-Face Game Online. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 356-360.	0.3	1
49	Operationalizing the " of Teamwork in an Intelligent Tutoring System. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 745-749.	0.3	1
50	Fashion and Technology: Implications for the Social Acceptability of a Wearable Device. Lecture Notes in Computer Science, 2017, , 203-213.	1.3	2
51	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
52	Rapid Tagging and Reporting for Functional Language Extraction in Scientific Articles. , 2017, , .		1
53	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
54	The WEAR Scale. , 2016, , .		30

#	ARTICLE	IF	CITATIONS
55	HomCam. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 800-804.	0.3	2
56	The Challenges of Building Intelligent Tutoring Systems for Teams. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1981-1985.	0.3	10
57	Perceived Realism of Virtual Environments Depends on Authenticity. Presence: Teleoperators and Virtual Environments, 2016, 25, 322-324.	0.6	51
58	Utility of Baroreflex Sensitivity as a Marker of Stress. Journal of Cognitive Engineering and Decision Making, 2016, 10, 167-177.	2.3	4
59	Analysis of Food Hub Commerce and Participation Using Agent-Based Modeling. Human Factors, 2016, 58, 58-79.	3.5	16
60	Using ConceptGrid as an easy authoring technique to check natural language responses. International Journal of Learning Technology, 2015, 10, 50.	0.2	3
61	Mitigating Visually Induced Motion Sickness. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1839-1843.	0.3	9
62	Operator-Centered Task Analysis. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 841-845.	0.3	0
63	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
64	The Team Multiple Errands Test. , 2015, , .		6
65	Virtual Training: Learning Transfer of Assembly Tasks. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 770-782.	4.4	77
66	Cost-effective kernel ridge regression implementation for keystroke-based active authentication system. , 2014, , .		3
67	StaticsTutor: Free Body Diagram Tutor for Problem Framing. Lecture Notes in Computer Science, 2014, , 448-455.	1.3	3
68	Capturing Cognitive Fingerprints from Keystroke Dynamics. IT Professional, 2013, 15, 24-28.	1.5	20
69	Analysis of factors for wearable simulator feedback: a tactile vest architecture. Proceedings of SPIE, 2013, , .	0.8	0
70	Space perception in virtual environments. ACM Transactions on Applied Perception, 2013, 10, 1-23.	1.9	10
71	Human Differences in Navigational Approaches during Tele-Robotic Search. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 625-629.	0.3	0
72	ConvoCons. , 2012, , .		3

#	ARTICLE	IF	CITATIONS
73	The impact of three interfaces for 360-degree video on spatial cognition. , 2012, , .		19
74	LVC interaction within a mixed-reality training system. Proceedings of SPIE, 2012, , .	0.8	7
75	Diagnosing perceptual distortion present in group stereoscopic viewing. , 2012, , .		1
76	Virtual displays for 360-degree video. , 2012, , .		3
77	The temporal dynamics of medial and lateral frontal neural activity related to proactive cognitive control. Neuropsychologia, 2012, 50, 3450-3460.	1.6	44
78	Puzzle assembly training: Real world vs. virtual environment. , 2012, , .		18
79	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
80	Framework for measuring social affinity for CSCW software. , 2011, , .		5
81	Configuring Virtual Reality Displays in a Mixed-Reality Environment for LVC Training. , 2011, , .		3
82	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
83	Building Better Design Teams: Enhancing Group Affinity to Aid Collaborative Design. , 2011, , 601-620.		1
84	Interfaces for 3D Flight Path Visualization. , 2010, , .		0
85	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
86	Wayfinder: Evaluating Multitouch Interaction in Supervisory Control of Unmanned Vehicles. , 2010, , .		1
87	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
88	Sparsh UI: A Multi-Touch Framework for Collaboration and Modular Gesture Recognition. , 2009, , .		11
89	The accidental tutor. , 2009, , .		3
90	Evaluating an Authoring Tool for Model-Tracing Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2008, , 204-215.	1.3	7

#	ARTICLE	IF	CITATIONS
91	Different roles the Web can play. , 1999, , 119-129.		0
92	Integration Of An Intelligent Tutoring System With A Web Based Authoring System To Develop Online Homework Assignments With Formative Feedback. , 0, , .		2
93	Decision-based Learning for a Sophomore Level Thermodynamics Course. , 0, , .		0
94	Boundaries Reduce Disorientation in Virtual Reality. Frontiers in Virtual Reality, 0, 3, .	3.7	4