Blair MacIntyre

List of Publications by Year
in descending order

49 papers	6,088 citations	516561 16 h-index	610775 24 g-index
50 all docs	50 docs citations	50 times ranked	3565 citing authors

#	Article	IF	Citations
1	The Evolution of the Argon Web Framework Through Its Use Creating Cultural Heritage and Community–Based Augmented Reality Applications. Lecture Notes in Computer Science, 2015, , 112-124.	1.0	7
2	Designer's augmented reality toolkit, ten years later. , 2014, , .		36
3	A psychological perspective on augmented reality in the mathematics classroom. Computers and Education, 2013, 68, 536-544.	5.1	352
4	Walled Gardens: Apps and Data as Barriers to Augmenting Reality. IEEE Computer Graphics and Applications, 2013, 33, 77-81.	1.0	9
5	Media studies, mobile augmented reality, and interaction design. Interactions, 2013, 20, 36-45.	0.8	47
6	Game Jams. International Journal of Game-Based Learning, 2012, 2, 51-70.	0.9	56
7	Here We Are! Where Are We? Locating Mixed Reality in The Age of the Smartphone. Proceedings of the IEEE, 2012, 100, 929-936.	16.4	25
8	The Argon AR Web Browser and standards-based AR application environment. , 2011, , .		56
9	A scale model of mixed reality. , 2011, , .		11
10	Enhancing and evaluating users' social experience with a mobile phone guide applied to cultural heritage. Personal and Ubiquitous Computing, 2011, 15, 649-665.	1.9	34
11	The Argon AR Web Browser and standards-based AR application environment. , 2011, , .		2
12	Virtual transparency: Introducing parallax view into video see-through AR. , 2011, , .		1
13	Eliza meets the wizard-of-oz. , 2010, , .		13
14	Thinking inside the box: Making meaning in a Handheld AR experience. , 2010, , .		9
15	Building and Employing Cross-Reality. IEEE Pervasive Computing, 2009, 8, 55-57.	1.1	1
16	(in)box with Malcom. , 2009, , .		2
17	An Evaluation of Graphical Context as a Means for Ameliorating the Effects of Registration Error. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 179-192.	2.9	16
18	Augmenting Creative Realities: The Second Life Performance Project. Leonardo, 2009, 42, 96-97.	0.2	5

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19	An evaluation of graphical context when the graphics are outside of the task area. , 2008, , .		37
20	Uncertainty Boundaries for Complex Objects in Augmented Reality. , 2008, , .		2
21	Experiences Employing Novice Wizard Operators in a Gallery Setting. Lecture Notes in Computer Science, 2008, , 190-196.	1.0	1
22	Presence and engagement in an interactive drama. , 2007, , .		82
23	Evaluating a conversation-centered interactive drama. , 2007, , .		22
24	AR faÃ§ade. , 2007, , .		12
25	Is It Live or Is It AR?. IEEE Spectrum, 2007, 44, 30-35.	0.5	9
26	New Media and the Permanent Crisis of Aura. Convergence, 2006, 12, 21-39.	1.6	52
27	Initial lessons from AR FaÃ§ade, an interactive augmented reality drama. , 2006, , .		34
28	DART. , 2005, , .		2
29	A sketch interface to support storyboarding of augmented reality experiences. , 2005, , .		1
30	DART. ACM Transactions on Graphics, 2005, 24, 932-932.	4.9	16
31	Wizard of Oz interfaces for mixed reality applications. , 2005, , .		49
32	Guest Editors' Introduction: Moving Mixed Reality into the Real World. IEEE Computer Graphics and Applications, 2005, 25, 22-23.	1.0	42
33	DART. , 2004, , .		186
34	Adapting to Registration Error in an Intent-based Augmentation System. , 2004, , 147-167.		2
35	Browsing the Real-World Wide Web: Maintaining Awareness of Virtual Information in an AR Information Space. International Journal of Human-Computer Interaction, 2003, 16, 425-446.	3.3	43
36	Integrating 2-D Video Actors into 3-D Augmented-Reality Systems. Presence: Teleoperators and Virtual Environments, 2002, 11, 189-202.	0.3	15

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37	Recent advances in augmented reality. IEEE Computer Graphics and Applications, 2001, 21, 34-47.	1.0	2,733
38	A multi-disciplinary course on augmented reality design. , 2000, , .		0
39	Wearing It Out: First Steps Toward Mobile Augmented Reality Systems. , 1999, , 363-377.		27
40	Augmenting home and office environments. , 1998, , .		2
41	A distributed 3D graphics library. , 1998, , .		58
42	A touring machine: Prototyping 3D mobile augmented reality systems for exploring the urban environment. Personal and Ubiquitous Computing, 1997, 1, 208-217.	0.6	420
43	Future multimedia user interfaces. Multimedia Systems, 1996, 4, 250-268.	3.0	39
44	Language-level support for exploratory programming of distributed virtual environments. , 1996, , .		25
45	Programming languages. ACM SIGCHI Bulletin, 1996, 28, 15-19.	0.2	0
46	Architectural Anatomy. Presence: Teleoperators and Virtual Environments, 1995, 4, 318-325.	0.3	43
47	Knowledge-based augmented reality. Communications of the ACM, 1993, 36, 53-62.	3.3	675
48	Windows on the world. , 1993, , .		192
49	A practical approach to calculating luminance contrast on a CRT. ACM Transactions on Graphics, 1992, 11, 336-347.	4.9	19