

Vijayakumar Nanjappan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/517378/publications.pdf>

Version: 2024-02-01

14
papers

191
citations

1307594

7
h-index

1372567

10
g-index

14
all docs

14
docs citations

14
times ranked

90
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual Reality for Neurorehabilitation and Cognitive Enhancement. <i>Brain Sciences</i> , 2021, 11, 221.	2.3	53
2	Evaluating enjoyment, presence, and emulator sickness in VR games based on first- and third-person viewing perspectives. <i>Computer Animation and Virtual Worlds</i> , 2018, 29, e1830.	1.2	50
3	User-elicited dual-hand interactions for manipulating 3D objects in virtual reality environments. <i>Human-centric Computing and Information Sciences</i> , 2018, 8, .	6.1	27
4	A systematic review of virtual brainstorming from the perspective of creativity: affordances, framework, and outlook. <i>Digital Creativity</i> , 2022, 33, 96-127.	1.6	19
5	Towards a Taxonomy for In-Vehicle Interactions Using Wearable Smart Textiles: Insights from a User-Elicitation Study. <i>Multimodal Technologies and Interaction</i> , 2019, 3, 33.	2.5	11
6	Design of Interactions for Handheld Augmented Reality Devices Using Wearable Smart Textiles: Findings from a User Elicitation Study. <i>Applied Sciences (Switzerland)</i> , 2019, 9, 3177.	2.5	8
7	VIRTUAL BRAINSTORMING AND CREATIVITY: AN ANALYSIS OF MEASURES, AVATARS, ENVIRONMENTS, INTERFACES, AND APPLICATIONS. <i>Proceedings of the Design Society</i> , 2021, 1, 3399-3408.	0.8	8
8	On the Use of Movement-Based Interaction with Smart Textiles for Emotion Regulation. <i>Sensors</i> , 2021, 21, 990.	3.8	5
9	GesFabri: Exploring Affordances and Experience of Textile Interfaces for Gesture-based Interaction. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2022, 6, 1-23.	3.3	4
10	In-Situ exploration of emotion regulation via smart clothing: an empirical study of healthcare workers in their work environment. <i>Behaviour and Information Technology</i> , 2024, 43, 419-432.	4.0	3
11	Instrumenting Virtual Reality for Priming Cultural Differences in Design Creativity. , 2022, , .		2
12	Body sensor networks: Overview of hardware framework and design challenges. , 2015, , .		1
13	Student's Access Patterns of a Moodle-based Course Management System: A Case Study of a Large Entry Level Programming Class. , 2019, , .		0
14	Design and Simulation of 2.4GHz Microstrip Parallel Coupled Line Low Pass Filter for Wireless Communication System. <i>Lecture Notes in Networks and Systems</i> , 2022, , 362-370.	0.7	0