

Vijayakumar Nanjappan

List of Publications by Year in descending order

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

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