

# Santiago MartÃ-n-GonzÃ;lez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5225470/publications.pdf>

Version: 2024-02-01

28  
papers

399  
citations

933447

10  
h-index

752698

20  
g-index

29  
all docs

29  
docs citations

29  
times ranked

376  
citing authors

#	ARTICLE	IF	CITATIONS
1	How plants inspire façades. From plants to architecture: Biomimetic principles for the development of adaptive architectural envelopes. <i>Renewable and Sustainable Energy Reviews</i> , 2017, 67, 692-703.	16.4	115
2	Interactive multimedia animation with Macromedia Flash in Descriptive Geometry teaching. <i>Computers and Education</i> , 2007, 49, 615-639.	8.3	64
3	Active materials for adaptive architectural envelopes based on plant adaptation principles. <i>Journal of Facade Design and Engineering</i> , 2015, 3, 27-38.	0.5	41
4	A Random Dot Computer Video Game Improves Stereopsis. <i>Optometry and Vision Science</i> , 2018, 95, 523-535.	1.2	30
5	Construction of accurate geological cross-sections along trenches, cliffs and mountain slopes using photogrammetry. <i>Computers and Geosciences</i> , 2013, 51, 90-100.	4.2	27
6	Collaborative web learning tools: Wikis and blogs. <i>Computer Applications in Engineering Education</i> , 2010, 18, 502-511.	3.4	17
7	Landfill gas extraction technology: Study, simulation and manually controlled extraction. <i>Bioresource Technology</i> , 1997, 62, 47-54.	9.6	14
8	Mathematical modelling of landfill gas migration in MSW sanitary landfills. <i>Waste Management and Research</i> , 2001, 19, 425-435.	3.9	14
9	Evaluation of a Virtual Reality implementation of a binocular imbalance test. <i>PLoS ONE</i> , 2020, 15, e0238047.	2.5	13
10	Scaffolding depth cues and perceptual learning in VR to train stereovision: a proof of concept pilot study. <i>Scientific Reports</i> , 2021, 11, 10129.	3.3	12
11	Teaching applications of the new computer-aided modelling technologies in the recovery and diffusion of the industrial heritage. <i>Computer Applications in Engineering Education</i> , 2009, 17, 455-466.	3.4	7
12	Proposal of interactive applications to enhance student's spatial perception. <i>Computers and Education</i> , 2008, 50, 772-786.	8.3	6
13	Parallax cues in the design of graphics used in technical education to illustrate complex spatial problems. <i>Computers and Education</i> , 2009, 53, 493-503.	8.3	5
14	Effects of inherited structures on inversion tectonics: Examples from the Asturian Basin (NW Iberian)		
15	Predictive factors for the perceptual learning in stereodeficient subjects. <i>Journal of Optometry</i> , 2021, 14, 156-165.	1.3	5
16	Combined passive and active treatment in strabismic amblyopia with accommodative component. <i>Australasian journal of optometry</i> , The, 2020, 103, 885-894.	1.3	4
17	Stereoacuity Improvement using Random-Dot Video Games. <i>Journal of Visualized Experiments</i> , 2020, , .	0.3	4
18	Virtual outcrop models: Digital techniques and an inventory of structural models from North-Northwest Iberia (Cantabrian Zone and Asturian Basin). <i>Journal of Structural Geology</i> , 2022, 157, 104568.	2.3	4

#	ARTICLE	IF	CITATIONS
19	GLSV: Graphics library stereo vision for OpenGL. Virtual Reality, 2009, 13, 51-57.	6.1	3
20	Geological interpretation of two virtual outcrops of deformed Palaeozoic rocks (NW Iberian) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 707 T Geology, 2019, 45, 565-584.	1.3	3
21	An Evaluation of the Agreement Between a Computerized Stereoscopic Game Test and the TNO Stereoacuity Test. Clinical Optometry, 2021, Volume 13, 181-190.	1.2	3
22	Innovative Teaching Methods in the Industrial Design Lecture Room. International Journal of Mechanical Engineering Education, 2007, 35, 32-45.	1.0	1
23	Heuristic method based on voting for extrinsic orientation through image epipolarization. Journal of Electronic Imaging, 2017, 26, 1.	0.9	1
24	Cue scaffolding to train stereo-anomalous observers to rely on disparity cues. Journal of Vision, 2020, 20, 300.	0.3	1
25	Evaluation of a Virtual Reality implementation of a binocular imbalance test. , 2020, 15, e0238047.		0
26	Evaluation of a Virtual Reality implementation of a binocular imbalance test. , 2020, 15, e0238047.		0
27	Evaluation of a Virtual Reality implementation of a binocular imbalance test. , 2020, 15, e0238047.		0
28	Evaluation of a Virtual Reality implementation of a binocular imbalance test. , 2020, 15, e0238047.		0