

Serena Graziosi

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5317025/publications.pdf>

Version: 2024-02-01

28
papers

391
citations

1040056

9
h-index

794594

19
g-index

28
all docs

28
docs citations

28
times ranked

401
citing authors

#	ARTICLE	IF	CITATIONS
1	The Design Process of Additively Manufactured Mesoscale Lattice Structures: A Review. <i>Journal of Computing and Information Science in Engineering</i> , 2018, 18, .	2.7	94
2	The influence of slicing parameters on the multi-material adhesion mechanisms of FDM printed parts: an exploratory study. <i>Virtual and Physical Prototyping</i> , 2019, 14, 316-332.	10.4	68
3	Exploring the Use of Virtual Reality to Support Environmentally Sustainable Behavior: A Framework to Design Experiences. <i>Sustainability</i> , 2021, 13, 943.	3.2	42
4	Prototyping strategies for multisensory product experience engineering. <i>Journal of Intelligent Manufacturing</i> , 2017, 28, 1695-1707.	7.3	26
5	Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. <i>Virtual Reality</i> , 2021, 25, 107-121.	6.1	22
6	A Method for Designing Users' Experience with Industrial Products based on a Multimodal Environment and Mixed Prototypes. <i>Computer-Aided Design and Applications</i> , 2013, 10, 461-474.	0.6	19
7	3D-Printed Architected Materials Inspired by Cubic Bravais Lattices. <i>ACS Biomaterials Science and Engineering</i> , 2023, 9, 3935-3944.	5.2	18
8	Designing for Metal Additive Manufacturing: A Case Study in the Professional Sports Equipment Field. <i>Procedia Manufacturing</i> , 2017, 11, 1544-1551.	1.9	13
9	An approach to design reconfigurable manufacturing tools to manage product variability: the mass customisation of eyewear. <i>Journal of Intelligent Manufacturing</i> , 2020, 31, 87-102.	7.3	12
10	A knowledge-based workflow to dynamically manage human interaction in extended enterprise. <i>International Journal on Interactive Design and Manufacturing</i> , 2011, 5, 1-15.	2.2	8
11	A method for bringing user experience upstream to design. <i>Virtual and Physical Prototyping</i> , 2014, 9, 181-194.	10.4	7
12	On the Factors Affecting Design Education Within a Multi-Disciplinary Class. <i>Journal of Integrated Design and Process Science</i> , 2017, 21, 21-44.	0.5	7
13	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. <i>Frontiers in Psychology</i> , 2018, 9, 2604.	2.1	7
14	Design and testing of an innovative 3D-printed metal-composite junction. <i>Additive Manufacturing</i> , 2020, 36, 101311.	3.0	7
15	Reverse engineering of interactive mechanical interfaces for product experience design. <i>Virtual and Physical Prototyping</i> , 2014, 9, 65-79.	10.4	6
16	Combining aesthetics and engineering specifications for fashion-driven product design: A case study on spectacle frames. <i>Computers in Industry</i> , 2018, 95, 102-112.	9.9	6
17	A step-based framework to combine creativity, project management and technical development in industrial innovation. <i>International Journal of Product Development</i> , 2011, 14, 96.	0.2	5
18	Re-engineering of the Haptic Feedback of a Dishwasher Door. <i>Computer-Aided Design and Applications</i> , 2013, 10, 995-1006.	0.6	5

#	ARTICLE	IF	CITATIONS
19	An inspection system to master dimensional and technological variability of fashion-related products: A case study in the eyewear industry. <i>Computers in Industry</i> , 2016, 83, 140-149.	9.9	4
20	Optimization of the Force Feedback of a Dishwasher Door Putting the Human in the Design Loop. <i>Lecture Notes in Mechanical Engineering</i> , 2013, , 939-950.	0.4	4
21	Dishwasher history and its role in modern design. , 2012, , .		3
22	Integrated Model for Technology Assessment and Expected Evolution: A Case Study in the Chilean Mining Industry. <i>Journal of Integrated Design and Process Science</i> , 2013, 17, 53-80.	0.5	3
23	Digitalizing and capturing haptic feedback in virtual prototypes for User Experience design. , 2013, , .		2
24	Participated Planning of Large Water Infrastructures through Virtual Prototyping Technologies. <i>Technologies</i> , 2018, 6, 68.	5.1	2
25	Prototyping for the Product Experience: An Example in the Household Appliances Industry. , 2014, , .		1
26	Sustainable Production in the Age of Mass Customization: An Example in the Footwear Industry. , 2008, , .		0
27	Broadening Design and Designersâ€™ Perspective. <i>Journal of Integrated Design and Process Science</i> , 2019, 22, 1-3.	0.5	0
28	BIOINSPIRED COMPUTATIONAL DESIGN: A CASE STUDY ON A 3D-PRINTED LAMP BASED ON THE PHYSALIS ALKEKENGI. <i>Proceedings of the Design Society</i> , 2021, 1, 561-570.	0.8	0