

Serena Graziosi

List of Publications by Year in descending order

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28
papers

391
citations

1040056

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28
all docs

28
docs citations

28
times ranked

401
citing authors

#	ARTICLE	IF	CITATIONS
1	3D-Printed Architected Materials Inspired by Cubic Bravais Lattices. ACS Biomaterials Science and Engineering, 2023, 9, 3935-3944.	5.2	18
2	Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. Virtual Reality, 2021, 25, 107-121.	6.1	22
3	BIOINSPIRED COMPUTATIONAL DESIGN: A CASE STUDY ON A 3D-PRINTED LAMP BASED ON THE PHYSALIS ALKEKENGI. Proceedings of the Design Society, 2021, 1, 561-570.	0.8	0
4	Exploring the Use of Virtual Reality to Support Environmentally Sustainable Behavior: A Framework to Design Experiences. Sustainability, 2021, 13, 943.	3.2	42
5	An approach to design reconfigurable manufacturing tools to manage product variability: the mass customisation of eyewear. Journal of Intelligent Manufacturing, 2020, 31, 87-102.	7.3	12
6	Design and testing of an innovative 3D-printed metal-composite junction. Additive Manufacturing, 2020, 36, 101311.	3.0	7
7	The influence of slicing parameters on the multi-material adhesion mechanisms of FDM printed parts: an exploratory study. Virtual and Physical Prototyping, 2019, 14, 316-332.	10.4	68
8	Broadening Design and Designersâ€™ Perspective. Journal of Integrated Design and Process Science, 2019, 22, 1-3.	0.5	0
9	Combining aesthetics and engineering specifications for fashion-driven product design: A case study on spectacle frames. Computers in Industry, 2018, 95, 102-112.	9.9	6
10	Participated Planning of Large Water Infrastructures through Virtual Prototyping Technologies. Technologies, 2018, 6, 68.	5.1	2
11	The Design Process of Additively Manufactured Mesoscale Lattice Structures: A Review. Journal of Computing and Information Science in Engineering, 2018, 18, .	2.7	94
12	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. Frontiers in Psychology, 2018, 9, 2604.	2.1	7
13	Prototyping strategies for multisensory product experience engineering. Journal of Intelligent Manufacturing, 2017, 28, 1695-1707.	7.3	26
14	Designing for Metal Additive Manufacturing: A Case Study in the Professional Sports Equipment Field. Procedia Manufacturing, 2017, 11, 1544-1551.	1.9	13
15	On the Factors Affecting Design Education Within a Multi-Disciplinary Class. Journal of Integrated Design and Process Science, 2017, 21, 21-44.	0.5	7
16	An inspection system to master dimensional and technological variability of fashion-related products: A case study in the eyewear industry. Computers in Industry, 2016, 83, 140-149.	9.9	4
17	Prototyping for the Product Experience: An Example in the Household Appliances Industry. , 2014, , .		1
18	Reverse engineering of interactive mechanical interfaces for product experience design. Virtual and Physical Prototyping, 2014, 9, 65-79.	10.4	6

#	ARTICLE	IF	CITATIONS
19	A method for bringing user experience upstream to design. Virtual and Physical Prototyping, 2014, 9, 181-194.	10.4	7
20	Digitalizing and capturing haptic feedback in virtual prototypes for User Experience design. , 2013, , .		2
21	A Method for Designing Usersâ€™ Experience with Industrial Products based on a Multimodal Environment and Mixed Prototypes. Computer-Aided Design and Applications, 2013, 10, 461-474.	0.6	19
22	Integrated Model for Technology Assessment and Expected Evolution: A Case Study in the Chilean Mining Industry. Journal of Integrated Design and Process Science, 2013, 17, 53-80.	0.5	3
23	Re-engineering of the Haptic Feedback of a Dishwasher Door. Computer-Aided Design and Applications, 2013, 10, 995-1006.	0.6	5
24	Optimization of the Force Feedback of a Dishwasher Door Putting the Human in the Design Loop. Lecture Notes in Mechanical Engineering, 2013, , 939-950.	0.4	4
25	Dishwasher history and its role in modern design. , 2012, , .		3
26	A step-based framework to combine creativity, project management and technical development in industrial innovation. International Journal of Product Development, 2011, 14, 96.	0.2	5
27	A knowledge-based workflow to dynamically manage human interaction in extended enterprise. International Journal on Interactive Design and Manufacturing, 2011, 5, 1-15.	2.2	8
28	Sustainable Production in the Age of Mass Customization: An Example in the Footwear Industry. , 2008, , .		0