

LuÃ-s Filipe Barbosa

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

337
citations

1478505

6
h-index

1281871

11
g-index

22
all docs

22
docs citations

22
times ranked

310
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluation of the impact of different levels of self-representation and body tracking on the sense of presence and embodiment in immersive VR. <i>Virtual Reality</i> , 2022, 26, 1-14.	6.1	17
2	Authoring tools for creating 360 multisensory videos – Evaluation of different interfaces. <i>Expert Systems</i> , 2021, 38, e12418.	4.5	8
3	Assessing presence in virtual environments: adaptation of the psychometric properties of the Presence Questionnaire to the Portuguese populations. <i>Behaviour and Information Technology</i> , 2021, 40, 1417-1427.	4.0	3
4	Digital Signature Solution for Document Management Systems - The University of Trás-os-Montes and Alto Douro. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 16-25.	0.6	1
5	Immersive Edition of Multisensory 360 Videos. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 309-318.	0.6	5
6	A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018, 24, 1223-1231.	4.4	20
7	A multisensory virtual experience model for thematic tourism: A Port wine tourism application proposal. <i>Journal of Destination Marketing & Management</i> , 2017, 6, 103-109.	5.3	119
8	Context-aware HDR video distribution for mobile devices. <i>Multimedia Tools and Applications</i> , 2017, 76, 16605-16623.	3.9	3
9	Multisensory virtual environment for firefighter training simulation: Study of the impact of haptic feedback on task execution. , 2017, , .		9
10	The Impact of Body Position on the Usability of Multisensory Virtual Environments. , 2016, , .		5
11	The impact of different exposure times to 360° video experience on the sense of presence. , 2016, , .		9
12	Presence in virtual environments: Objective metrics vs. subjective metrics – A pilot study. , 2016, , .		3
13	Does 3D 360 video enhance user's VR experience?. , 2016, , .		17
14	Adaptation and Validation of the Igroup Presence Questionnaire (IPQ) in a Portuguese Sample. <i>Presence: Teleoperators and Virtual Environments</i> , 2016, 25, 191-203.	0.6	66
15	Exploring educational immersive videogames: an empirical study with a 3D multimodal interaction prototype. <i>Behaviour and Information Technology</i> , 2016, 35, 907-918.	4.0	34
16	HDR video on mobile devices: Unlocker of new opportunities for digital business. , 2016, , .		0
17	Immersive virtual environments of simulation for exposure therapy: Impact of multi-sensory stimulation in the sense of presence in an acrophobic context. , 2016, , .		0
18	Software readability practices and the importance of their teaching. , 2016, , .		1

#	ARTICLE	IF	CITATIONS
19	Screen reflections impact on HDR video tone mapping for mobile devices: an evaluation study. Eurasip Journal on Image and Video Processing, 2015, 2015, .	2.6	8
20	Separating Gesture Detection and Application Control Concerns with a Multimodal Architecture. , 2015, , .		2
21	Information system for the management and visualization of multisensorial contents. , 2015, , .		7
22	Hospital Repository for Radiological Parameters Registration of Health Professionals. Procedia Technology, 2013, 9, 1320-1328.	1.1	0