Federico Manuri

List of Publications by Year
in descending order

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17 papers	386 citations	933447 10 h-index	996975 15 g-index
18 all docs	18 docs citations	18 times ranked	353 citing authors

#	Article	IF	Citations
1	Snap2cad:Â3D indoor environment reconstruction for AR/VR applications using a smartphone device. Computers and Graphics, 2021, 100, 116-124.	2.5	12
2	A systematic review of Augmented Reality interfaces for collaborative industrial robots. Computers and Industrial Engineering, 2020, 149, 106806.	6.3	47
3	PDIF: Pupil Detection After Isolation and Fitting. IEEE Access, 2020, 8, 30826-30837.	4.2	5
4	A State Validation System for Augmented Reality Based Maintenance Procedures. Applied Sciences (Switzerland), 2019, 9, 2115.	2.5	16
5	Special Issue â€œWearable Augmented and Mixed Reality Applicationsâ€• Information (Switzerland), 2019, 10, 289.	2.9	3
6	An Augmented Reality System to Support Fault Visualization in Industrial Robotic Tasks. IEEE Access, 2019, 7, 132343-132359.	4.2	30
7	A Comparison Between Two Different Approaches for a Collaborative Mixed-Virtual Environment in Industrial Maintenance. Frontiers in Robotics and AI, 2019, 6, 18.	3.2	24
8	Enhancing cultural tourism by a mixed reality application for outdoor navigation and information browsing using immersive devices. IOP Conference Series: Materials Science and Engineering, 2018, 364, 012048.	0.6	16
9	An Augmented Interface to Display Industrial Robot Faults. Lecture Notes in Computer Science, 2018, , 403-421.	1.3	11
10	Using Semantics to Automatically Generate Speech Interfaces for Wearable Virtual and Augmented Reality Applications. IEEE Transactions on Human-Machine Systems, 2017, 47, 152-164.	3.5	21
11	A Flexible AR-based Training System for Industrial Maintenance. Lecture Notes in Computer Science, 2015, , 314-331.	1.3	6
12	A Preliminary Study of a Hybrid User Interface for Augmented Reality Applications. , 2015, , .		4
13	Challenges, Opportunities, and Future Trends of Emerging Techniques for Augmented Reality-Based Maintenance. IEEE Transactions on Emerging Topics in Computing, 2014, 2, 411-421.	4.6	79
14	A Workflow Analysis for Implementing AR-Based Maintenance Procedures. Lecture Notes in Computer Science, 2014, , 185-200.	1.3	4
15	A Kinect-based natural interface for quadrotor control. Entertainment Computing, 2013, 4, 179-186.	2.9	100
16	A Kinect-Based Natural Interface for Quadrotor Control. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 48-56.	0.3	7
17	An Evaluation of Game Usability in Shared Mixed and Virtual Environments. , 0, , .		1