Alberto CannavÃ²

List of Publications by Year
in descending order

31 papers	293 citations	1040056 9 h-index	996975 15 g-index
31 all docs	31 docs citations	31 times ranked	167 citing authors

#	Article	IF	Citations
1	How Blockchain, Virtual Reality, and Augmented Reality are Converging, and Why. IEEE Consumer Electronics Magazine, 2021, 10, 6-13.	2.3	29
2	Virtual Character Animation Based on Affordable Motion Capture and Reconfigurable Tangible Interfaces. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1742-1755.	4.4	25
3	Immersive Virtual Reality-Based Interfaces for Character Animation. IEEE Access, 2019, 7, 125463-125480.	4.2	25
4	Comparing State-of-the-Art and Emerging Augmented Reality Interfaces for Autonomous Vehicle-to-Pedestrian Communication. IEEE Transactions on Vehicular Technology, 2021, 70, 1157-1168.	6.3	24
5	An Evaluation Testbed for Locomotion in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1871-1889.	4.4	23
6	A Movement Analysis System based on Immersive Virtual Reality and Wearable Technology for Sport Training. , 2018, , .		20
7	HandPainter - 3D Sketching in VR with Hand-based Physical Proxy. , 2021, , .		17
8	Supporting Web Analytics by Aggregating User Interaction Data From Heterogeneous Devices Using Viewport-DOM-Based Heat Maps. IEEE Transactions on Industrial Informatics, 2017, 13, 1989-1999.	11.3	16
9	Is Immersive Virtual Reality the Ultimate Interface for 3D Animators?. Computer, 2020, 53, 36-45.	1.1	15
10	Improving AR-powered remote assistance: a new approach aimed to foster operatorâ€™s autonomy and optimize the use of skilled resources. International Journal of Advanced Manufacturing Technology, 2021, 114, 3147-3164.	3.0	13
11	Mixed Reality-Based User Interaction Feedback for a Hand-Controlled Interface Targeted to Robot Teleoperation. Lecture Notes in Computer Science, 2017, , 447-463.	1.3	10
12	A visual editing tool supporting the production of 3D interactive graphics assets for public exhibitions. International Journal of Human Computer Studies, 2020, 141, 102450.	5.6	8
13	Comparing Algorithms for Aggressive Driving Event Detection Based on Vehicle Motion Data. IEEE Transactions on Vehicular Technology, 2022, 71, 53-68.	6.3	8
14	Augmented Reality for the Manufacturing Industry: The Case of an Assembly Assistant. , 2020, , .		7
15	Guest Editorial Introduction to the Special Section on Immersive Virtual Reality Simulation for Vehicular Technology. IEEE Transactions on Vehicular Technology, 2022, 71, 3397-3398.	6.3	7
16	Building Reconfigurable Passive Haptic Interfaces On Demand Using Off-the-shelf Construction Bricks. , 2019, , .		5
17	Designing Interactive Robotic Games based on Mixed Reality Technology. , 2019, , .		5
18	Exploring Simulation-Based Virtual Reality as a Mock-Up Tool to Support the Design of First Responders Training. Applied Sciences (Switzerland), 2021, 11, 7527.	2.5	5

#	Article	IF	Citations
19	Tele-operation of Robot Teams: A Comparison of Gamepad-, Mobile Device and Hand Tracking-Based User Interfaces. , 2017, , .		4
20	A Multimodal Interface for Virtual Character Animation Based on Live Performance and Natural Language Processing. International Journal of Human-Computer Interaction, 2019, 35, 1655-1671.	4.8	4
21	Investigating Tangible User Interaction in Mixed-Reality Robotic Games. , 2019, , .		4
22	Posing 3D Characters in Virtual Reality Through In-the-Air Sketches. Communications in Computer and Information Science, 2020, , 51-61.	0.5	4
23	T4T: Tangible interface for tuning 3D object manipulation tools. , 2017, , .		3
24	User Perception of Robot's Role in Floor Projection-based Mixed-Reality Robotic Games. , 2019, , .		3
25	Automatic Generation of Affective 3D Virtual Environments from 2D Images. , 2020, , .		3
26	Evaluating Consumer Interaction Interfaces for 3D Sketching in Virtual Reality. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 291-306.	0.3	2
27	Evaluating an Augmented Reality-Based Partially Assisted Approach to Remote Assistance in Heterogeneous Robotic Applications. , 2021, , .		2
28	An Automatic 3D Scene Generation Pipeline Based on a Single 2D Image. Lecture Notes in Computer Science, 2021, , 109-117.	1.3	1
29	Automatic Recognition of Sport Events from Spatio-temporal Data: An Application for Virtual Reality-based Training in Basketball. , 2019, , .		1
30	HOT: Hold your own tools for AR-based constructive art. , 2017, , .		0
31	Mobile Robot-based Exergames for Navigation Training and Vestibular Rehabilitation. , 2018, , .		0