Sarah Kenderdine

List of Publications by Year
in descending order

31 papers	244 citations	1478505 6 h-index	1199594 12 g-index
32 all docs	32 docs citations	32 times ranked	137 citing authors

#	Article	IF	Citations
1	â€œPure Landâ€: Inhabiting the Mogao Caves at Dunhuang. Curator, 2013, 56, 199-218.	0.6	33
2	Digitizing Intangible Cultural Heritage Embodied: State of the Art. Journal on Computing and Cultural Heritage, 2022, 15, 1-20.	2.1	27
3	<i>Pure Land</i>. Journal on Computing and Cultural Heritage, 2014, 7, 1-15.	2.1	25
4	Mapping Henry: Synchrotron-sourced X-ray fluorescence mapping and ultra-high-definition scanning of an early Tudor portrait of Henry VIII. Applied Physics A: Materials Science and Processing, 2015, 121, 789-800.	2.3	18
5	Speaking in Rama: Panoramic Vision in Cultural Heritage Visualization. , 2007, , 300-331.		15
6	Somatic solidarity, Magical Realism and Animating Popular Gods: Place-Hampi "where intensities are felt". Proceedings / International Conference on Information Visualisation, 2007, , .	0.0	11
7	Dramaturgies of PLACE. , 2009, , .		11
8	Immersive Visualization Architectures and Situated Embodiments of Culture and Heritage. , 2010, , .		10
9	The Irreducible Ensemble: Place-Hampi. , 2007, , 58-72.		10
10	Spatial user interface for experiencing Mogao caves. , 2013, , .		9
11	Historic shipping on the River Murray, Australia: a guide to the shipwreck resource. International Journal of Nautical Archaeology, 1994, 23, 173-188.	0.5	7
12	Cultural Data Sculpting: Omnispatial Visualization for Cultural Datasets. , 2011, , .		7
13	1000 years of the olympic games. , 2001, , .		5
14	New media in situ: the re-socialisation of public space. International Journal of Arts and Technology, 2009, 2, 258.	0.1	5
15	Computational Archives for Experimental Museology. Communications in Computer and Information Science, 2021, , 3-18.	0.5	5
16	TaggerVR: Interactive Data Analytics for Geoscience - A Novel Interface for Interactive Visual Analytics of Large Geoscientific Datasets in Cloud Repositories. , 2015, , .		4
17	Pure Land UNWIRED. , 0, , 1679-1701.		4
18	A war torn memory palace: Animating narratives of remembrance. , 2013, , .		3

#	Article	IF	Citations
19	Designing Multi-disciplinary Interactive Virtual Environments for Next-Generation Immersive Learning Experiences: Case Studies and Future Directions in Astrobiology, Anatomy and Cultural Heritage. Creativity in the Twenty First Century, 2021, , 49-67.	0.6	3
20	Pure Land UNWIRED. Advances in Media, Entertainment and the Arts, 2016, , 76-98.	0.1	3
21	Bai Jiao 1-the excavation of a Song Dynasty shipwreck in the Dinghai area, Fujian Province, China, 1995. International Journal of Nautical Archaeology, 1995, 24, 247-266.	0.5	2
22	Digital Mediation and Museum Space. Interiors: Design, Architecture, Culture, 2012, 3, 107-125.	0.1	2
23	Radical Intangibles: Materializing the Ephemeral. Museum and Society, 2021, 19, 252-272.	0.8	2
24	Modeling People and Populations. , 2016, , 333-367.		2
25	UNMAKEABLELOVE. , 2009, , .		1
26	Omnidirectional 3D Visualization for the Analysis of a Large-Scale Corpus: Tripitaka Koreana. , 2011, , .		1
27	I SHO U: AN INNOVATIVE METHOD FOR MUSEUM VISITOR EVALUATION. , 2014, , 245-259.		1
28	A CULTURAL HERITAGE PANORAMA: TRAJECTORIES IN EMBODIED MUSEOGRAPHY. , 2014, , 197-218.		1
29	Cultural Data Sculpting: Omnidirectional Visualization for Cultural Datasets. , 2013, , 199-220.		1
30	A guide for multimedia museum exhibits: 1,000 years of the Olympic Games. Museum International, 2001, 53, 45-52.	0.2	0
31	Establishing a Permanent Kung Fu Museum in Hong Kong. , 2017, , 343-354.		0