

# Youngho Lee

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5908947/publications.pdf>

Version: 2024-02-01

21  
papers

266  
citations

1937685

4  
h-index

2053705

5  
g-index

22  
all docs

22  
docs citations

22  
times ranked

185  
citing authors

#	ARTICLE	IF	CITATIONS
1	CoVAR. , 2017, , .		69
2	Effects of Sharing Physiological States of Players in a Collaborative Virtual Reality Gameplay. , 2017, , .		56
3	Adaptation of Extended Reality Smart Glasses for Core Nursing Skill Training Among Undergraduate Nursing Students: Usability and Feasibility Study. Journal of Medical Internet Research, 2021, 23, e24313.	4.3	36
4	Usability of mental illness simulation involving scenarios with patients with schizophrenia via immersive virtual reality: A mixed methods study. PLoS ONE, 2020, 15, e0238437.	2.5	24
5	A Remote Collaboration System with Empathy Glasses. , 2016, , .		23
6	AR/VR Based Smart Policing For Fast Response to Crimes in Safe City. , 2019, , .		17
7	Google Glass-Supported Cooperative Training for Health Professionals: A Case Study Based on Using Remote Desktop Virtual Support. Journal of Multidisciplinary Healthcare, 2021, Volume 14, 1451-1462.	2.7	15
8	Integration of Extended Reality and a High-Fidelity Simulator in Team-Based Simulations for Emergency Scenarios. Electronics (Switzerland), 2021, 10, 2170.	3.1	8
9	Learning by Doing: Evaluation of an Educational VR Application for the Care of Schizophrenic Patients. , 2020, , .		7
10	Augmenting Cities and Architecture with Immersive Technologies. , 2018, , .		5
11	Action Petri Net for Specifying Robot Motions. International Journal of Humanoid Robotics, 2014, 11, 1442004.	1.1	3
12	Automated enabling of head mounted display using gaze-depth estimation. , 2017, , .		2
13	Socially wise mediated reality for hollistic smart environments. , 2014, , .		1
14	A component for transmission of accelerometer signal over bluetooth for head motion analysis. , 2014, , .		0
15	Development of a Remote Collaborative Team-based Learning System using Smart Glasses. Journal of Digital Contents Society, 2021, 22, 1165-1171.	0.4	0
16	Title is missing!. , 2020, 15, e0238437.		0
17	Title is missing!. , 2020, 15, e0238437.		0
18	Title is missing!. , 2020, 15, e0238437.		0

#	ARTICLE	IF	CITATIONS
19	Title is missing!. , 2020, 15, e0238437.		0
20	Title is missing!. , 2020, 15, e0238437.		0
21	Title is missing!.. , 2020, 15, e0238437.		0