

Zhengbo Zou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6123134/publications.pdf>

Version: 2024-02-01

11
papers

481
citations

1684188

5
h-index

1872680

6
g-index

11
all docs

11
docs citations

11
times ranked

351
citing authors

#	ARTICLE	IF	CITATIONS
1	Zero latency: Real-time synchronization of BIM data in virtual reality for collaborative decision-making. Automation in Construction, 2018, 85, 51-64.	9.8	197
2	CoVR: Cloud-Based Multiuser Virtual Reality Headset System for Project Communication of Remote Users. Journal of Construction Engineering and Management - ASCE, 2018, 144, .	3.8	132
3	Quantifying Human Experience in Architectural Spaces with Integrated Virtual Reality and Body Sensor Networks. Journal of Computing in Civil Engineering, 2019, 33, .	4.7	91
4	Simultaneous Data Exchange between BIM and VR for Collaborative Decision Making. , 2017, , .		24
5	Evaluation and Comparison of Different Virtual Reality Environments towards Supporting Tasks Done on a Virtual Construction Site. , 2016, , .		10
6	CHARACTERISTICS OF MODELS THAT IMPACT TRANSFORMATION OF BIMs TO VIRTUAL ENVIRONMENTS TO SUPPORT FACILITY MANAGEMENT OPERATIONS. Journal of Civil Engineering and Management, 2018, 24, 481-498.	3.5	10
7	Integrating Biometric Sensors, VR, and Machine Learning to Classify EEG Signals in Alternative Architecture Designs. , 2019, , .		9
8	Evaluating the effectiveness of biometric sensors and their signal features for classifying human experience in virtual environments. Advanced Engineering Informatics, 2021, 49, 101358.	8.0	6
9	Impact of Construction Projects on Urban Quality of Life: A Data Analysis Method. , 2018, , .		1
10	Quantifying the Impact of Urban Form on Human Experience: Experiment Using Virtual Environments and Electroencephalogram. Journal of Computing in Civil Engineering, 2021, 35, 04021004.	4.7	1
11	Impact of Design on Human Experience: Evaluating Space Preferences in Interior Design Alternates Presented in a Crowdsourcing Platform. , 2020, , .		0