Stefano Filippi

List of Publications by Year
in descending order

54 papers	627 citations	840776 11 h-index	610901 24 g-index
58 all docs	58 docs citations	58 times ranked	640 citing authors

#	Article	IF	Citations
1	How will Change the Future Engineers' Skills in the Industry 4.0 Framework? A Questionnaire Survey. Procedia Manufacturing, 2017, 11, 1501-1509.	1.9	159
2	Virtual Reality Surgical Planning for Maxillofacial Distraction Osteogenesis: The Role of Reverse Engineering Rapid Prototyping and Cooperative Work. Journal of Oral and Maxillofacial Surgery, 2007, 65, 1198-1208.	1.2	82
3	A new design paradigm for the development of custom-fit soft sockets for lower limb prostheses. Computers in Industry, 2010, 61, 513-523.	9.9	74
4	Accuracy of Virtual Reality and Stereolithographic Models in Maxillo-Facial Surgical Planning. Journal of Craniofacial Surgery, 2008, 19, 482-489.	0.7	42
5	Analysis of existing methods for 3D modelling of femurs starting from two orthogonal images and development of a script for a commercial software package. Computer Methods and Programs in Biomedicine, 2008, 89, 76-82.	4.7	33
6	Trends in engineering education for additive manufacturing in the industry 4.0 era: a systematic literature review. International Journal on Interactive Design and Manufacturing, 2021, 15, 103-106.	2.2	23
7	The Design Guidelines (DGLs), a knowledge-based system for industrial design developed accordingly to ISO-GPS (Geometrical Product Specifications) concepts. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 2007, 18, 1-19.	2.1	19
8	Exploiting TRIZ Tools in Interaction Design. Procedia Engineering, 2015, 131, 71-85.	1.2	18
9	Classifying TRIZ methods to speed up their adoption and the ROI for SMEs. Procedia Engineering, 2011, 9, 172-182.	1.2	16
10	Modular dynamic virtual-reality modeling of robotic systems. IEEE Robotics and Automation Magazine, 1999, 6, 13-23.	2.0	15
11	The role of product feature relations in a knowledge based methodology to manage design modifications for product measurability. International Journal of Production Research, 2009, 47, 2373-2389.	7.5	11
12	Integration of Creativity Enhancement Tools in Medical Device Design Process. Procedia Engineering, 2014, 69, 1316-1325.	1.2	11
13	Generation, Adoption, and Tuning of Usability Evaluation Multimethods. International Journal of Human-Computer Interaction, 2012, 28, 406-422.	4.8	10
14	Best practices in teaching technical drawing: experiences of collaboration in three Italian Universities. Lecture Notes in Mechanical Engineering, 2017, , 903-913.	0.4	9
15	Definition and exploitation of trends of evolution about interaction. Technological Forecasting and Social Change, 2014, 86, 216-236.	11.6	8
16	IDGL, an interaction design framework based on systematic innovation and quality function deployment. International Journal on Interactive Design and Manufacturing, 2016, 10, 119-137.	2.2	7
17	Classification and Selection of Prototyping Activities for Interaction Design. Intelligent Information Management, 2012, 04, 147-156.	0.5	7
18	Comparing parametric solid modelling/reconfiguration, global shape modelling and free-form deformation for the generation of 3D digital models of femurs from X-ray images. Computer Methods in Biomechanics and Biomedical Engineering, 2009, 12, 101-108.	1.6	6

#	Article	IF	Citations
19	The Design Guidelines Collaborative Framework. , 2010, , .		6
20	User Experience (UX) Evaluation Based on Interaction-Related Mental Models. Advances in Intelligent Systems and Computing, 2018, , 634-645.	0.6	6
21	Considering Users' Different Knowledge About Products to Improve a UX Evaluation Method Based on Mental Models. Lecture Notes in Computer Science, 2018, , 367-378.	1.3	5
22	PERSEL, a Ready-to-Use PERsonality-Based User SELection Tool to Maximize User Experience Redesign Effectiveness. Multimodal Technologies and Interaction, 2020, 4, 13.	2.5	5
23	Validating CSCW strategies and applications for rapid product development in the investment casting process. International Journal of Production Research, 2006, 44, 1659-1680.	7.5	4
24	Muscular fatigue induced by electrical stimulation. Computer Methods in Biomechanics and Biomedical Engineering, 2009, 12, 101-102.	1.6	4
25	Exploiting the meCUE Questionnaire to Enhance an Existing UX Evaluation Method Based on Mental Models. Lecture Notes in Computer Science, 2019, , 117-133.	1.3	4
26	A selection algorithm for prototyping activities. International Journal on Interactive Design and Manufacturing, 2014, 8, 1-11.	2.2	3
27	Concept selection and interactive design of an orthodontic functional appliance. International Journal on Interactive Design and Manufacturing, 2021, 15, 137-142.	2.2	3
28	Conceptual Design of a Functional Orthodontic Appliance for the Correction of Skeletal Class II Malocclusion. Lecture Notes in Mechanical Engineering, 2020, , 329-341.	0.4	3
29	Human in the Loop: A Model to Integrate Interaction Issues in Complex Simulations. Lecture Notes in Computer Science, 2013, , 242-251.	1.3	3
30	Extending the situated function–behaviour–structure framework to human–machine interaction. International Journal on Interactive Design and Manufacturing, 2017, 11, 247-261.	2.2	2
31	Influence of Personality on Shape-Based Design Activities. Advances in Human-Computer Interaction, 2019, 2019, 1-9.	2.8	2
32	Influence of representations on shape-based design activities. International Journal on Interactive Design and Manufacturing, 2019, 13, 277-285.	2.2	2
33	TDT-L0 a Test-Based Method for Assessing Students' Prior Knowledge in Engineering Graphic Courses. Lecture Notes in Mechanical Engineering, 2020, , 454-463.	0.4	2
34	In-Depth Analysis of Non-deterministic Aspects of Human-Machine Interaction and Update of Dedicated Functional Mock-Ups. Lecture Notes in Computer Science, 2014, , 185-196.	1.3	2
35	Exploiting the Features of ISO GPS Standards to Enhance a Knowledge-Based Method for Product Redesign and Process Reconfiguration. , 2008, , .		2
36	Survey on Virtual Prototyping Technologies for Orthopedic Implants and Prosthesis Design. , 2011, , .		1

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37	Definition and quantification of innovation in interaction. International Journal of Design Creativity and Innovation, 2016, 4, 119-143.	1.2	1
38	Verifying the X for design framework capabilities in improving user experience evaluation activities. Cogent Engineering, 2019, 6, .	2.2	1
39	Estimating Designers' Performance considering Personal Characteristics and External Factors Together. Advances in Human-Computer Interaction, 2020, 2020, 1-14.	2.8	1
40	Define and exploit guidelines for interactive redesign of products' User eXperience. International Journal on Interactive Design and Manufacturing, 2021, 15, 51-54.	2.2	1
41	Investigating the Relationships Between Additive Manufacturing and TRIZ: Trends and Perspectives. Lecture Notes in Mechanical Engineering, 2020, , 903-911.	0.4	1
42	ICT Methodologies to Model and Simulate Parts of Human Body for Prosthesis Design. Lecture Notes in Computer Science, 2007, , 559-568.	1.3	1
43	An Augmented Reality Based Application for Furnishing Configuration and Evaluation. , 2011, , .		1
44	Design Support System of Fishing Vessel Through Simulation Approach. , 2014, , 615-629.		1
45	Reasoning About Technical Drawing Online Teaching During COVID-19. Lecture Notes in Mechanical Engineering, 2022, , 889-897.	0.4	1
46	Interactive redesign of products' User eXperience: how to. International Journal on Interactive Design and Manufacturing, 0, , 1.	2.2	1
47	Analysis of Users and Designers' Cognitive Processes in Interaction Design Activities. , 2015, , .		0
48	A Discussion on Specifications and Prototyping in Designing for Sustainable Behavior. , 2016, , .		0
49	Enhancing a Personality-Based User Selection Tool to Maximize User eXperience Redesign Effectiveness. Lecture Notes in Networks and Systems, 2021, , 969-975.	0.7	0
50	CAD and the Rapid Construction of Physical Objects. , 2011, , 167-184.		0
51	Investigating Synergies Between Interaction Design Methods. Lecture Notes in Computer Science, 2015, , 179-190.	1.3	0
52	Correction to: TDT-L0 a Test-Based Method for Assessing Students' Prior Knowledge in Engineering Graphic Courses. Lecture Notes in Mechanical Engineering, 2020, , C1-C1.	0.4	0
53	UX Concerns in Developing Functional Orthodontic Appliances. Lecture Notes in Computer Science, 2020, , 229-241.	1.3	0
54	Limitations of Using Generative Design for Maxillo-Facial Reconstructive Surgery Applications. Lecture Notes in Mechanical Engineering, 2022, , 801-808.	0.4	0