

Stefano Filippi

List of Publications by Year in descending order

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Version: 2024-02-01

54
papers

627
citations

840776

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24
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58
all docs

58
docs citations

58
times ranked

640
citing authors

#	ARTICLE	IF	CITATIONS
1	Reasoning About Technical Drawing Online Teaching During COVID-19. Lecture Notes in Mechanical Engineering, 2022, , 889-897.	0.4	1
2	Limitations of Using Generative Design for Maxillo-Facial Reconstructive Surgery Applications. Lecture Notes in Mechanical Engineering, 2022, , 801-808.	0.4	0
3	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
4	Concept selection and interactive design of an orthodontic functional appliance. International Journal on Interactive Design and Manufacturing, 2021, 15, 137-142.	2.2	3
5	Define and exploit guidelines for interactive redesign of productsâ€™ User eXperience. International Journal on Interactive Design and Manufacturing, 2021, 15, 51-54.	2.2	1
6	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
7	Estimating Designersâ€™ Performance considering Personal Characteristics and External Factors Together. Advances in Human-Computer Interaction, 2020, 2020, 1-14.	2.8	1
8	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
9	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
10	Investigating the Relationships Between Additive Manufacturing and TRIZ: Trends and Perspectives. Lecture Notes in Mechanical Engineering, 2020, , 903-911.	0.4	1
11	TDT-LO a Test-Based Method for Assessing Studentsâ€™ Prior Knowledge in Engineering Graphic Courses. Lecture Notes in Mechanical Engineering, 2020, , 454-463.	0.4	2
12	Correction to: TDT-LO a Test-Based Method for Assessing Studentsâ€™ Prior Knowledge in Engineering Graphic Courses. Lecture Notes in Mechanical Engineering, 2020, , C1-C1.	0.4	0
13	UX Concerns in Developing Functional Orthodontic Appliances. Lecture Notes in Computer Science, 2020, , 229-241.	1.3	0
14	Verifying the X for design framework capabilities in improving user experience evaluation activities. Cogent Engineering, 2019, 6, .	2.2	1
15	Influence of Personality on Shape-Based Design Activities. Advances in Human-Computer Interaction, 2019, 2019, 1-9.	2.8	2
16	Influence of representations on shape-based design activities. International Journal on Interactive Design and Manufacturing, 2019, 13, 277-285.	2.2	2
17	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
18	Considering Usersâ€™ 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

#	ARTICLE	IF	CITATIONS
19	User Experience (UX) Evaluation Based on Interaction-Related Mental Models. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 634-645.	0.6	6
20	Extending the situated functionâ€“behaviourâ€“structure framework to humanâ€“machine interaction. <i>International Journal on Interactive Design and Manufacturing</i> , 2017, 11, 247-261.	2.2	2
21	How will Change the Future Engineersâ€™ Skills in the Industry 4.0 Framework? A Questionnaire Survey. <i>Procedia Manufacturing</i> , 2017, 11, 1501-1509.	1.9	159
22	Best practices in teaching technical drawing: experiences of collaboration in three Italian Universities. <i>Lecture Notes in Mechanical Engineering</i> , 2017, , 903-913.	0.4	9
23	IDGL, an interaction design framework based on systematic innovation and quality function deployment. <i>International Journal on Interactive Design and Manufacturing</i> , 2016, 10, 119-137.	2.2	7
24	A Discussion on Specifications and Prototyping in Designing for Sustainable Behavior. , 2016, , .		0
25	Definition and quantification of innovation in interaction. <i>International Journal of Design Creativity and Innovation</i> , 2016, 4, 119-143.	1.2	1
26	Exploiting TRIZ Tools in Interaction Design. <i>Procedia Engineering</i> , 2015, 131, 71-85.	1.2	18
27	Analysis of Users and Designersâ€™ Cognitive Processes in Interaction Design Activities. , 2015, , .		0
28	Investigating Synergies Between Interaction Design Methods. <i>Lecture Notes in Computer Science</i> , 2015, , 179-190.	1.3	0
29	A selection algorithm for prototyping activities. <i>International Journal on Interactive Design and Manufacturing</i> , 2014, 8, 1-11.	2.2	3
30	Definition and exploitation of trends of evolution about interaction. <i>Technological Forecasting and Social Change</i> , 2014, 86, 216-236.	11.6	8
31	Integration of Creativity Enhancement Tools in Medical Device Design Process. <i>Procedia Engineering</i> , 2014, 69, 1316-1325.	1.2	11
32	In-Depth Analysis of Non-deterministic Aspects of Human-Machine Interaction and Update of Dedicated Functional Mock-Ups. <i>Lecture Notes in Computer Science</i> , 2014, , 185-196.	1.3	2
33	Design Support System of Fishing Vessel Through Simulation Approach. , 2014, , 615-629.		1
34	Human in the Loop: A Model to Integrate Interaction Issues in Complex Simulations. <i>Lecture Notes in Computer Science</i> , 2013, , 242-251.	1.3	3
35	Generation, Adoption, and Tuning of Usability Evaluation Multimethods. <i>International Journal of Human-Computer Interaction</i> , 2012, 28, 406-422.	4.8	10
36	Classification and Selection of Prototyping Activities for Interaction Design. <i>Intelligent Information Management</i> , 2012, 04, 147-156.	0.5	7

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37	Classifying TRIZ methods to speed up their adoption and the ROI for SMEs. <i>Procedia Engineering</i> , 2011, 9, 172-182.	1.2	16
38	Survey on Virtual Prototyping Technologies for Orthopedic Implants and Prosthesis Design. , 2011, , .		1
39	CAD and the Rapid Construction of Physical Objects. , 2011, , 167-184.		0
40	An Augmented Reality Based Application for Furnishing Configuration and Evaluation. , 2011, , .		1
41	A new design paradigm for the development of custom-fit soft sockets for lower limb prostheses. <i>Computers in Industry</i> , 2010, 61, 513-523.	9.9	74
42	The Design Guidelines Collaborative Framework. , 2010, , .		6
43	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. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2009, 12, 101-108.	1.6	6
44	Muscular fatigue induced by electrical stimulation. <i>Computer Methods in Biomechanics and Biomedical Engineering</i> , 2009, 12, 101-102.	1.6	4
45	The role of product feature relations in a knowledge based methodology to manage design modifications for product measurability. <i>International Journal of Production Research</i> , 2009, 47, 2373-2389.	7.5	11
46	Analysis of existing methods for 3D modelling of femurs starting from two orthogonal images and development of a script for a commercial software package. <i>Computer Methods and Programs in Biomedicine</i> , 2008, 89, 76-82.	4.7	33
47	Accuracy of Virtual Reality and Stereolithographic Models in Maxillo-Facial Surgical Planning. <i>Journal of Craniofacial Surgery</i> , 2008, 19, 482-489.	0.7	42
48	Exploiting the Features of ISO GPS Standards to Enhance a Knowledge-Based Method for Product Redesign and Process Reconfiguration. , 2008, , .		2
49	Virtual Reality Surgical Planning for Maxillofacial Distraction Osteogenesis: The Role of Reverse Engineering Rapid Prototyping and Cooperative Work. <i>Journal of Oral and Maxillofacial Surgery</i> , 2007, 65, 1198-1208.	1.2	82
50	The Design Guidelines (DGLs), a knowledge-based system for industrial design developed accordingly to ISO-GPS (Geometrical Product Specifications) concepts. <i>Research in Engineering Design - Theory, Applications, and Concurrent Engineering</i> , 2007, 18, 1-19.	2.1	19
51	ICT Methodologies to Model and Simulate Parts of Human Body for Prosthesis Design. <i>Lecture Notes in Computer Science</i> , 2007, , 559-568.	1.3	1
52	Validating CSCW strategies and applications for rapid product development in the investment casting process. <i>International Journal of Production Research</i> , 2006, 44, 1659-1680.	7.5	4
53	Modular dynamic virtual-reality modeling of robotic systems. <i>IEEE Robotics and Automation Magazine</i> , 1999, 6, 13-23.	2.0	15
54	Interactive redesign of products' User eXperience: how to. <i>International Journal on Interactive Design and Manufacturing</i> , 0, , 1.	2.2	1