

# Felix G Hamza-Lup

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6478438/publications.pdf>

Version: 2024-02-01

36  
papers

231  
citations

1307594

7  
h-index

1199594

12  
g-index

37  
all docs

37  
docs citations

37  
times ranked

230  
citing authors

#	ARTICLE	IF	CITATIONS
1	The haptic paradigm in education: Challenges and case studies. Internet and Higher Education, 2010, 13, 78-81.	6.5	30
2	Adaptive Group-Based Zero Knowledge Proof-Authentication Protocol in Vehicular Ad Hoc Networks. IEEE Transactions on Intelligent Transportation Systems, 2020, 21, 867-881.	8.0	24
3	Distributed Augmented Reality With 3-D Lung Dynamicsâ€™A Planning Tool Concept. IEEE Transactions on Information Technology in Biomedicine, 2007, 11, 40-46.	3.2	22
4	Feel the Static and Kinetic Friction. Lecture Notes in Computer Science, 2012, , 181-192.	1.3	15
5	Feel the Pressure: E-learning Systems with Haptic Feedback. , 2008, , .		14
6	Scene Synchronization for Real-Time Interaction in Distributed Mixed Reality and Virtual Reality Environments. Presence: Teleoperators and Virtual Environments, 2004, 13, 315-327.	0.6	11
7	Simulating 3-D Lung Dynamics Using a Programmable Graphics Processing Unit. IEEE Transactions on Information Technology in Biomedicine, 2007, 11, 497-506.	3.2	11
8	<title>Application of augmented reality to visualizing anatomical airways</title>. , 2002, , .		9
9	Haptic Systems in User Interfaces. , 2019, , .		9
10	Online external beam radiation treatment simulator. International Journal of Computer Assisted Radiology and Surgery, 2008, 3, 275-281.	2.8	8
11	Comparative Study of APIs and Frameworks for Haptic Application Development. , 2012, , .		8
12	Web3D graphics enabled through sensor networks for cost-effective assessment and management of energy efficiency in buildings. Graphical Models, 2016, 88, 66-74.	2.4	8
13	The effects of network delay on task performance in a visual-haptic collaborative environment. , 2009, , .		7
14	Multimodal, visuo-haptic games for abstract theory instruction: grabbing charged particles. Journal on Multimodal User Interfaces, 2021, 15, 1-10.	2.9	7
15	Patient specific 3D surfaces for interactive medical planning and training. , 2015, , .		6
16	Comprehensive 3D visual simulation for radiation therapy planning. Studies in Health Technology and Informatics, 2007, 125, 164-6.	0.3	6
17	Interactive 3D Web-Based Environments for Online Learning: Case Studies, Technologies and Challenges. , 2009, , .		5
18	Web-based 3D planning tool for radiation therapy treatment. , 2006, , .		4

#	ARTICLE	IF	CITATIONS
19	Web-Based 3D and Haptic Interactive Environments for e-Learning, Simulation, and Training. Lecture Notes in Business Information Processing, 2009, , 349-360.	1.0	4
20	3D Virtual Spaces Supporting Engineering Learning Activities. International Journal of Computers, Communications and Control, 2014, 4, 401.	1.8	4
21	Recent Advances in Web3D Semantic Modeling. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 23-49.	0.2	3
22	Haptic simulator for liver diagnostics through palpation. Studies in Health Technology and Informatics, 2012, 173, 156-60.	0.3	3
23	Collaborative haptic environment assessment. , 2009, , .		2
24	Challenges in the Deployment of Visuo-Haptic Virtual Environments on the Internet. , 2010, , .		2
25	Interactive X-ray and proton therapy training and simulation. International Journal of Computer Assisted Radiology and Surgery, 2015, 10, 1675-1683.	2.8	2
26	X3D sensor-based thermal maps for residential and commercial buildings. , 2015, , .		2
27	Medical 3D Graphics With eXtensible 3D. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 270-288.	0.2	2
28	Distributed training system with high-resolution deformable virtual models. , 2005, , .		1
29	Designing Knowledge Sharing Interfaces with Improved Interaction: Haptics and Web3D. , 2019, , 179-201.		1
30	Web-enabled Intelligent System for Continuous Sensor Data Processing and Visualization. , 2019, , .		1
31	<title>Head-mounted projective displays for creating distributed collaborative environments</title>. , 2002, , .		0
32	Where Digital Meets Physical: Computer-based Distributed Collaborative Environments. Xrds, 2003, 9, .	0.3	0
33	Generating Classes of 3D Virtual Mandibles for AR-Based Medical Simulation. Simulation in Healthcare, 2008, 3, 103-110.	1.2	0
34	Hybrid Courses and Associated Distributed Learning Paradigms. , 2017, , .		0
35	Web-enabled Software for Real-time Autonomous Wireless Sensors Data Visualization. , 2019, , .		0
36	Liver pathology simulation: algorithm for haptic rendering and force maps for palpation assessment. Studies in Health Technology and Informatics, 2013, 184, 175-81.	0.3	0