M-Carmen Juan

List of Publications by Year
in descending order

69 papers	1,898 citations	394286 19 h-index	289141 40 g-index
71 all docs	71 docs citations	71 times ranked	1681 citing authors

#	Article	IF	Citations
1	Real-time deformable models for surgery simulation: a survey. Computer Methods and Programs in Biomedicine, 2005, 77, 183-197.	2.6	222
2	Mobile learning vs. traditional classroom lessons: a comparative study. Journal of Computer Assisted Learning, 2015, 31, 189-201.	3.3	163
3	Evaluation of learning outcomes using an educational iPhone game vs. traditional game. Computers and Education, 2013, 64, 1-23.	5.1	129
4	Using Augmented Reality to Treat Phobias. IEEE Computer Graphics and Applications, 2005, 25, 31-37.	1.0	112
5	The effects of the size and weight of a mobile device on an educational game. Computers and Education, 2013, 64, 24-41.	5.1	112
6	Mixing Realities? An Application of Augmented Reality for the Treatment of Cockroach Phobia. Cyberpsychology, Behavior and Social Networking, 2005, 8, 162-171.	2.2	105
7	Automatic Localization of Cephalometric Landmarks. Journal of Biomedical Informatics, 2001, 34, 146-156.	2.5	85
8	Comparison of the Levels of Presence and Anxiety in an Acrophobic Environment Viewed via HMD or CAVE. Presence: Teleoperators and Virtual Environments, 2009, 18, 232-248.	0.3	79
9	Outlining of the prostate using snakes with shape restrictions based on the wavelet transform (Doctoral Thesis: Dissertation). Pattern Recognition, 1999, 32, 1767-1781.	5.1	75
10	A new approach for the real-time simulation of tissue deformations in surgery simulation. Computer Methods and Programs in Biomedicine, 2001, 64, 77-85.	2.6	74
11	An Augmented Reality System for Learning the Interior of the Human Body. , 2008, , .		54
12	An augmented reality game to support therapeutic education for children with diabetes. PLoS ONE, 2017, 12, e0184645.	1.1	54
13	Using augmented and virtual reality for the development of acrophobic scenarios. Comparison of the levels of presence and anxiety. Computers and Graphics, 2010, 34, 756-766.	1.4	41
14	Augmented Reality for the Assessment of Children's Spatial Memory in Real Settings. PLoS ONE, 2014, 9, e113751.	1.1	40
15	An Augmented Reality System for the Treatment of Acrophobia: The Sense of Presence Using Immersive Photography. Presence: Teleoperators and Virtual Environments, 2006, 15, 393-402.	0.3	34
16	A comparative study using an autostereoscopic display with augmented and virtual reality. Behaviour and Information Technology, 2014, 33, 646-655.	2.5	33
17	An Augmented Reality System for the Treatment of Phobia to Small Animals Viewed Via an Optical See-Through HMD: Comparison With a Similar System Viewed Via a Video See-Through HMD. International Journal of Human-Computer Interaction, 2011, 27, 436-449.	3.3	30
18	Contact model, fit process and, foot animation for the virtual simulator of the footwear comfort. CAD Computer Aided Design, 2010, 42, 425-431.	1.4	26

#	Article	IF	Citations
19	A comparative study of the sense of presence and anxiety in an invisible marker versus a marker augmented reality system for the treatment of phobia towards small animals. International Journal of Human Computer Studies, 2011, 69, 440-453.	3.7	24
20	A Virtual Object-Location Task for Children: Gender and Videogame Experience Influence Navigation; Age Impacts Memory and Completion Time. Frontiers in Psychology, 2018, 9, 451.	1.1	24
21	Learning Words Using Augmented Reality. , 2010, , .		23
22	Tangible Cubes Used as the User Interface in an Augmented Reality Game for Edutainment. , 2010, , .		21
23	MnemoCity Task: Assessment of Childrens Spatial Memory Using Stereoscopy and Virtual Environments. PLoS ONE, 2016, 11, e0161858.	1.1	21
24	An Augmented Reality System for Treating Psychological Disorders: Application to Phobia to Cockroaches. , 0, , .		19
25	Augmented Reality Based on SLAM to Assess Spatial Short-Term Memory. IEEE Access, 2019, 7, 2453-2466.	2.6	19
26	Augmented Reality Interactive Storytelling Systems Using Tangible Cubes for Edutainment. , 2008, , .		17
27	Advanced displays and natural user interfaces to support learning. Interactive Learning Environments, 2017, 25, 17-34.	4.4	17
28	The effects of computer-based games and collaboration in large groups vs. collaboration in pairs or traditional methods. Computers and Education, 2015, 87, 42-54.	5.1	16
29	Memory for Object Location in Augmented Reality: The Role of Gender and the Relationship Among Spatial and Anxiety Outcomes. Frontiers in Human Neuroscience, 2019, 13, 113.	1.0	15
30	Evaluation of an Augmented Reality Application for Learning Neuroanatomy in Psychology. Anatomical Sciences Education, 2022, 15, 535-551.	2.5	15
31	Users' Perceptions Using Low-End and High-End Mobile-Rendered HMDs: A Comparative Study. Computers, 2018, 7, 15.	2.1	14
32	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. Lecture Notes in Computer Science, 2005, , 241-251.	1.0	13
33	Computer-aided periodontal disease diagnosis using computer vision. Computerized Medical Imaging and Graphics, 1999, 23, 209-217.	3.5	12
34	Using a Virtual Maze Task to Assess Spatial Short-term Memory in Adults. , 2017, , .		12
35	Flexible learning itinerary vs. linear learning itinerary. Science of Computer Programming, 2014, 88, 3-21.	1.5	10
36	A 3D Serious Game for Dental Learning in Higher Education. , 2017, , .		10

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37	An Augmented Reality App to Learn to Interpret the Nutritional Information on Labels of Real Packaged Foods. Frontiers in Computer Science, 2019, 1, .	1.7	10
38	Playful interaction for learning collaboratively and individually. Journal of Ambient Intelligence and Smart Environments, 2014, 6, 295-311.	0.8	9
39	Learning in the navigational space: Age differences in a short-term memory for objects task. Learning and Individual Differences, 2016, 50, 11-22.	1.5	9
40	SLAM-based augmented reality for the assessment of short-term spatial memory. A comparative study of visual versus tactile stimuli. PLoS ONE, 2021, 16, e0245976.	1.1	9
41	3D surgery trainer with force feedback in minimally invasive surgery. International Congress Series, 2001, 1230, 32-37.	0.2	8
42	<title>Multiresolution segmentation of medical images using shape-restricted snakes</title>. , 1999, , .		7
43	Lessons learnt from an experience with an augmented reality iPhone learning game. , 2011, , .		7
44	Comparative study of AR versus video tutorials for minor maintenance operations. Multimedia Tools and Applications, 2020, 79, 7073-7100.	2.6	7
45	<p>Wayfinding Strategy and Gender â€“ Testing the Mediating Effects of Wayfinding Experience, Personality and Emotions</p>. Psychology Research and Behavior Management, 2020, Volume 13, 119-131.	1.3	7
46	An Augmented Reality App for Therapeutic Education and Suitable for Mobile Devices with Different Features. , 2019, , .		6
47	Hierarchical image segmentation using a correspondence with a tree model. Pattern Recognition, 2004, 37, 47-59.	5.1	5
48	ARCoins. An Augmented Reality App for Learning about Numismatics. , 2017, , .		5
49	An Optical See-Through Augmented Reality System for the Treatment of Phobia to Small Animals. Lecture Notes in Computer Science, 2007, , 651-659.	1.0	5
50	Tools for Procedural Generation of Plants in Virtual Scenes. Lecture Notes in Computer Science, 2009, , 801-810.	1.0	5
51	ParSys: a new particle system for the introduction of on-line physical behaviour to three-dimensional synthetic objects. Computers and Graphics, 2005, 29, 135-144.	1.4	4
52	Could People with Stereo-Deficiencies Have a Rich 3D Experience Using HMDs?. Lecture Notes in Computer Science, 2017, , 97-116.	1.0	4
53	Digital microscope with augmented reality for neurosurgery. International Congress Series, 2001, 1230, 248-253.	0.2	3
54	Deformable brain atlas. Computerized Medical Imaging and Graphics, 2008, 32, 367-378.	3.5	3

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55	Developing and Evaluating a Game for the Assessment of Spatial Memory Using Auditory Stimuli. IEEE Latin America Transactions, 2019, 17, 1653-1661.	1.2	3
56	<title>Automated system for periodontal disease diagnosis</title>. , 1997, 3034, 106.		2
57	Shared virtual environment (SVE). , 2007, , .		2
58	A virtual reality photography application to assess spatial memory. Behaviour and Information Technology, 0, , 1-14.	2.5	2
59	<title>Advanced system for 3D dental anatomy reconstruction and 3D tooth movement simulation during orthodontic treatment</title>. , 1997, , .		1
60	Augmented Reality in Psychology. , 2011, , 449-462.		1
61	Auditory and Spatial Assessment in Inattentive Children Using Smart Devices and Gesture Interaction. , 2017, , .		1
62	Using a Serious Game to Assess Spatial Memory in Children and Adults. Lecture Notes in Computer Science, 2018, , 809-829.	1.0	1
63	An Augmented Reality Library for Mobile Phones and its Application for Recycling. Advances in Mobile and Distance Learning Book Series, 0, , 124-139.	0.4	1
64	A SLAM-based augmented reality app for the assessment of spatial short-term memory using visual and auditory stimuli. Journal on Multimodal User Interfaces, 0, , .	2.0	1
65	<title>New approach in knowledge-based automatic interpretation of CT skull images</title>. , 1997, 3034, 753.		0
66	Medical image segmentation using a tree model. , 0, , .		0
67	Matching system of the Schaltenbrand's brain atlas. International Congress Series, 2003, 1256, 82-86.	0.2	0
68	Assessing a Multimodal User Interface in a Target Acquisition Task. , 0, , .		0
69	Studying the User Experience with a Multimodal Pedestrian Navigation Assistant. , 2015, , .		0