M-Carmen Juan

List of Publications by Year
in descending order

69 papers	1,898 citations

394286

19 h-index	40 g-index

289141

71 all docs	71 docs citations
71 times ranked	1681 citing authors

#	Article	IF	Citations
1	Evaluation of an Augmented Reality Application for Learning Neuroanatomy in Psychology. Anatomical Sciences Education, 2022, 15, 535-551.	2.5	15
2	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
3	Comparative study of AR versus video tutorials for minor maintenance operations. Multimedia Tools and Applications, 2020, 79, 7073-7100.	2.6	7
4	<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
5	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
6	An Augmented Reality App for Therapeutic Education and Suitable for Mobile Devices with Different Features. , 2019, , .		6
7	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
8	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
9	Augmented Reality Based on SLAM to Assess Spatial Short-Term Memory. IEEE Access, 2019, 7, 2453-2466.	2.6	19
10	Using a Serious Game to Assess Spatial Memory in Children and Adults. Lecture Notes in Computer Science, 2018, , 809-829.	1.0	1
11	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
12	Usersâ€™ Perceptions Using Low-End and High-End Mobile-Rendered HMDs: A Comparative Study. Computers, 2018, 7, 15.	2.1	14
13	Advanced displays and natural user interfaces to support learning. Interactive Learning Environments, 2017, 25, 17-34.	4.4	17
14	A 3D Serious Game for Dental Learning in Higher Education. , 2017, , .		10
15	ARCoins. An Augmented Reality App for Learning about Numismatics. , 2017, , .		5
16	An augmented reality game to support therapeutic education for children with diabetes. PLoS ONE, 2017, 12, e0184645.	1.1	54
17	Auditory and Spatial Assessment in Inattentive Children Using Smart Devices and Gesture Interaction. , 2017, , .		1
18	Could People with Stereo-Deficiencies Have a Rich 3D Experience Using HMDs?. Lecture Notes in Computer Science, 2017, , 97-116.	1.0	4

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19	Using a Virtual Maze Task to Assess Spatial Short-term Memory in Adults. , 2017, , .		12
20	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
21	MnemoCity Task: Assessment of Childrens Spatial Memory Using Stereoscopy and Virtual Environments. PLoS ONE, 2016, 11, e0161858.	1.1	21
22	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
23	Mobile learning vs. traditional classroom lessons: a comparative study. Journal of Computer Assisted Learning, 2015, 31, 189-201.	3.3	163
24	Studying the User Experience with a Multimodal Pedestrian Navigation Assistant. , 2015, , .		0
25	Augmented Reality for the Assessment of Children's Spatial Memory in Real Settings. PLoS ONE, 2014, 9, e113751.	1.1	40
26	A comparative study using an autostereoscopic display with augmented and virtual reality. Behaviour and Information Technology, 2014, 33, 646-655.	2.5	33
27	Flexible learning itinerary vs. linear learning itinerary. Science of Computer Programming, 2014, 88, 3-21.	1.5	10
28	Playful interaction for learning collaboratively and individually. Journal of Ambient Intelligence and Smart Environments, 2014, 6, 295-311.	0.8	9
29	Evaluation of learning outcomes using an educational iPhone game vs. traditional game. Computers and Education, 2013, 64, 1-23.	5.1	129
30	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
31	Augmented Reality in Psychology. , 2011, , 449-462.		1
32	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
33	Lessons learnt from an experience with an augmented reality iPhone learning game. , 2011, , .		7
34	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
35	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
36	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

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37	Tangible Cubes Used as the User Interface in an Augmented Reality Game for Edutainment. , 2010, , .		21
38	Learning Words Using Augmented Reality. , 2010, , .		23
39	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
40	Tools for Procedural Generation of Plants in Virtual Scenes. Lecture Notes in Computer Science, 2009, , 801-810.	1.0	5
41	Deformable brain atlas. Computerized Medical Imaging and Graphics, 2008, 32, 367-378.	3.5	3
42	An Augmented Reality System for Learning the Interior of the Human Body. , 2008, , .		54
43	Augmented Reality Interactive Storytelling Systems Using Tangible Cubes for Edutainment. , 2008, , .		17
44	Shared virtual environment (SVE). , 2007, , .		2
45	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
46	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
47	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
48	Real-time deformable models for surgery simulation: a survey. Computer Methods and Programs in Biomedicine, 2005, 77, 183-197.	2.6	222
49	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
50	Using Augmented Reality to Treat Phobias. IEEE Computer Graphics and Applications, 2005, 25, 31-37.	1.0	112
51	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. Lecture Notes in Computer Science, 2005, , 241-251.	1.0	13
52	Hierarchical image segmentation using a correspondence with a tree model. Pattern Recognition, 2004, 37, 47-59.	5.1	5
53	Matching system of the Schaltenbrand's brain atlas. International Congress Series, 2003, 1256, 82-86.	0.2	0
54	3D surgery trainer with force feedback in minimally invasive surgery. International Congress Series, 2001, 1230, 32-37.	0.2	8

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55	Digital microscope with augmented reality for neurosurgery. International Congress Series, 2001, 1230, 248-253.	0.2	3
56	Automatic Localization of Cephalometric Landmarks. Journal of Biomedical Informatics, 2001, 34, 146-156.	2.5	85
57	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
58	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
59	Computer-aided periodontal disease diagnosis using computer vision. Computerized Medical Imaging and Graphics, 1999, 23, 209-217.	3.5	12
60	<title>Multiresolution segmentation of medical images using shape-restricted snakes</title>. , 1999, , .		7
61	<title>Advanced system for 3D dental anatomy reconstruction and 3D tooth movement simulation during orthodontic treatment</title>. , 1997, , .		1
62	<title>New approach in knowledge-based automatic interpretation of CT skull images</title>. , 1997, 3034, 753.		0
63	<title>Automated system for periodontal disease diagnosis</title>. , 1997, 3034, 106.		2
64	Medical image segmentation using a tree model. , 0, , .		0
65	An Augmented Reality System for Treating Psychological Disorders: Application to Phobia to Cockroaches. , 0, , .		19
66	Assessing a Multimodal User Interface in a Target Acquisition Task. , 0, , .		0
67	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
68	A virtual reality photography application to assess spatial memory. Behaviour and Information Technology, 0, , 1-14.	2.5	2
69	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