

Bruce H Thomas

List of Publications by Year in descending order

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Version: 2024-02-01

199
papers

3,989
citations

304743

22
h-index

254184

43
g-index

203
all docs

203
docs citations

203
times ranked

2261
citing authors

#	ARTICLE	IF	CITATIONS
1	The efficacy of playing a virtual reality game in modulating pain for children with acute burn injuries: A randomized controlled trial [ISRCTN87413556]. BMC Pediatrics, 2005, 5, 1.	1.7	285
2	ARQuake. Communications of the ACM, 2002, 45, 36-38.	4.5	222
3	Mini-Me. , 2018, , .		220
4	ImAxes. , 2017, , .		154
5	Immersive Collaborative Analysis of Network Connectivity: CAVE-style or Head-Mounted Display?. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 441-450.	4.4	133
6	First Person Indoor/Outdoor Augmented Reality Application: ARQuake. Personal and Ubiquitous Computing, 2002, 6, 75-86.	2.8	122
7	Cognitive Cost of Using Augmented Reality Displays. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2378-2388.	4.4	103
8	Use of projector based augmented reality to improve manual spot-welding precision and accuracy for automotive manufacturing. International Journal of Advanced Manufacturing Technology, 2017, 89, 1279-1293.	3.0	100
9	On the Shoulder of the Giant. , 2019, , .		83
10	Improving Spatial Perception for Augmented Reality X-Ray Vision. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	78
11	A survey of visual, mixed, and augmented reality gaming. Computers in Entertainment, 2012, 10, 1-33.	1.1	78
12	Virtual Reality as a Pediatric Pain Modulation Technique: A Case Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 633-638.	2.2	77
13	IATK: An Immersive Analytics Toolkit. , 2019, , .		75
14	Situated Analytics: Demonstrating immersive analytical tools with Augmented Reality. Journal of Visual Languages and Computing, 2016, 36, 13-23.	1.8	72
15	There Is No Spoon: Evaluating Performance, Space Use, and Presence with Expert Domain Users in Immersive Analytics. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 536-546.	4.4	66
16	Implementation of god-like interaction techniques for supporting collaboration between outdoor AR and indoor tabletop users. , 2006, , .		65
17	Immersive Analytics: An Introduction. Lecture Notes in Computer Science, 2018, , 1-23.	1.3	51
18	Social weight: designing to minimise the social consequences arising from technology use by the mobile professional. Personal and Ubiquitous Computing, 2003, 7, 309-320.	2.8	49

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19	Interactive augmented reality techniques for construction at a distance of 3D geometry. , 2003, , .		49
20	Improving procedural task performance with Augmented Reality annotations. , 2013, , .		46
21	RemoteFusion. , 2013, , .		42
22	Applying cartoon animation techniques to graphical user interfaces. ACM Transactions on Computer-Human Interaction, 2001, 8, 198-222.	5.7	40
23	Situated Analytics. Lecture Notes in Computer Science, 2018, , 185-220.	1.3	40
24	Superman vs Giant: A Study on Spatial Perception for a Multi-Scale Mixed Reality Flying Telepresence Interface. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2974-2982.	4.4	39
25	CheekInput. , 2017, , .		38
26	ARVino - outdoor augmented reality visualisation of viticulture GIS data. , 2005, , .		37
27	Wearable jamming mitten for virtual environment haptics. , 2014, , .		36
28	Situated Analytics. , 2015, , .		36
29	Where Does the Mouse Go? An Investigation into the Placement of a Body-Attached TouchPad Mouse for Wearable Computers. Personal and Ubiquitous Computing, 2002, 6, 97-112.	2.8	35
30	Applying spatial augmented reality to facilitate in-situ support for automotive spot welding inspection. , 2011, , .		34
31	Spatial User Interfaces for Large-Scale Projector-Based Augmented Reality. IEEE Computer Graphics and Applications, 2014, 34, 74-82.	1.2	34
32	EarTouch. , 2017, , .		34
33	A Comparison of Predictive Spatial Augmented Reality Cues for Procedural Tasks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2846-2856.	4.4	32
34	Digital foam interaction techniques for 3D modeling. , 2008, , .		31
35	Scaptics and Highlight-Planes. , 2019, , .		30
36	Embodied Axes: Tangible, Actuated Interaction for 3D Augmented Reality Data Spaces. , 2020, , .		30

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37	User evaluation of see-through vision for mobile outdoor augmented reality. , 2008, , .		29
38	Physical-virtual tools for spatial augmented reality user interfaces. , 2009, , .		29
39	Augmented Reality Working Planes: A Foundation for Action and Construction at a Distance. , 0, , .		28
40	Evaluating Navigation Techniques for 3D Graph Visualizations in Virtual Reality. , 2018, , .		28
41	Augmented Reality Chinese Checkers. , 2004, , .		27
42	In-Situ Support for Automotive Manufacturing Using Spatial Augmented Reality. The International Journal of Virtual Reality, 2019, 11, 33-41.	2.2	27
43	Pursuit of "X-Ray Vision" for Augmented Reality. , 2013, , 67-107.		26
44	Geometrically-Correct Projection-Based Texture Mapping onto a Deformable Object. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 540-549.	4.4	26
45	Effects of shading model and opacity on depth perception in optical see-through augmented reality. Journal of the Society for Information Display, 2020, 28, 892-904.	2.1	26
46	Remote active tangible interactions. , 2007, , .		25
47	What Wearable Augmented Reality Can Do for You. IEEE Pervasive Computing, 2009, 8, 8-11.	1.3	25
48	Challenges for Asynchronous Collaboration in Augmented Reality. , 2016, , .		25
49	GeoGate: Correlating Geo-Temporal Datasets Using an Augmented Reality Space-Time Cube and Tangible Interactions. , 2019, , .		25
50	Using augmented reality to support situated analytics. , 2015, , .		24
51	The Identification, Development, and Evaluation of BIM-ARDM: A BIM-Based AR Defect Management System for Construction Inspections. Buildings, 2022, 12, 140.	3.1	23
52	Conveying spatial awareness cues in xR collaborations. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3178-3189.	4.4	22
53	Tinmith-evo5 - an architecture for supporting mobile augmented reality environments. , 0, , .		21
54	Considering Reach in Tangible and Table Top Design. , 0, , .		20

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55	Augmented foam sculpting for capturing 3D models. , 2010, , .		20
56	Bringing the Jury to the Scene of the Crime: Memory and Decision-Making in a Simulated Crime Scene. , 2021, , .		17
57	An object-oriented software architecture for 3D mixed reality applications. , 0, , .		16
58	Validating Spatial Augmented Reality for interactive rapid prototyping. , 2010, , .		16
59	Visualization of off-surface 3D viewpoint locations in spatial augmented reality. , 2013, , .		16
60	Spatial augmented reality — A tool for 3D data visualization. , 2014, , .		16
61	<i>Levity</i>. , 2018, , .		16
62	Remapped Physical-Virtual Interfaces with Bimanual Haptic Retargeting. , 2019, , .		16
63	Designing Backpacks for High Fidelity Mobile Outdoor Augmented Reality. , 0, , .		15
64	Object-based touch manipulation for remote guidance of physical tasks. , 2014, , .		15
65	Examining virtual reality navigation techniques for 3D network visualisations. Journal of Computer Languages, 2020, 56, 100937.	2.1	15
66	Through-Walls Communication for Medical Emergency Services. International Journal of Human-Computer Interaction, 2003, 16, 477-496.	4.8	14
67	Visualizing Occluded Physical Objects in Unfamiliar Outdoor Augmented Reality Environments. , 2007, , .		14
68	Examining the use of narrative constructs in data videos. Visual Informatics, 2020, 4, 8-22.	4.4	14
69	Mobile Collaborative Augmented Reality. , 2011, , 1-19.		14
70	Evaluation of Three Wearable Computer Pointing Devices for Selection Tasks. , 0, , .		13
71	Supporting Mixed Presence Groupware in Tabletop Applications. , 0, , .		13
72	Floor-Projected Guidance Cues for Collaborative Exploration of Spatial Augmented Reality Setups. , 2018, , .		13

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73	Augmented Viewport: An action at a distance technique for outdoor AR using distant and zoom lens cameras. , 2010, , .		12
74	Managing Smart Garments. Proceedings International Symposium on Wearable Computers, 2006, , .	0.0	11
75	Tech Note: Digital Foam. , 2008, , .		11
76	Tangible interaction techniques to support asynchronous collaboration. , 2013, , .		11
77	Passive Deformable Haptic glove to support 3D interactions in mobile augmented reality environments. , 2013, , .		11
78	Adding input controls and sensors to RFID tags to support dynamic tangible user interfaces. , 2014, , .		11
79	GION: Interactively Untangling Large Graphs on Wall-Sized Displays. Lecture Notes in Computer Science, 2014, , 113-124.	1.3	11
80	Integrated head and hand tracking for indoor and outdoor augmented reality. , 0, , .		10
81	Spatial augmented reality support for design of complex physical environments. , 2011, , .		10
82	Context-aware design pattern for situated analytics: Blended Model View Controller. Journal of Visual Languages and Computing, 2018, 44, 1-12.	1.8	10
83	Collaborative Data Analytics Using Virtual Reality. , 2019, , .		10
84	Examining User Perception of the Size of Multiple Objects in Virtual Reality. Applied Sciences (Switzerland), 2020, 10, 4049.	2.5	10
85	Evaluation of Four Wearable Computer Pointing Devices for Drag and Drop Tasks when Stationary and Walking. Proceedings International Symposium on Wearable Computers, 2006, , .	0.0	9
86	ViCAT: Visualisation and Interaction on a Collaborative Access Table. , 0, , .		9
87	Applying reach in direct manipulation user interfaces. , 2006, , .		9
88	Narrative and Spatial Memory for Jury Viewings in a Reconstructed Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2917-2926.	4.4	9
89	Virtual Reality for Information Visualization Might Just Work This Time. Frontiers in Robotics and AI, 2019, 6, 84.	3.2	9
90	Hybrid indoor and outdoor tracking for mobile 3D mixed reality. , 0, , .		8

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91	A Comparison of Menu Configurations and Pointing Devices for Use with Wearable Computers while Mobile and Stationary. , 2009, , .		8
92	Exploring interactivity and augmented reality in theater: A case study of Half Real. , 2012, , .		8
93	Have We Achieved the Ultimate Wearable Computer?. , 2012, , .		8
94	3D interactions with a passive deformable haptic glove. , 2013, , .		8
95	Low-Profile Jamming Technology for Medical Rehabilitation. IT Professional, 2015, 17, 28-34.	1.5	8
96	MARCut. , 2016, , .		8
97	A Rapidly Adaptive Collaborative Ubiquitous Computing Environment to Allow Passive Detection of Marked Objects. Lecture Notes in Computer Science, 2004, , 420-430.	1.3	8
98	Supporting cartoon animation techniques in direct manipulation graphical user interfaces. Information and Software Technology, 2005, 47, 339-355.	4.4	7
99	Evaluation of three input techniques for selection and annotation of physical objects through an augmented reality view. , 2006, , .		7
100	GraphScape: integrated multivariate network visualization. , 2007, , .		7
101	Towards object based manipulation in remote guidance. , 2013, , .		7
102	Blended UI Controls for Situated Analytics. , 2016, , .		7
103	Combining Virtual Reality and Narrative Visualisation to Persuade. , 2017, , .		7
104	Tangible Braille Plot: Tangibly Exploring Geo-Temporal Data in Virtual Reality. , 2018, , .		7
105	Large Scale Spatial Augmented Reality for Design and Prototyping. , 2011, , 231-254.		7
106	Minimal social weight user interactions for wearable computers in business suits. , 0, , .		6
107	Tinmith - mobile outdoor augmented reality modelling demonstration. , 0, , .		6
108	Efficiency of techniques for mixed-space collaborative navigation. , 2008, , .		6

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109	Through-Walls Collaboration. IEEE Pervasive Computing, 2009, 8, 42-49.	1.3	6
110	Distance-based modeling and manipulation techniques using ultrasonic gloves. , 2012, , .		6
111	Region-based tracking using sequences of relevance measures. , 2013, , .		6
112	[POSTER] Rubix: Dynamic Spatial Augmented Reality by Extraction of Plane Regions with a RGB-D Camera. , 2015, , .		6
113	Stereoscopic Space Map – Semi-immersive Configuration of 3D-stereoscopic Tours in Multi-display Environments. IS&T International Symposium on Electronic Imaging, 2016, 28, 1-9.	0.4	6
114	Augmented Reality as a Countermeasure for Sleep Deprivation. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1396-1405.	4.4	6
115	[POSTER] HoloBee: Augmented Reality Based Bee Drift Analysis. , 2017, , .		6
116	In-situ refinement techniques for outdoor geo-referenced models using mobile AR. , 2009, , .		5
117	Adapting ray tracing to Spatial Augmented Reality. , 2013, , .		5
118	Mapping 2D input to 3D immersive spatial augmented reality. , 2015, , .		5
119	Temporal-Geospatial Cooperative Visual Analysis. , 2016, , .		5
120	Immersive Visualisation of Geo-Temporal Narratives in Law Enforcement. , 2018, , .		5
121	Remapping a Third Arm in Virtual Reality. , 2019, , .		5
122	A Preliminary Exploration of Montage Transitions in Cinematic Virtual Reality. , 2019, , .		5
123	Usability and Playability Issues for Arquake. IFIP Advances in Information and Communication Technology, 2003, , 455-462.	0.7	5
124	Facilitating Collaboration with Laser Projector-Based Spatial Augmented Reality in Industrial Applications. , 2011, , 161-173.		5
125	Interaction and visualisation across multiple displays in ubiquitous computing environments. , 2006, , .		4
126	ARWeather – An Augmented Reality Weather system. , 2008, , .		4

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127	Augmented reality in-situ 3D model menu for outdoors. , 2008, , .		4
128	Glove-Based Sensor Support for Dynamic Tangible Buttons in Spatial Augmented Reality Design Environments. , 2011, , .		4
129	Using spatial augmented reality for appliance design. , 2011, , .		4
130	Poster: Spatial Augmented Reality user interface techniques for room size modeling tasks. , 2013, , .		4
131	Performance improvement using data tags for handheld spatial augmented reality. , 2014, , .		4
132	Moment to moment variability in functional brain networks during cognitive activity in EEG data. Journal of Integrative Neuroscience, 2015, 14, 383-402.	1.7	4
133	HORUS EYE: See the Invisible Bird and Snake Vision for Augmented Reality Information Visualization. , 2016, , .		4
134	Data fragment: Virtual reality for viewing and querying large image sets. , 2017, , .		4
135	Public/private interactive wearable projection display. , 2018, , .		4
136	Designing Outdoor Mixed Reality Hardware Systems. Human-computer Interaction Series, 2010, , 211-231.	0.6	4
137	[Invited Paper] Automatic Sub-pixel Projector Calibration. ITE Transactions on Media Technology and Applications, 2013, 1, 204-213.	0.5	4
138	VRGlare: A Virtual Reality Lighting Performance Simulator for real-time Three-Dimensional Glare Simulation and Analysis. , 2020, , .		4
139	A Comparison of Spatial Augmented Reality Predictive Cues and their Effects on Sleep Deprived Users. , 2022, , .		4
140	Immersive Analytics 2.0: Spatial and Embodied Sensemaking. , 2022, , .		4
141	Which animation effects improve indirect manipulation?. Interacting With Computers, 2002, 14, 211-229.	1.5	3
142	Using ARToolkit for passive tracking and presentation in ubiquitous workspaces. , 0, , .		3
143	Web 2.0 Meets Wearable Augmented Reality. , 2009, , .		3
144	Ultrasonic glove input device for distance-based interactions. , 2013, , .		3

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145	Augmented Reality Based Bee Drift Analysis: A User Study. , 2017, , .		3
146	Towards Robot Arm Training in Virtual Reality Using Partial Least Squares Regression. , 2019, , .		3
147	Examining Computerâ€‘Supported 3D Event Recreation for Enhancing Cognitive Load, Memorability, and Engagement. Multimodal Technologies and Interaction, 2020, 4, 37.	2.5	3
148	An augmented reality weather system. , 2008, , .		3
149	FrostWall. , 2009, , .		3
150	Evaluating Visual Cues for Future Airborne Surveillance Using Simulated Augmented Reality Displays. , 2022, , .		3
151	Shape Aware Haptic Retargeting for Accurate Hand Interactions. , 2022, , .		3
152	Supporting Jury Understanding of Expert Evidence in a Virtual Environment. , 2022, , .		3
153	ALPS (A Language for Process Specification) â€‘ A definition language for hypertext trails. Information Services and Use, 2000, 20, 169-187.	0.2	2
154	HOG on a WIM. , 2008, , .		2
155	The future of entertainment. Computers in Entertainment, 2010, 8, 1-3.	1.1	2
156	Seeing more than the graph. , 2010, , .		2
157	Quimo: A deformable material to support freeform modeling in spatial augmented reality environments. , 2011, , .		2
158	Adaptive color marker for SAR environments. , 2011, , .		2
159	Human Perception and Psychology in Augmented Reality (HPPAR) Summary. , 2015, , .		2
160	Design Guidelines for Wearable Pointing Devices. Frontiers in ICT, 2016, 3, .	3.6	2
161	SONA: Improving Situational Awareness of Geotagged Information using Tangible Interfaces. , 2017, , .		2
162	3DUI TK: An Opensource Toolkit for Thirty Years of Three-Dimensional Interaction Research. , 2019, , .		2

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163	Augmented Reality Visualisation Facilitating The Architectural Process. , 2009, , 105-118.		2
164	VR/AR Case Studies. , 2022, , 331-369.		2
165	Bread Crumbs: a technique for modelling large outdoor ground features. , 0, , .		1
166	Supporting knowledge management in context-aware and pervasive environments using event-based coordination. , 0, , .		1
167	A Lightweight UI Software Infrastructure for Wrist-Based Displays: If Your Microwave Oven Could Talk to Your Watch, What Would It Say?. , 0, , .		1
168	Rundle Lantern in miniature. , 2009, , .		1
169	International Symposium on Ubiquitous Virtual Reality 2009. IEEE Pervasive Computing, 2010, 9, 78-80.	1.3	1
170	Active Tangible Interactions. Human-computer Interaction Series, 2010, , 171-187.	0.6	1
171	An adaptive color marker for Spatial Augmented Reality environments and visual feedback. , 2011, , .		1
172	Adaptive substrate for enhanced spatial augmented reality contrast and resolution. , 2011, , .		1
173	Spatial augmented reality based tangible CAD system. , 2012, , .		1
174	Enabling physical telework with spatial augmented reality. , 2014, , .		1
175	Symposium chair message. , 2015, , .		1
176	3D position measurement of planar photo detector using gradient patterns. , 2015, , .		1
177	Visual Subliminal Cues for Spatial Augmented Reality. , 2015, , .		1
178	Controlling stiffness with jamming for wearable haptics. , 2015, , .		1
179	A Low Cost Optical See-Through HMD - Do-It-Yourself. , 2016, , .		1
180	Design of a wearable system for 3D data acquisition and reconstruction for tree climbers. , 2017, , .		1

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181	Towards Embodied Interaction for Geospatial Energy Sector Analytics in Immersive Environments. , 2021, , .		1
182	Supporting remote tangible robotic entertainment. , 2008, , .		1
183	Adaptive Reset Techniques for Haptic Retargeted Interaction. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1478-1490.	4.4	1
184	The Future of Augmented Reality Gaming. , 2007, , 367-383.		1
185	TableMouse. , 2009, , .		1
186	Spatial Augmented Reality Visibility and Line-of-Sight Cues for Building Design. , 2021, , .		1
187	VRMenuDesigner: A toolkit for automatically generating and modifying VR menus. , 2021, , .		1
188	An animated 3D manipulator for distributed collaborative window-based applications. , 0, , .		0
189	Title is missing!. Interacting With Computers, 2002, 14, 173-174.	1.5	0
190	Constraint-based livespaces configuration management. , 2006, , .		0
191	Lightweight hand and arm tracking for mobile augmented reality. , 2008, , .		0
192	Supporting User Interfaces in Ubiquitous Virtual Reality. , 2009, , .		0
193	Doctoral Consortium. , 2012, , .		0
194	Geometrically-correct projection-based texture mapping onto a cloth. , 2014, , .		0
195	OzCHI 2016 workshop proposal. , 2016, , .		0
196	Aligning Realities: Correlating Content between Projected and Head Worn Displays. Multimodal Technologies and Interaction, 2020, 4, 67.	2.5	0
197	Feature-based Alignment Method for Projecting Virtual Content on a Movable Paper Map. IEEE Transactions on Electronics, Information and Systems, 2013, 133, 672-679.	0.2	0
198	EarTouch: Turning the Ear into an Input Surface. The Proceedings of JSME Annual Conference on Robotics and Mechatronics (Robomec), 2017, 2017, 2A1-H11.	0.0	0

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199	Adaptive substrate for enhanced spatial augmented reality contrast and resolution. , 2011, , .		0