Bruce H Thomas

List of Publications by Year
in descending order

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	Adaptive Reset Techniques for Haptic Retargeted Interaction. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1478-1490.	4.4	1
2	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
3	VR/AR Case Studies. , 2022, , 331-369.		2
4	Evaluating Visual Cues for Future Airborne Surveillance Using Simulated Augmented Reality Displays. , 2022, , .		3
5	A Comparison of Spatial Augmented Reality Predictive Cues and their Effects on Sleep Deprived Users. , 2022, , .		4
6	Shape Aware Haptic Retargeting for Accurate Hand Interactions. , 2022, , .		3
7	Supporting Jury Understanding of Expert Evidence in a Virtual Environment. , 2022, , .		3
8	Immersive Analytics 2.0: Spatial and Embodied Sensemaking. , 2022, , .		4
9	Bringing the Jury to the Scene of the Crime: Memory and Decision-Making in a Simulated Crime Scene. , 2021, , .		17
10	Towards Embodied Interaction for Geospatial Energy Sector Analytics in Immersive Environments. , 2021, , .		1
11	Spatial Augmented Reality Visibility and Line-of-Sight Cues for Building Design. , 2021, , .		1
12	VRMenuDesigner: A toolkit for automatically generating and modifying VR menus. , 2021, , .		1
13	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
14	Examining virtual reality navigation techniques for 3D network visualisations. Journal of Computer Languages, 2020, 56, 100937.	2.1	15
15	Examining the use of narrative constructs in data videos. Visual Informatics, 2020, 4, 8-22.	4.4	14
16	Effects of shading model and opacity on depth perception in optical seeâ€through augmented reality. Journal of the Society for Information Display, 2020, 28, 892-904.	2.1	26
17	Examining Computerâ€“Supported 3D Event Recreation for Enhancing Cognitive Load, Memorability, and Engagement. Multimodal Technologies and Interaction, 2020, 4, 37.	2.5	3
18	Aligning Realities: Correlating Content between Projected and Head Worn Displays. Multimodal Technologies and Interaction, 2020, 4, 67.	2.5	0

#	Article	IF	Citations
19	Examining User Perception of the Size of Multiple Objects in Virtual Reality. Applied Sciences (Switzerland), 2020, 10, 4049.	2.5	10
20	Embodied Axes: Tangible, Actuated Interaction for 3D Augmented Reality Data Spaces. , 2020, , .		30
21	VRGlare: A Virtual Reality Lighting Performance Simulator for real-time Three-Dimensional Glare Simulation and Analysis. , 2020, , .		4
22	Conveying spatial awareness cues in xR collaborations. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3178-3189.	4.4	22
23	GeoGate: Correlating Geo-Temporal Datasets Using an Augmented Reality Space-Time Cube and Tangible Interactions. , 2019, , .		25
24	Collaborative Data Analytics Using Virtual Reality. , 2019, , .		10
25	IATK: An Immersive Analytics Toolkit. , 2019, , .		75
26	Remapping a Third Arm in Virtual Reality. , 2019, , .		5
27	Remapped Physical-Virtual Interfaces with Bimanual Haptic Retargeting. , 2019, , .		16
28	Virtual Reality for Information Visualization Might Just Work This Time. Frontiers in Robotics and AI, 2019, 6, 84.	3.2	9
29	Towards Robot Arm Training in Virtual Reality Using Partial Least Squares Regression. , 2019, , .		3
30	Scaptics and Highlight-Planes. , 2019, , .		30
31	On the Shoulder of the Giant. , 2019, , .		83
32	A Preliminary Exploration of Montage Transitions in Cinematic Virtual Reality. , 2019, , .		5
33	3DUITK: An Opensource Toolkit for Thirty Years of Three-Dimensional Interaction Research. , 2019, , .		2
34	In-Situ Support for Automotive Manufacturing Using Spatial Augmented Reality. The International Journal of Virtual Reality, 2019, 11, 33-41.	2.2	27
35	Levity. , 2018, , .		16
36	Mini-Me. , 2018, , .		220

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37	Context-aware design pattern for situated analytics: Blended Model View Controller. Journal of Visual Languages and Computing, 2018, 44, 1-12.	1.8	10
38	Public/private interactive wearable projection display. , 2018, , .		4
39	Evaluating Navigation Techniques for 3D Graph Visualizations in Virtual Reality. , 2018, , .		28
40	Immersive Visualisation of Geo-Temporal Narratives in Law Enforcement. , 2018, , .		5
41	Tangible Braille Plot: Tangibly Exploring Geo-Temporal Data in Virtual Reality. , 2018, , .		7
42	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
43	Floor-Projected Guidance Cues for Collaborative Exploration of Spatial Augmented Reality Setups. , 2018, , .		13
44	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
45	Immersive Analytics: An Introduction. Lecture Notes in Computer Science, 2018, , 1-23.	1.3	51
46	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
47	Situated Analytics. Lecture Notes in Computer Science, 2018, , 185-220.	1.3	40
48	Data fragment: Virtual reality for viewing and querying large image sets. , 2017, , .		4
49	Cognitive Cost of Using Augmented Reality Displays. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2378-2388.	4.4	103
50	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
51	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
52	ImAxes. , 2017, , .		154
53	Design of a wearable system for 3D data acquisition and reconstruction for tree climbers. , 2017, , .		1
54	SONA: Improving Situational Awareness of Geotagged Information using Tangible Interfaces. , 2017, , .		2

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55	Augmented Reality Based Bee Drift Analysis: A User Study. , 2017, , .		3
56	Combining Virtual Reality and Narrative Visualisation to Persuade. , 2017, , .		7
57	CheekInput. , 2017, , .		38
58	EarTouch. , 2017, , .		34
59	[POSTER] HoloBee: Augmented Reality Based Bee Drift Analysis. , 2017, , .		6
60	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
61	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
62	Design Guidelines for Wearable Pointing Devices. Frontiers in ICT, 2016, 3, .	3.6	2
63	HORUS EYE: See the Invisible Bird and Snake Vision for Augmented Reality Information Visualization. , 2016, , .		4
64	A Low Cost Optical See-Through HMD - Do-It-Yourself. , 2016, , .		1
65	Challenges for Asynchronous Collaboration in Augmented Reality. , 2016, , .		25
66	MARCut. , 2016, , .		8
67	Temporal-Geospatial Cooperative Visual Analysis. , 2016, , .		5
68	Blended UI Controls for Situated Analytics. , 2016, , .		7
69	Situated Analytics: Demonstrating immersive analytical tools with Augmented Reality. Journal of Visual Languages and Computing, 2016, 36, 13-23.	1.8	72
70	OzCHI 2016 workshop proposal. , 2016, , .		0
71	Augmented Reality as a Countermeasure for Sleep Deprivation. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1396-1405.	4.4	6
72	Situated Analytics. , 2015, , .		36

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73	Using augmented reality to support situated analytics. , 2015, , .		24
74	Symposium chair message. , 2015, , .		1
75	[POSTER] Rubix: Dynamic Spatial Augmented Reality by Extraction of Plane Regions with a RGB-D Camera. , 2015, , .		6
76	3D position measurement of planar photo detector using gradient patterns. , 2015, , .		1
77	Human Perception and Psychology in Augmented Reality (HPPAR) Summary. , 2015, , .		2
78	Visual Subliminal Cues for Spatial Augmented Reality. , 2015, , .		1
79	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
80	Low-Profile Jamming Technology for Medical Rehabilitation. IT Professional, 2015, 17, 28-34.	1.5	8
81	Mapping 2D input to 3D immersive spatial augmented reality. , 2015, , .		5
82	Controlling stiffness with jamming for wearable haptics. , 2015, , .		1
83	Adding input controls and sensors to RFID tags to support dynamic tangible user interfaces. , 2014, , .		11
84	Spatial User Interfaces for Large-Scale Projector-Based Augmented Reality. IEEE Computer Graphics and Applications, 2014, 34, 74-82.	1.2	34
85	Spatial augmented reality — A tool for 3D data visualization. , 2014, , .		16
86	Enabling physical telework with spatial augmented reality. , 2014, , .		1
87	Wearable jamming mitten for virtual environment haptics. , 2014, , .		36
88	Performance improvement using data tags for handheld spatial augmented reality. , 2014, , .		4
89	Object-based touch manipulation for remote guidance of physical tasks. , 2014, , .		15
90	Geometrically-Correct Projection-Based Texture Mapping onto a Deformable Object. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 540-549.	4.4	26

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91	Geometrically-correct projection-based texture mapping onto a cloth. , 2014, , .		0
92	GION: Interactively Untangling Large Graphs on Wall-Sized Displays. Lecture Notes in Computer Science, 2014, , 113-124.	1.3	11
93	Poster: Spatial Augmented Reality user interface techniques for room size modeling tasks. , 2013, , .		4
94	Adapting ray tracing to Spatial Augmented Reality. , 2013, , .		5
95	3D interactions with a passive deformable haptic glove. , 2013, , .		8
96	Tangible interaction techniques to support asynchronous collaboration. , 2013, , .		11
97	Passive Deformable Haptic glove to support 3D interactions in mobile augmented reality environments. , 2013, , .		11
98	Towards object based manipulation in remote guidance. , 2013, , .		7
99	Pursuit of â€œX-Ray Visionâ€•for Augmented Reality. , 2013, , 67-107.		26
100	Improving procedural task performance with Augmented Reality annotations. , 2013, , .		46
101	Ultrasonic glove input device for distance-based interactions. , 2013, , .		3
102	Visualization of off-surface 3D viewpoint locations in spatial augmented reality. , 2013, , .		16
103	RemoteFusion. , 2013, , .		42
104	Region-based tracking using sequences of relevance measures. , 2013, , .		6
105	[Invited Paper] Automatic Sub-pixel Projector Calibration. ITE Transactions on Media Technology and Applications, 2013, 1, 204-213.	0.5	4
106	Feature-based Alignment Method for Projecting Virtual Content on a Movable Paper Map. IEEJ Transactions on Electronics, Information and Systems, 2013, 133, 672-679.	0.2	0
107	A survey of visual, mixed, and augmented reality gaming. Computers in Entertainment, 2012, 10, 1-33.	1.1	78
108	Spatial augmented reality based tangible CAD system. , 2012, , .		1

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109	Exploring interactivity and augmented reality in theater: A case study of Half Real. , 2012, , .		8
110	Doctoral Consortium. , 2012, , .		0
111	Have We Achieved the Ultimate Wearable Computer?. , 2012, , .		8
112	Distance-based modeling and manipulation techniques using ultrasonic gloves. , 2012, , .		6
113	Glove-Based Sensor Support for Dynamic Tangible Buttons in Spatial Augmented Reality Design Environments. , 2011, , .		4
114	Using spatial augmented reality for appliance design. , 2011, , .		4
115	An adaptive color marker for Spatial Augmented Reality environments and visual feedback. , 2011, , .		1
116	Quimo: A deformable material to support freeform modeling in spatial augmented reality environments. , 2011, , .		2
117	Adaptive color marker for SAR environments. , 2011, , .		2
118	Applying spatial augmented reality to facilitate in-situ support for automotive spot welding inspection. , 2011, , .		34
119	Spatial augmented reality support for design of complex physical environments. , 2011, , .		10
120	Adaptive substrate for enhanced spatial augmented reality contrast and resolution. , 2011, , .		1
121	Mobile Collaborative Augmented Reality. , 2011, , 1-19.		14
122	Facilitating Collaboration with Laser Projector-Based Spatial Augmented Reality in Industrial Applications. , 2011, , 161-173.		5
123	Large Scale Spatial Augmented Reality for Design and Prototyping. , 2011, , 231-254.		7
124	Adaptive substrate for enhanced spatial augmented reality contrast and resolution. , 2011, , .		0
125	International Symposium on Ubiquitous Virtual Reality 2009. IEEE Pervasive Computing, 2010, 9, 78-80.	1.3	1
126	Validating Spatial Augmented Reality for interactive rapid prototyping. , 2010, , .		16

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127	The future of entertainment. Computers in Entertainment, 2010, 8, 1-3.	1.1	2
128	Seeing more than the graph. , 2010, , .		2
129	Augmented foam sculpting for capturing 3D models. , 2010, , .		20
130	Active Tangible Interactions. Human-computer Interaction Series, 2010, , 171-187.	0.6	1
131	Augmented Viewport: An action at a distance technique for outdoor AR using distant and zoom lens cameras. , 2010, , .		12
132	Designing Outdoor Mixed Reality Hardware Systems. Human-computer Interaction Series, 2010, , 211-231.	0.6	4
133	Through-Walls Collaboration. IEEE Pervasive Computing, 2009, 8, 42-49.	1.3	6
134	Rundle Lantern in miniature. , 2009, , .		1
135	In-situ refinement techniques for outdoor geo-referenced models using mobile AR. , 2009, , .		5
136	Physical-virtual tools for spatial augmented reality user interfaces. , 2009, , .		29
137	What Wearable Augmented Reality Can Do for You. IEEE Pervasive Computing, 2009, 8, 8-11.	1.3	25
138	Supporting User Interfaces in Ubiquitous Virtual Reality. , 2009, , .		0
139	A Comparison of Menu Configurations and Pointing Devices for Use with Wearable Computers while Mobile and Stationary. , 2009, , .		8
140	Improving Spatial Perception for Augmented Reality X-Ray Vision. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	78
141	Web 2.0 Meets Wearable Augmented Reality. , 2009, , .		3
142	FrostWall. , 2009, , .		3
143	TableMouse. , 2009, , .		1
144	Augmented Reality Visualisation Facilitating The Architectural Process. , 2009, , 105-118.		2

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145	Efficiency of techniques for mixed-space collaborative navigation. , 2008, , .		6
146	ARWeather — An Augmented Reality Weather ystem. , 2008, , .		4
147	User evaluation of see-through vision for mobile outdoor augmented reality. , 2008, , .		29
148	Lightweight hand and arm tracking for mobile augmented reality. , 2008, , .		0
149	HOG on a WIM. , 2008, , .		2
150	Augmented reality in-situ 3D model menu for outdoors. , 2008, , .		4
151	Digital foam interaction techniques for 3D modeling. , 2008, , .		31
152	Tech Note: Digital Foam. , 2008, , .		11
153	An augmented reality weather system. , 2008, , .		3
154	Supporting remote tangible robotic entertainment. , 2008, , .		1
155	Remote active tangible interactions. , 2007, , .		25
156	GraphScape: integrated multivariate network visualization. , 2007, , .		7
157	Visualizing Occluded Physical Objects in Unfamiliar Outdoor Augmented Reality Environments. , 2007, , .		14
158	The Future of Augmented Reality Gaming. , 2007, , 367-383.		1
159	Managing Smart Garments. Proceedings International Symposium on Wearable Computers, 2006, , .	0.0	11
160	Evaluation of three input techniques for selection and annotation of physical objects through an augmented reality view. , 2006, , .		7
161	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
162	Interaction and visualisation across multiple displays in ubiquitous computing environments. , 2006, , .		4

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163	Constraint-based livespaces configuration management. , 2006, , .		0
164	Applying reach in direct manipulation user interfaces. , 2006, , .		9
165	Implementation of god-like interaction techniques for supporting collaboration between outdoor AR and indoor tabletop users. , 2006, , .		65
166	Supporting cartoon animation techniques in direct manipulation graphical user interfaces. Information and Software Technology, 2005, 47, 339-355.	4.4	7
167	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
168	ARVino - outdoor augmented reality visualisation of viticulture GIS data. , 2005, , .		37
169	Augmented Reality Chinese Checkers. , 2004, , .		27
170	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
171	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
172	Virtual Reality as a Pediatric Pain Modulation Technique: A Case Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 633-638.	2.2	77
173	Interactive augmented reality techniques for construction at a distance of 3D geometry. , 2003, , .		49
174	Through-Walls Communication for Medical Emergency Services. International Journal of Human-Computer Interaction, 2003, 16, 477-496.	4.8	14
175	Usability and Playability Issues for Arquake. IFIP Advances in Information and Communication Technology, 2003, , 455-462.	0.7	5
176	ARQuake. Communications of the ACM, 2002, 45, 36-38.	4.5	222
177	First Person Indoor/Outdoor Augmented Reality Application: ARQuake. Personal and Ubiquitous Computing, 2002, 6, 75-86.	2.8	122
178	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
179	Which animation effects improve indirect manipulation?. Interacting With Computers, 2002, 14, 211-229.	1.5	3
180	Title is missing!. Interacting With Computers, 2002, 14, 173-174.	1.5	0

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181	Applying cartoon animation techniques to graphical user interfaces. ACM Transactions on Computer-Human Interaction, 2001, 8, 198-222.	5.7	40
182	ALPS (A Language for Process Specification) â€“ A definition language for hypertext trails. Information Services and Use, 2000, 20, 169-187.	0.2	2
183	Tinmith-evo5 - an architecture for supporting mobile augmented reality environments. , 0, , .		21
184	An animated 3D manipulator for distributed collaborative window-based applications. , 0, , .		0
185	Bread Crumbs: a technique for modelling large outdoor ground features. , 0, , .		1
186	Minimal social weight user interactions for wearable computers in business suits. , 0, , .		6
187	Using ARToolkit for passive tracking and presentation in ubiquitous workspaces. , 0, , .		3
188	An object-oriented software architecture for 3D mixed reality applications. , 0, , .		16
189	Tinmith - mobile outdoor augmented reality modelling demonstration. , 0, , .		6
190	Hybrid indoor and outdoor tracking for mobile 3D mixed reality. , 0, , .		8
191	Supporting knowledge management in context-aware and pervasive environments using event-based coordination. , 0, , .		1
192	Augmented Reality Working Planes: A Foundation for Action and Construction at a Distance. , 0, , .		28
193	Designing Backpacks for High Fidelity Mobile Outdoor Augmented Reality. , 0, , .		15
194	Integrated head and hand tracking for indoor and outdoor augmented reality. , 0, , .		10
195	Evaluation of Three Wearable Computer Pointing Devices for Selection Tasks. , 0, , .		13
196	A Lightweight UI Software Infrastructure for Wrist-Based Displays: If Your Microwave Oven Could Talk to Your Watch, What Would It Say?. , 0, , .		1
197	Supporting Mixed Presence Groupware in Tabletop Applications. , 0, , .		13
198	ViCAT: Visualisation and Interaction on a Collaborative Access Table. , 0, , .		9

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199	Considering Reach in Tangible and Table Top Design. , 0, , .		20