Sofia Pescarin

List of Publications by Year
in descending order

10 papers	**64** citations	1937685 **4** h-index	1720034 **7** g-index
10 all docs	**10** docs citations	**10** times ranked	**54** citing authors

#	Article	IF	Citations
1	Optimising Environmental Educational Narrative Videogames. Journal on Computing and Cultural Heritage, 2020, 13, 1-23.	2.1	11
2	Enabling Multiple Voices in the Museum: Challenges and Approaches. Digital Culture & Society, 2020, 6, 259-266.	0.1	4
3	A cloud-based architecture for processing and dissemination of 3D landscapes online. Digital Applications in Archaeology and Cultural Heritage, 2019, 14, e00100.	1.3	12
4	A contextualized educational museum experience connecting objects, places and themes through mobile virtual museums. , 2015, , .		8
5	NICH: A preliminary theoretical study on natural interaction applied to cultural heritage contexts. , 2013, , .		7
6	Reconstructing Past Landscapes for Virtual Museums. Natural Science in Archaeology, 2013, , 285-296.	1.7	3
7	Behind Livia's Villa: A Case Study for the Devolution of Large Scale Interactive "in-site" to "on-line" Application. Lecture Notes in Computer Science, 2013, , 238-247.	1.3	3
8	VMUXE. Lecture Notes in Computer Science, 2013, , 262-272.	1.3	6
9	Virtual Archaeology and museums, an italian perspective. Virtual Archaeology Review, 2011, 2, 151.	1.9	2
10	Databases and virtual environments. , 2004, , .		8