

# Orly Lahav

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7171771/publications.pdf>

Version: 2024-02-01

13  
papers

105  
citations

1937685

4  
h-index

1372567

10  
g-index

13  
all docs

13  
docs citations

13  
times ranked

84  
citing authors

#	ARTICLE	IF	CITATIONS
1	Rehabilitation program integrating virtual environment to improve orientation and mobility skills for people who are blind. <i>Computers and Education</i> , 2015, 80, 1-14.	8.3	28
2	Newly blind persons using virtual environment system in a traditional orientation and mobility rehabilitation program: a case study. <i>Disability and Rehabilitation: Assistive Technology</i> , 2012, 7, 420-435.	2.2	25
3	Virtual environment navigation with look-around mode to explore new real spaces by people who are blind. <i>Disability and Rehabilitation</i> , 2018, 40, 1072-1084.	1.8	24
4	Listen to the models: Sonified learning models for people who are blind. <i>Computers and Education</i> , 2018, 127, 141-153.	8.3	11
5	Computer-model-based audio and its influence on science learning by people who are blind. <i>Interactive Learning Environments</i> , 2019, 27, 856-868.	6.4	4
6	Perception of sonified representations of complex systems by people who are blind. <i>Assistive Technology</i> , 2022, 34, 11-19.	2.0	3
7	Virtual Reality Systems as an Orientation Aid for People Who Are Blind to Acquire New Spatial Information. <i>Sensors</i> , 2022, 22, 1307.	3.8	3
8	Listening to complexity: blind people's learning about gas particles through a sonified model. <i>International Journal on Disability and Human Development</i> , 2011, 10, .	0.2	2
9	Use of a sonification system for science learning by people who are blind. <i>Journal of Assistive Technologies</i> , 2016, 10, 187-198.	0.8	2
10	Programming Robotic Behavior by High-Functioning Autistic Children. , 2019, , .		1
11	Virtual interactive consulting agent to support freshman students in transition to higher education. <i>Journal of Computing in Higher Education</i> , 2020, 32, 330-364.	6.1	1
12	Interference in geometry among people who are blind. <i>Research in Developmental Disabilities</i> , 2020, 96, 103517.	2.2	1
13	Enhancing spatial skills of young children with special needs using the Osmo Tangram based on tangible technology versus a Tangram card game. <i>Virtual Reality</i> , 0, , .	6.1	0