Orly Lahav

List of Publications by Year
in descending order

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