# Washington X Quevedo

List of Publications by Year
in descending order



| 26 | 224 | 1040056 9 | 1058476 14 |
|---|---|---|---|
| papers | citations | h-index | g-index |

| 26 | 26 | 26 | 152 |
|---|---|---|---|
| all docs | docs citations | times ranked | citing authors |

| # | Article | IF | Citations |
|---|---|---|---|
| 1 | Unity3D-MatLab Simulator in Real Time for Robotics Applications. Lecture Notes in Computer Science, 2016, , 246-263. | 1.3 | 33 |
| 2 | Virtual Reality System for Training in Automotive Mechanics. Lecture Notes in Computer Science, 2017, , 185-198. | 1.3 | 26 |
| 3 | Transparency of a Bilateral Tele-Operation Scheme of a Mobile Manipulator Robot. Lecture Notes in Computer Science, 2016, , 228-245. | 1.3 | 15 |
| 4 | Teaching-Learning Process through VR Applied to Automotive Engineering. , 2017, , . | | 15 |
| 5 | Virtual Reality on e-Tourism. Lecture Notes in Electrical Engineering, 2018, , 86-97. | 0.4 | 15 |
| 6 | Multi-user Industrial Training and Education Environment. Lecture Notes in Computer Science, 2018, , 533-546. | 1.3 | 14 |
| 7 | Virtual Training for Industrial Automation Processes Through Pneumatic Controls. Lecture Notes in Computer Science, 2018, , 516-532. | 1.3 | 14 |
| 8 | Augmented Reality as a New Marketing Strategy. Lecture Notes in Computer Science, 2018, , 351-362. | 1.3 | 12 |
| 9 | Unity3D Virtual Animation of Robots with Coupled and Uncoupled Mechanism. Lecture Notes in Computer Science, 2016, , 89-101. | 1.3 | 11 |
| 10 | Assistance System for Rehabilitation and Valuation of Motor Skills. Lecture Notes in Computer Science, 2017, , 166-174. | 1.3 | 11 |
| 11 | Immersive Industrial Process Environment from a P&ID Diagram. Lecture Notes in Computer Science, 2016, , 701-712. | 1.3 | 7 |
| 12 | Haptic Stimulation Glove for Fine Motor Rehabilitation in Virtual Reality Environments. Lecture Notes in Computer Science, 2018, , 211-229. | 1.3 | 7 |
| 13 | Realism in Audiovisual Stimuli for Phobias Treatments Through Virtual Environments. Lecture Notes in Computer Science, 2017, , 188-201. | 1.3 | 6 |
| 14 | Oil Processes VR Training. Lecture Notes in Computer Science, 2018, , 712-724. | 1.3 | 5 |
| 15 | Training for Bus Bodywork in Virtual Reality Environments. Lecture Notes in Computer Science, 2018, , 67-85. | 1.3 | 5 |
| 16 | Teaching-Learning of Basic Language of Signs through Didactic Games. , 2017, , . | | 4 |
| 17 | Virtual Reality System for Assistance in Treating Respiratory Disorders. Lecture Notes in Computer Science, 2018, , 118-135. | 1.3 | 4 |
| 18 | Virtual Rehabilitation System for Fine Motor Skills Using a Functional Hand Orthosis. Lecture Notes in Computer Science, 2018, , 78-94. | 1.3 | 4 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Performance Evaluation of WebGL and WebVR Apps in VR Environments. Lecture Notes in Computer Science, 2019, , 564-575. | 1.3 | 4 |
| 20 | Robots Coordinated Control for Service Tasks in Virtual Reality Environments. Lecture Notes in Computer Science, 2017, , 164-175. | 1.3 | 3 |
| 21 | Sales Maximization Based on Neuro-Marketing Techniques in Virtual Environments. Lecture Notes in Computer Science, 2018, , 176-191. | 1.3 | 3 |
| 22 | Tourism Marketing through Virtual Environment Experience. , 2017, , . | | 2 |
| 23 | e-Tourism: Governmental Planning and Management Mechanism. Lecture Notes in Computer Science, 2018, , 162-170. | 1.3 | 2 |
| 24 | Market Study of Durable Consumer Products in Multi-user Virtual Environments. Lecture Notes in Computer Science, 2018, , 86-100. | 1.3 | 1 |
| 25 | Realâ€“Time Virtual Reality Visualizer for Unmanned Aerial Vehicles. Lecture Notes in Computer Science, 2018, , 479-495. | 1.3 | 1 |
| 26 | Virtual Environments to Stimulate Skills in the Early Childhood Education Stage. Lecture Notes in Computer Science, 2018, , 285-297. | 1.3 | 0 |