Washington X Quevedo

List of Publications by Year
in descending order

26 papers	224 citations	1170033 9 h-index	1181555 14 g-index
26 all docs	26 docs citations	26 times ranked	166 citing authors

#	Article	IF	Citations
1	Performance Evaluation of WebGL and WebVR Apps in VR Environments. Lecture Notes in Computer Science, 2019, , 564-575.	1.0	4
2	Virtual Reality on e-Tourism. Lecture Notes in Electrical Engineering, 2018, , 86-97.	0.3	15
3	Oil Processes VR Training. Lecture Notes in Computer Science, 2018, , 712-724.	1.0	5
4	Market Study of Durable Consumer Products in Multi-user Virtual Environments. Lecture Notes in Computer Science, 2018, , 86-100.	1.0	1
5	Virtual Environments to Stimulate Skills in the Early Childhood Education Stage. Lecture Notes in Computer Science, 2018, , 285-297.	1.0	0
6	e-Tourism: Governmental Planning and Management Mechanism. Lecture Notes in Computer Science, 2018, , 162-170.	1.0	2
7	Multi-user Industrial Training and Education Environment. Lecture Notes in Computer Science, 2018, , 533-546.	1.0	14
8	Virtual Reality System for Assistance in Treating Respiratory Disorders. Lecture Notes in Computer Science, 2018, , 118-135.	1.0	4
9	Augmented Reality as a New Marketing Strategy. Lecture Notes in Computer Science, 2018, , 351-362.	1.0	12
10	Training for Bus Bodywork in Virtual Reality Environments. Lecture Notes in Computer Science, 2018, , 67-85.	1.0	5
11	Sales Maximization Based on Neuro-Marketing Techniques in Virtual Environments. Lecture Notes in Computer Science, 2018, , 176-191.	1.0	3
12	Real–Time Virtual Reality Visualizer for Unmanned Aerial Vehicles. Lecture Notes in Computer Science, 2018, , 479-495.	1.0	1
13	Virtual Training for Industrial Automation Processes Through Pneumatic Controls. Lecture Notes in Computer Science, 2018, , 516-532.	1.0	14
14	Virtual Rehabilitation System for Fine Motor Skills Using a Functional Hand Orthosis. Lecture Notes in Computer Science, 2018, , 78-94.	1.0	4
15	Haptic Stimulation Glove for Fine Motor Rehabilitation in Virtual Reality Environments. Lecture Notes in Computer Science, 2018, , 211-229.	1.0	7
16	Robots Coordinated Control for Service Tasks in Virtual Reality Environments. Lecture Notes in Computer Science, 2017, , 164-175.	1.0	3
17	Virtual Reality System for Training in Automotive Mechanics. Lecture Notes in Computer Science, 2017, , 185-198.	1.0	26
18	Assistance System for Rehabilitation and Valuation of Motor Skills. Lecture Notes in Computer Science, 2017, , 166-174.	1.0	11

#	Article	IF	Citations
19	Realism in Audiovisual Stimuli for Phobias Treatments Through Virtual Environments. Lecture Notes in Computer Science, 2017, , 188-201.	1.0	6
20	Teaching-Learning of Basic Language of Signs through Didactic Games. , 2017, , .		4
21	Tourism Marketing through Virtual Environment Experience. , 2017, , .		2
22	Teaching-Learning Process through VR Applied to Automotive Engineering. , 2017, , .		15
23	Immersive Industrial Process Environment from a P&ID Diagram. Lecture Notes in Computer Science, 2016, , 701-712.	1.0	7
24	Unity3D-MatLab Simulator in Real Time for Robotics Applications. Lecture Notes in Computer Science, 2016, , 246-263.	1.0	33
25	Transparency of a Bilateral Tele-Operation Scheme of a Mobile Manipulator Robot. Lecture Notes in Computer Science, 2016, , 228-245.	1.0	15
26	Unity3D Virtual Animation of Robots with Coupled and Uncoupled Mechanism. Lecture Notes in Computer Science, 2016, , 89-101.	1.0	11