

# Daniela Trevisan

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7210355/publications.pdf>

Version: 2024-02-01

24  
papers

215  
citations

1684188

5  
h-index

1372567

10  
g-index

24  
all docs

24  
docs citations

24  
times ranked

198  
citing authors

#	ARTICLE	IF	CITATIONS
1	Minimizing cyber sickness in head mounted display systems: Design guidelines and applications. , 2017, , .		62
2	Towards an integrated system for planning and assisting maxillofacial orthognathic surgery. Computer Methods and Programs in Biomedicine, 2008, 91, 13-21.	4.7	35
3	Transparency in practice. , 2017, , .		15
4	Minimizing cybersickness in head-mounted display systems: causes and strategies review. , 2020, , .		15
5	New interactive strategies for virtual reality streaming in degraded context of use. Computers and Graphics, 2020, 86, 27-41.	2.5	12
6	Toward the design of transitional interfaces: an exploratory study on a semi-immersive hybrid user interface. Virtual Reality, 2012, 16, 271-288.	6.1	11
7	A cybersickness review: causes, strategies, and classification methods. Journal on Interactive Systems, 2021, 12, 269-282.	0.6	11
8	Model-based design, generation, and evaluation of virtual user interfaces. , 2004, , .		9
9	Conceptualising mixed spaces of interaction for designing continuous interaction. Virtual Reality, 2004, 8, 83-95.	6.1	8
10	Creating and Designing Customized and Dynamic Game Interfaces Using Smartphones and Touchscreen. , 2014, , .		7
11	A Participatory Approach for Game Design to Support the Learning and Communication of Autistic Children. Lecture Notes in Computer Science, 2015, , 17-31.	1.3	6
12	Jecripe: how a serious game project encouraged studies in different computer science areas. , 2014, , .		5
13	An Instrument for Evaluating the Quality of Data Visualizations. , 2018, , .		4
14	Expanding the Coverage of Ambient Assisted Living Systems. , 2016, , .		3
15	AdaptControl. , 2014, , .		2
16	Smart controller: Introducing a dynamic interface adapted to the gameplay. Entertainment Computing, 2018, 27, 32-46.	2.9	2
17	Usability Technical Debt in Software Projects: A Multi-Case Study. , 2019, , .		2
18	Designing Game Controllers in a Mobile Device. Lecture Notes in Computer Science, 2017, , 456-468.	1.3	2

#	ARTICLE	IF	CITATIONS
19	Virtual and Real Body Representation in Mixed Reality: An Analysis of Self-presence and Immersive Environments. Lecture Notes in Computer Science, 2019, , 42-54.	1.3	2
20	Exploring the design and engineering of mixed reality systems. , 2004, , .		1
21	Understanding User Experience with Game Controllers: A Case Study with an Adaptive Smart Controller and a Traditional Gamepad. Lecture Notes in Computer Science, 2017, , 59-71.	1.3	1
22	An Interaction Mechanism for Virtual Reality Based on Upper Limbs Motions Tracking Using Depth Cameras and Inertial Sensors. , 2017, , .		0
23	Interaction Techniques in Three-Dimensional Virtual Environments Based on Games to Support Chronic Diseases Treatment: A Systematic Review. Lecture Notes in Computer Science, 2019, , 333-350.	1.3	0
24	Creating Layouts for Virtual Game Controllers Using Generative Design. Lecture Notes in Computer Science, 2019, , 237-249.	1.3	0