Ye Pan

List of Publications by Year
in descending order

12 papers	383 citations	1478505 6 h-index	1720034 7 g-index
12 all docs	12 docs citations	12 times ranked	297 citing authors

#	Article	IF	Citations
1	Improving VIP viewer gaze estimation and engagement using adaptive dynamic anamorphosis. International Journal of Human Computer Studies, 2021, 147, 102563.	5.6	2
2	How Foot Tracking Matters: The Impact of an Animated Self-Avatar on Interaction, Embodiment and Presence in Shared Virtual Environments. Frontiers in Robotics and AI, 2019, 6, 104.	3.2	36
3	Avatar Type Affects Performance of Cognitive Tasks in Virtual Reality. , 2019, , .		18
4	â€œWe Waitâ€â€"The Impact of Character Responsiveness and Self Embodiment on Presence and Interest in an Immersive News Experience. Frontiers in Robotics and AI, 2018, 5, 112.	3.2	33
5	Empowerment and embodiment for collaborative mixed reality systems. Computer Animation and Virtual Worlds, 2018, 29, e1838.	1.2	14
6	The impact of self-avatars on trust and collaboration in shared virtual environments. PLoS ONE, 2017, 12, e0189078.	2.5	68
7	A Comparison of Avatar-, Video-, and Robot-Mediated Interaction on Usersâ€™ Trust in Expertise. Frontiers in Robotics and AI, 2016, 3, .	3.2	36
8	The impact of a self-avatar on cognitive load in immersive virtual reality. , 2016, , .		107
9	Effects of 3D perspective on head gaze estimation with a multiview autostereoscopic display. International Journal of Human Computer Studies, 2016, 86, 138-148.	5.6	14
10	A gaze-preserving situated multiview telepresence system. , 2014, , .		20
11	Comparing flat and spherical displays in a trust scenario in avatar-mediated interaction. , 2014, , .		22
12	Preserving gaze direction in teleconferencing using a camera array and a spherical display. , 2012, , .		13