

Zhen Liu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/740851/publications.pdf>

Version: 2024-02-01

18
papers

321
citations

1478458

6
h-index

1372553

10
g-index

22
all docs

22
docs citations

22
times ranked

244
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual Reality Aided Therapy towards Health 4.0: A Two-Decade Bibliometric Analysis. International Journal of Environmental Research and Public Health, 2022, 19, 1525.	2.6	52
2	An Investigation into Art Therapy Aided Health and Well-Being Research: A 75-Year Bibliometric Analysis. International Journal of Environmental Research and Public Health, 2022, 19, 232.	2.6	14
3	A Conceptual Framework for Blockchain Enhanced Information Modeling for Healing and Therapeutic Design. International Journal of Environmental Research and Public Health, 2022, 19, 8218.	2.6	4
4	Consumer Experience Research Based on the Background of Experience Economy and Digital Economy. Lecture Notes in Computer Science, 2021, , 262-277.	1.3	2
5	The Art Therapy Experience Based on Online Education System for Higher Education During the COVID-19 Pandemic: A Case Study of Communication Method. Lecture Notes in Computer Science, 2021, , 477-489.	1.3	0
6	Potential Usability Design Strategies Based on Mental Models, Behavioral Model and Art Therapy for User Experience in Post-COVID-19 Era. Lecture Notes in Computer Science, 2021, , 548-561.	1.3	0
7	User Experience Design of Navigation via Sense of Smell in Indoor Environment: A Case of Shopping Mall. Lecture Notes in Computer Science, 2021, , 624-636.	1.3	0
8	Studying the Phenomenon of Verbal Bullying in High School Students for Video Experience Design: A Case of an International School in Guangzhou, China. Lecture Notes in Computer Science, 2021, , 252-269.	1.3	0
9	Blockchain and Building Information Management (BIM) for Sustainable Building Development within the Context of Smart Cities. Sustainability, 2021, 13, 2090.	3.2	63
10	Integration of Digital Economy and Circular Economy: Current Status and Future Directions. Sustainability, 2021, 13, 7217.	3.2	38
11	Potential Integration of Virtual Reality and Sound for University Student Experience Therapy. Lecture Notes in Computer Science, 2021, , 218-232.	1.3	0
12	The Relationship between Sustainable Built Environment, Art Therapy and Therapeutic Design in Promoting Health and Well-Being. International Journal of Environmental Research and Public Health, 2021, 18, 10906.	2.6	8
13	Leveraging Micro-Level Building Information Modeling for Managing Sustainable Design: United Kingdom Experience. Advances in Civil Engineering, 2020, 2020, 1-11.	0.7	0
14	Usability Design Study of University Website: A Case of Normal University in China. Lecture Notes in Computer Science, 2020, , 533-551.	1.3	1
15	Exploring Experience Activity Potential for Art Therapy to High School Students in International School, Guangzhou, China. Lecture Notes in Computer Science, 2020, , 278-293.	1.3	0
16	User Experience and Usability Design Centered Smart Application Design to Waste Sorting for Citizens Living in Smart City in China. Lecture Notes in Computer Science, 2020, , 62-81.	1.3	0
17	Real-Time Interactive Online 3D Graphical User Interface (GUI) Technical Implementation and Usability Test for Architectural Technical Teaching. Lecture Notes in Computer Science, 2020, , 452-469.	1.3	0
18	A BIM-aided construction waste minimisation framework. Automation in Construction, 2015, 59, 1-23.	9.8	138