

Lian Zhang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7414314/publications.pdf>

Version: 2024-02-01

10
papers

395
citations

1163117

8
h-index

1474206

9
g-index

10
all docs

10
docs citations

10
times ranked

417
citing authors

#	ARTICLE	IF	CITATIONS
1	Can Robotic Interaction Improve Joint Attention Skills?. Journal of Autism and Developmental Disorders, 2015, 45, 3726-3734.	2.7	144
2	Cognitive Load Measurement in a Virtual Reality-Based Driving System for Autism Intervention. IEEE Transactions on Affective Computing, 2017, 8, 176-189.	8.3	96
3	A Gaze-Contingent Adaptive Virtual Reality Driving Environment for Intervention in Individuals with Autism Spectrum Disorders. ACM Transactions on Interactive Intelligent Systems, 2016, 6, 1-23.	3.7	51
4	Design and Evaluation of a Collaborative Virtual Environment (CoMove) for Autism Spectrum Disorder Intervention. ACM Transactions on Accessible Computing, 2018, 11, 1-22.	2.4	25
5	Understanding Performance and Verbal-Communication of Children with ASD in a Collaborative Virtual Environment. Journal of Autism and Developmental Disorders, 2018, 48, 2779-2789.	2.7	22
6	Assessing Social Communication and Collaboration in Autism Spectrum Disorder Using Intelligent Collaborative Virtual Environments. Journal of Autism and Developmental Disorders, 2020, 50, 199-211.	2.7	19
7	A Pilot Study Assessing Performance and Visual Attention of Teenagers with ASD in a Novel Adaptive Driving Simulator. Journal of Autism and Developmental Disorders, 2017, 47, 3405-3417.	2.7	15
8	Design of an Intelligent Agent to Measure Collaboration and Verbal-Communication Skills of Children With Autism Spectrum Disorder in Collaborative Puzzle Games. IEEE Transactions on Learning Technologies, 2021, 14, 338-352.	3.2	10
9	Cognitive state measurement from eye gaze analysis in an intelligent virtual reality driving system for autism intervention. , 2015, , .		7
10	Design of a Mobile Collaborative Virtual Environment for Autism Intervention. Lecture Notes in Computer Science, 2016, , 265-275.	1.3	6