

# Ali Rashidi

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7564104/publications.pdf>

Version: 2024-02-01

11  
papers

230  
citations

1307366

7  
h-index

1588896

8  
g-index

11  
all docs

11  
docs citations

11  
times ranked

182  
citing authors

#	ARTICLE	IF	CITATIONS
1	Smarter real estate marketing using virtual reality to influence potential homebuyers' emotions and purchase intention. Smart and Sustainable Built Environment, 2022, 11, 870-890.	2.2	15
2	Developing engineering students' capabilities through game-based virtual reality technology for building utility inspection. Engineering, Construction and Architectural Management, 2022, 29, 2854-2877.	1.8	23
3	Optimization and BIM-based lifecycle assessment integration for energy efficiency retrofit of buildings. Journal of Building Engineering, 2022, 49, 104022.	1.6	24
4	Integration of deep learning and extended reality technologies in construction engineering and management: a mixed review method. Construction Innovation, 2022, 22, 671-701.	1.5	6
5	Improving the thermal, termite resistance and anti-wetting properties of tropical timber using a polymethyl acrylate/halloysite coating. , 2020, , 257-273.		1
6	Sustainable cementitious composites reinforced with metakaolin and halloysite nanotubes for construction and building applications. Applied Clay Science, 2020, 188, 105533.	2.6	31
7	Sensor-based safety management. Automation in Construction, 2020, 113, 103128.	4.8	78
8	Evaluating the Impact of Building Information Modeling on the Labor Productivity of Construction Projects in Malaysia. Buildings, 2020, 10, 66.	1.4	21
9	A Review of Data-Driven Accident Prevention Systems: Integrating Real-Time Safety Management in the Civil Infrastructure Context. , 2019, , .		1
10	Industrialized Construction Chronology: The Disputes and Success Factors for a Resilient Construction Industry in Malaysia. Open Construction and Building Technology Journal, 2017, 11, 286-300.	0.3	24
11	Engaging Capability Training in Serious Game Technology for Delivering Industrialized Construction. , 2014, , .		6