

Christos Mousas

List of Publications by Year in descending order

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Version: 2024-02-01

67
papers

704
citations

758635

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all docs

67
docs citations

67
times ranked

326
citing authors

#	ARTICLE	IF	CITATIONS
1	A Review on Virtual Reality Skill Training Applications. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	2.5	121
2	The effects of appearance and motion of virtual characters on emotional reactivity. <i>Computers in Human Behavior</i> , 2018, 86, 99-108.	5.1	59
3	Humanâ€“virtual character interaction: Toward understanding the influence of haptic feedback. <i>Computer Animation and Virtual Worlds</i> , 2019, 30, e1883.	0.7	44
4	Full-Body Locomotion Reconstruction of Virtual Characters Using a Single Inertial Measurement Unit. <i>Sensors</i> , 2017, 17, 2589.	2.1	30
5	The Effects of Motion Artifacts on Self-Avatar Agency. <i>Informatics</i> , 2019, 6, 18.	2.4	23
6	Effects of Self-Avatar and Gaze on Avoidance Movement Behavior. , 2019, , .		21
7	Virtual Reality Racket Sports: Virtual Drills for Exercise and Training. , 2020, , .		21
8	Real-time performance-driven finger motion synthesis. <i>Computers and Graphics</i> , 2017, 65, 1-11.	1.4	20
9	Evaluating Tutorial-Based Instructions for Controllers in Virtual Reality Games. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-28.	2.5	18
10	I feel a moving crowd surrounds me: Exploring tactile feedback during immersive walking in a virtual crowd. <i>Computer Animation and Virtual Worlds</i> , 2020, 31, e1963.	0.7	17
11	Learning Motion Features for Example-Based Finger Motion Estimation for Virtual Characters. <i>3D Research</i> , 2017, 8, 1.	1.8	16
12	Within a Virtual Crowd: Exploring Human Movement Behavior during Immersive Virtual Crowd Interaction. , 2019, , .		15
13	Generative Adversarial Network with Policy Gradient for Text Summarization. , 2019, , .		14
14	Human, Virtual Human, Bump! A Preliminary Study on Haptic Feedback. , 2019, , .		14
15	Immersive walking in a virtual crowd: The effects of the density, speed, and direction of a virtual crowd on human movement behavior. <i>Computer Animation and Virtual Worlds</i> , 2020, 31, e1928.	0.7	14
16	Performance-Driven Dance Motion Control of a Virtual Partner Character. , 2018, , .		13
17	Performance-Driven Hybrid Full-Body Character Control for Navigation and Interaction in Virtual Environments. <i>3D Research</i> , 2017, 8, 1.	1.8	12
18	Virtual reality game level layout design for real environment constraints. <i>Graphics and Visual Computing</i> , 2021, 4, 200020.	0.9	12

#	ARTICLE	IF	CITATIONS
19	A Virtual Reality Framework for Training Incident First Responders and Digital Forensic Investigators. Lecture Notes in Computer Science, 2019, , 469-480.	1.0	12
20	The Effects of a Self-Similar Avatar Voice in Educational Games. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-28.	2.5	12
21	Dilated Convolutional Neural Network for Predicting Driver's Activity. , 2018, , .		10
22	Evaluating virtual reality locomotion interfaces on collision avoidance task with a virtual character. Visual Computer, 2021, 37, 2823-2839.	2.5	10
23	Evaluating Human Movement Coordination During Immersive Walking in a Virtual Crowd. Behavioral Sciences (Basel, Switzerland), 2020, 10, 130.	1.0	9
24	Toward Understanding the Effects of Virtual Character Appearance on Avoidance Movement Behavior. , 2021, , .		9
25	An on-site and remote study during the COVID-19 pandemic on virtual hand appearance and tactile feedback. Behaviour and Information Technology, 2021, 40, 1278-1291.	2.5	9
26	Evaluating the covariance matrix constraints for data-driven statistical human motion reconstruction. , 2014, , .		8
27	Finger motion estimation and synthesis for gesturing characters. , 2015, , .		8
28	Environment-Scale Fabrication. , 2017, , .		8
29	Real and Virtual Environment Mismatching Induces Arousal and Alters Movement Behavior. , 2020, , .		8
30	Toward understanding embodied humanâ€virtual character interaction through virtual and tactile hugging. Computer Animation and Virtual Worlds, 2021, 32, e2009.	0.7	8
31	XR in the era of COVID-19. Behaviour and Information Technology, 2021, 40, 1234-1236.	2.5	8
32	Passenger Anxiety when Seated in a Virtual Reality Self-Driving Car. , 2019, , .		7
33	Walking in a Crowd Full of Virtual Characters: Effects of Virtual Character Appearance on Human Movement Behavior. Lecture Notes in Computer Science, 2020, , 617-629.	1.0	7
34	Data-Driven Motion Reconstruction Using Local Regression Models. Lecture Notes in Computer Science, 2014, , 364-374.	1.0	7
35	Evaluating Wearable Tactile Feedback Patterns During a Virtual Reality Fighting Game. , 2021, , .		7
36	VR-PAVIB: The Virtual Reality Pedestrian-Autonomous Vehicle Interaction Benchmark. , 2020, , .		7

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37	Splicing of Concurrent Upper-body Motion Spaces with Locomotion. <i>Procedia Computer Science</i> , 2013, 25, 348-359.	1.2	6
38	Eye fixations and electrodermal activity during low-budget virtual reality embodiment. <i>Computer Animation and Virtual Worlds</i> , 2020, 31, e1941.	0.7	6
39	The Minimum Energy Expenditure Shortest Path Method. <i>Journal of Graphics Tools</i> , 2013, 17, 31-44.	0.3	5
40	Master of Puppets: An Animation-by-Demonstration Computer Puppetry Authoring Framework. <i>3D Research</i> , 2018, 9, 1.	1.8	5
41	Color Blindness Bartender: An Embodied VR Game Experience. , 2020, , .		5
42	Evidence for a Relationship Between Self-Avatar Fixations and Perceived Avatar Similarity within Low-Cost Virtual Reality Embodiment. , 2021, , .		4
43	Analyzing and Segmenting Finger Gestures in Meaningful Phases. , 2014, , .		3
44	Real and Virtual Environment Mismatching Induces Arousal and Alters Movement Behavior. , 2020, , .		3
45	Photo Sequences of Varying Emotion: Optimization with a Valence-Arousal Annotated Dataset. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2021, 11, 1-19.	2.6	3
46	The Effects of Driving Habits on Virtual Reality Car Passenger Anxiety. <i>Lecture Notes in Computer Science</i> , 2019, , 263-281.	1.0	3
47	Fighting COVID-19 at Purdue University: Design and Evaluation of a Game for Teaching COVID-19 Hygienic Best Practices. , 2021, , .		3
48	Holographic sign language avatar interpreter: A user interaction study in a mixed reality classroom. <i>Computer Animation and Virtual Worlds</i> , 2022, 33, .	0.7	3
49	Measuring the steps: Generating action transitions between locomotion behaviours. , 2013, , .		2
50	Footprint-Driven Locomotion Composition. <i>International Journal of Computer Graphics & Animation</i> , 2014, 4, 27-42.	0.3	2
51	Structure-aware transfer of facial blendshapes. , 2015, , .		2
52	Attentional Adversarial Variational Video Generation via Decomposing Motion and Content. , 2020, , .		2
53	Effects of Virtual Instructor's Facial Expressions in a 3D Game on Japanese Language Learning. , 2021, , .		2
54	Interacting with virtual instructors: The effect of gender and years of study on the perception of in-game instructors. <i>Computer Animation and Virtual Worlds</i> , 2021, 32, e2026.	0.7	2

#	ARTICLE	IF	CITATIONS
55	Biologically Inspired Sleep Algorithm for Variational Auto-Encoders. Lecture Notes in Computer Science, 2020, , 54-67.	1.0	2
56	Blindness Visualizer: A Simulated Navigation Experience. , 2020, , .		1
57	Computational Design and Fabrication of Customized Gamepads. , 2019, , .		1
58	A Virtual Reality Framework for Human-Virtual Crowd Interaction Studies. , 2020, , .		1
59	Real-time motion editing for reaching tasks using multiple internal graphs. , 2012, , .		0
60	Motion Style Transfer in Correlated Motion Spaces. Lecture Notes in Computer Science, 2017, , 242-252.	1.0	0
61	Embodiment for the Difference: A VR Experience of Bipolar Disorder. , 2020, , .		0
62	Synthesizing affective virtual reality multicharacter experiences. Computer Animation and Virtual Worlds, 2021, 32, e2004.	0.7	0
63	Editorial: Professional Training in Extended Reality: Challenges and Solutions. Frontiers in Virtual Reality, 2021, 2, .	2.5	0
64	Character Animation Scripting Environment. , 2015, , 1-12.		0
65	Passenger Anxiety About Virtual Driver Awareness During a Trip with a Virtual Autonomous Vehicle. Lecture Notes in Computer Science, 2020, , 654-665.	1.0	0
66	A Cardboard-Based Virtual Reality Study on Self-Avatar Appearance and Breathing. , 2022, , .		0
67	Affective Image Sequence Viewing in Virtual Reality Theater Environment: Frontal Alpha Asymmetry Responses From Mobile EEG. Frontiers in Virtual Reality, 0, 3, .	2.5	0