

Christos Mousas

List of Publications by Year in descending order

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326
citing authors

#	ARTICLE	IF	CITATIONS
1	A Cardboard-Based Virtual Reality Study on Self-Avatar Appearance and Breathing. , 2022, , .		0
2	Holographic sign language avatar interpreter: A user interaction study in a mixed reality classroom. Computer Animation and Virtual Worlds, 2022, 33, .	0.7	3
3	Effects of Virtual Instructorâ€™s Facial Expressions in a 3D Game on Japanese Language Learning. , 2021, , .		2
4	Toward Understanding the Effects of Virtual Character Appearance on Avoidance Movement Behavior. , 2021, , .		9
5	Evidence for a Relationship Between Self-Avatar Fixations and Perceived Avatar Similarity within Low-Cost Virtual Reality Embodiment. , 2021, , .		4
6	A Review on Virtual Reality Skill Training Applications. Frontiers in Virtual Reality, 2021, 2, .	2.5	121
7	Synthesizing affective virtual reality multicharacter experiences. Computer Animation and Virtual Worlds, 2021, 32, e2004.	0.7	0
8	Toward understanding embodied humanâ€™virtual character interaction through virtual and tactile hugging. Computer Animation and Virtual Worlds, 2021, 32, e2009.	0.7	8
9	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
10	Evaluating virtual reality locomotion interfaces on collision avoidance task with a virtual character. Visual Computer, 2021, 37, 2823-2839.	2.5	10
11	Interacting with virtual instructors: The effect of gender and years of study on the perception of inâ€game instructors. Computer Animation and Virtual Worlds, 2021, 32, e2026.	0.7	2
12	Virtual reality game level layout design for real environment constraints. Graphics and Visual Computing, 2021, 4, 200020.	0.9	12
13	Photo Sequences of Varying Emotion: Optimization with a Valence-Arousal Annotated Dataset. ACM Transactions on Interactive Intelligent Systems, 2021, 11, 1-19.	2.6	3
14	Editorial: Professional Training in Extended Reality: Challenges and Solutions. Frontiers in Virtual Reality, 2021, 2, .	2.5	0
15	Fighting COVID-19 at Purdue University: Design and Evaluation of a Game for Teaching COVID-19 Hygienic Best Practices. , 2021, , .		3
16	XR in the era of COVID-19. Behaviour and Information Technology, 2021, 40, 1234-1236.	2.5	8
17	Evaluating Tutorial-Based Instructions for Controllers in Virtual Reality Games. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-28.	2.5	18
18	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

#	ARTICLE	IF	CITATIONS
19	Evaluating Wearable Tactile Feedback Patterns During a Virtual Reality Fighting Game. , 2021, , .		7
20	Real and Virtual Environment Mismatching Induces Arousal and Alters Movement Behavior. , 2020, , .		8
21	Immersive walking in a virtual crowd: The effects of the density, speed, and direction of a virtual crowd on human movement behavior. Computer Animation and Virtual Worlds, 2020, 31, e1928.	0.7	14
22	I feel a moving crowd surrounds me: Exploring tactile feedback during immersive walking in a virtual crowd. Computer Animation and Virtual Worlds, 2020, 31, e1963.	0.7	17
23	Color Blindness Bartender: An Embodied VR Game Experience. , 2020, , .		5
24	Real and Virtual Environment Mismatching Induces Arousal and Alters Movement Behavior. , 2020, , .		3
25	Evaluating Human Movement Coordination During Immersive Walking in a Virtual Crowd. Behavioral Sciences (Basel, Switzerland), 2020, 10, 130.	1.0	9
26	Eye fixations and electrodermal activity during lowâ€budget virtual reality embodiment. Computer Animation and Virtual Worlds, 2020, 31, e1941.	0.7	6
27	Embodiment for the Difference: A VR Experience of Bipolar Disorder. , 2020, , .		0
28	Blindness Visualizer: A Simulated Navigation Experience. , 2020, , .		1
29	Attentional Adversarial Variational Video Generation via Decomposing Motion and Content. , 2020, , .		2
30	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
31	Virtual Reality Racket Sports: Virtual Drills for Exercise and Training. , 2020, , .		21
32	A Virtual Reality Framework for Human-Virtual Crowd Interaction Studies. , 2020, , .		1
33	Biologically Inspired Sleep Algorithm for Variational Auto-Encoders. Lecture Notes in Computer Science, 2020, , 54-67.	1.0	2
34	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
35	VR-PAVIB: The Virtual Reality Pedestrian-Autonomous Vehicle Interaction Benchmark. , 2020, , .		7
36	Generative Adversarial Network with Policy Gradient for Text Summarization. , 2019, , .		14

#	ARTICLE	IF	CITATIONS
37	Passenger Anxiety when Seated in a Virtual Reality Self-Driving Car. , 2019, , .		7
38	Human, Virtual Human, Bump! A Preliminary Study on Haptic Feedback. , 2019, , .		14
39	Effects of Self-Avatar and Gaze on Avoidance Movement Behavior. , 2019, , .		21
40	Humanâ€“virtual character interaction: Toward understanding the influence of haptic feedback. Computer Animation and Virtual Worlds, 2019, 30, e1883.	0.7	44
41	The Effects of Motion Artifacts on Self-Avatar Agency. Informatics, 2019, 6, 18.	2.4	23
42	The Effects of Driving Habits on Virtual Reality Car Passenger Anxiety. Lecture Notes in Computer Science, 2019, , 263-281.	1.0	3
43	A Virtual Reality Framework for Training Incident First Responders and Digital Forensic Investigators. Lecture Notes in Computer Science, 2019, , 469-480.	1.0	12
44	Within a Virtual Crowd: Exploring Human Movement Behavior during Immersive Virtual Crowd Interaction. , 2019, , .		15
45	Computational Design and Fabrication of Customized Gamepads. , 2019, , .		1
46	The effects of appearance and motion of virtual characters on emotional reactivity. Computers in Human Behavior, 2018, 86, 99-108.	5.1	59
47	Master of Puppets: An Animation-by-Demonstration Computer Puppetry Authoring Framework. 3D Research, 2018, 9, 1.	1.8	5
48	Dilated Convolutional Neural Network for Predicting Driver's Activity. , 2018, , .		10
49	Performance-Driven Dance Motion Control of a Virtual Partner Character. , 2018, , .		13
50	Performance-Driven Hybrid Full-Body Character Control for Navigation and Interaction in Virtual Environments. 3D Research, 2017, 8, 1.	1.8	12
51	Motion Style Transfer in Correlated Motion Spaces. Lecture Notes in Computer Science, 2017, , 242-252.	1.0	0
52	Real-time performance-driven finger motion synthesis. Computers and Graphics, 2017, 65, 1-11.	1.4	20
53	Learning Motion Features for Example-Based Finger Motion Estimation for Virtual Characters. 3D Research, 2017, 8, 1.	1.8	16
54	Environment-Scale Fabrication. , 2017, , .		8

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55	Full-Body Locomotion Reconstruction of Virtual Characters Using a Single Inertial Measurement Unit. <i>Sensors</i> , 2017, 17, 2589.	2.1	30
56	Structure-aware transfer of facial blendshapes. , 2015, , .		2
57	Finger motion estimation and synthesis for gesturing characters. , 2015, , .		8
58	Character Animation Scripting Environment. , 2015, , 1-12.		0
59	Footprint-Driven Locomotion Composition. <i>International Journal of Computer Graphics & Animation</i> , 2014, 4, 27-42.	0.3	2
60	Evaluating the covariance matrix constraints for data-driven statistical human motion reconstruction. , 2014, , .		8
61	Analyzing and Segmenting Finger Gestures in Meaningful Phases. , 2014, , .		3
62	Data-Driven Motion Reconstruction Using Local Regression Models. <i>Lecture Notes in Computer Science</i> , 2014, , 364-374.	1.0	7
63	Splicing of Concurrent Upper-body Motion Spaces with Locomotion. <i>Procedia Computer Science</i> , 2013, 25, 348-359.	1.2	6
64	Measuring the steps: Generating action transitions between locomotion behaviours. , 2013, , .		2
65	The Minimum Energy Expenditure Shortest Path Method. <i>Journal of Graphics Tools</i> , 2013, 17, 31-44.	0.3	5
66	Real-time motion editing for reaching tasks using multiple internal graphs. , 2012, , .		0
67	Affective Image Sequence Viewing in Virtual Reality Theater Environment: Frontal Alpha Asymmetry Responses From Mobile EEG. <i>Frontiers in Virtual Reality</i> , 0, 3, .	2.5	0