

# David Checa Cruz

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/776852/publications.pdf>

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14  
papers

477  
citations

1478505

6  
h-index

1125743

13  
g-index

15  
all docs

15  
docs citations

15  
times ranked

300  
citing authors

#	ARTICLE	IF	CITATIONS
1	Immersive virtual-reality computer-assembly serious game to enhance autonomous learning. Virtual Reality, 2023, 27, 3301-3318.	6.1	35
2	Virtual Reality Training Application for the Condition-Based Maintenance of Induction Motors. Applied Sciences (Switzerland), 2022, 12, 414.	2.5	13
3	Using Machine-Learning techniques and Virtual Reality to design cutting tools for energy optimization in milling operations. International Journal of Computer Integrated Manufacturing, 2022, 35, 951-971.	4.6	7
4	Experiences of Knowledge Transfer on Industrial Heritage Using Games, Storytelling, and New Technologies. Journal on Computing and Cultural Heritage, 2021, 14, 1-26.	2.1	5
5	VIRTUAL REALITY OPPORTUNITIES IN THE REDUCTION OF OCCUPATIONAL HAZARDS IN INDUSTRY 4.0. Dyna (Spain), 2021, 96, 620-626.	0.2	5
6	Virtual reality-based tool applied in the teaching and training of condition-based maintenance in induction motors. , 2021, , .		0
7	Advantages and limits of virtual reality in learning processes: Briviesca in the fifteenth century. Virtual Reality, 2020, 24, 151-161.	6.1	59
8	A review of immersive virtual reality serious games to enhance learning and training. Multimedia Tools and Applications, 2020, 79, 5501-5527.	3.9	314
9	A Framework for Educational and Training Immersive Virtual Reality Experiences. Lecture Notes in Computer Science, 2020, , 220-228.	1.3	18
10	Virtual Reality Travel Training Simulator for People with Intellectual Disabilities. Lecture Notes in Computer Science, 2019, , 385-393.	1.3	3
11	MACHINING OPTIMIZATION OF LARGE CASTING COMPONENTS BY REMOTE MONITORING AND 3D VISUALIZATION TECHNIQUES. Dyna (Spain), 2018, 93, 668-674.	0.2	1
12	Measuring the Impact of Low-Cost Short-Term Virtual Reality on the User Experience. Lecture Notes in Computer Science, 2017, , 320-336.	1.3	4
13	Industrial Heritage Seen Through the Lens of a Virtual Reality Experience. Lecture Notes in Computer Science, 2017, , 116-130.	1.3	5
14	Briviesca in the 15th c.: A Virtual Reality Environment for Teaching Purposes. Lecture Notes in Computer Science, 2016, , 126-138.	1.3	8