

Simon Richir

List of Publications by Year in descending order

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Version: 2024-02-01

84
papers

1,047
citations

686830

13
h-index

610482

24
g-index

96
all docs

96
docs citations

96
times ranked

729
citing authors

#	ARTICLE	IF	CITATIONS
1	First- and Third-Person Perspectives in Immersive Virtual Environments: Presence and Performance Analysis of Embodied Users. <i>Frontiers in Robotics and AI</i> , 2017, 4, .	2.0	135
2	Proposition and Validation of a Questionnaire to Measure the User Experience in Immersive Virtual Environments. <i>The International Journal of Virtual Reality</i> , 2019, 16, 33-48.	2.2	103
3	The "Bubble" Technique: Interacting with Large Virtual Environments Using Haptic Devices with Limited Workspace. , 0, , .		62
4	Wheelchair simulators: A review. <i>Technology and Disability</i> , 2009, 21, 1-10.	0.3	50
5	A questionnaire to measure the user experience in immersive virtual environments. , 2016, , .		48
6	Towards a Model of User Experience in Immersive Virtual Environments. <i>Advances in Human-Computer Interaction</i> , 2018, 2018, 1-10.	1.8	42
7	From Robot to Virtual Doppelgänger: Impact of Visual Fidelity of Avatars Controlled in Third-Person Perspective on Embodiment and Behavior in Immersive Virtual Environments. <i>Frontiers in Robotics and AI</i> , 2019, 6, 8.	2.0	42
8	WiiMedia. , 2007, , .		38
9	Achieving Presence through Evoked Reality. <i>Frontiers in Psychology</i> , 2013, 4, 86.	1.1	35
10	Augmented sport. , 2013, , .		25
11	Impact of avatar facial anthropomorphism on body ownership, attractiveness and social presence in collaborative tasks in immersive virtual environments. <i>Computers and Graphics</i> , 2021, 101, 82-92.	1.4	25
12	Anticiper et Évaluer l'utilité dans la conception ergonomique des technologies émergentes: une revue. <i>Travail Humain</i> , 2013, Vol. 76, 27-55.	0.5	20
13	Prediction of optimum clearance in sheet metal blanking processes. <i>International Journal of Advanced Manufacturing Technology</i> , 2003, 22, 20-25.	1.5	17
14	Effects on User Experience in an Edutainment Virtual Environment. , 2017, , .		17
15	A Comparative Study on Conventional versus Immersive Service Prototyping (VR, AR, MR). , 2018, , .		17
16	A Comparison of Three Techniques to Interact in Large Virtual Environments Using Haptic Devices with Limited Workspace. <i>Lecture Notes in Computer Science</i> , 2006, , 288-299.	1.0	15
17	Needs™ elaboration between users, designers and project leaders: Analysis of a design process of a virtual reality-based software. <i>Information and Software Technology</i> , 2014, 56, 1049-1061.	3.0	15
18	Effects of voluntary heart rate control on user engagement and agency in a virtual reality game. <i>Virtual Reality</i> , 2020, 24, 665-681.	4.1	15

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19	Is it possible to evaluate the recovery potential earlier in the design process? Proposal of a qualitative evaluation tool. Journal of Engineering Design, 2005, 16, 297-309.	1.1	14
20	Visual search in dynamic 3D visualisations of unstructured picture collections. Interacting With Computers, 2010, 22, 399-416.	1.0	14
21	Support optimization for additive manufacturing: application to FDM. Rapid Prototyping Journal, 2018, 24, 69-79.	1.6	14
22	A study of the effects of a natural virtual environment on creativity during a product design activity. Thinking Skills and Creativity, 2021, 40, 100828.	1.9	14
23	A Proposed Research Framework and Model for Service Prototyping. , 2018, , .		12
24	Fear as a biofeedback game mechanic in virtual reality. , 2018, , .		12
25	Using Facial Expressiveness of a Virtual Agent to Induce Empathy in Users. International Journal of Human-Computer Interaction, 2022, 38, 240-252.	3.3	12
26	Studying the effects of visual movement on creativity. Thinking Skills and Creativity, 2020, 36, 100661.	1.9	12
27	How to design compelling Virtual Reality or Augmented Reality experience?. The International Journal of Virtual Reality, 2019, 15, 35-47.	2.2	12
28	Integrability and Reliability of Smart Wearables in Virtual Reality Experiences. , 2018, , .		9
29	Effects of social influence on idea selection in creativity workshops. Thinking Skills and Creativity, 2020, 37, 100691.	1.9	9
30	The Visual Appearance of User's Avatar Can Influence the Manipulation of Both Real Devices and Virtual Objects. , 2007, , .		8
31	ICE Breaking. , 2017, , .		8
32	A Universal Framework For Systemizing the Evaluation of Immersive And Collaborative Performance. , 2018, , .		8
33	Innovative Process for Furniture Design: Contributions of 3D Scan and Virtual Reality. Computer-Aided Design and Applications, 2022, 19, 868-878.	0.4	8
34	Damage mechanics approach in crack growth simulation during the fine blanking process. International Journal of Materials and Product Technology, 2003, 19, 466.	0.1	7
35	Design of portable and accessible platform in charge of wheelchair feedback immersion. , 2015, , .		7
36	Towards a user experience in immersive virtual environment model. , 2015, , .		7

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37	Effects of Voluntary Heart Rate Control on User Engagement in Virtual Reality. , 2019, , .		7
38	A Decision-making Help Tool in Innovative Product Design. Journal of Decision Systems, 2010, 19, 9-31.	2.2	6
39	Impact of verbal communication on user experience in 3D immersive virtual environments. , 2015, , .		6
40	Expressive Virtual Human. , 2019, , .		6
41	Towards radical innovations in a mature company: an empirical study on the UX-FFE model. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2019, 33, 172-187.	0.7	6
42	Effects of Interaction Level, Framerate, Field of View, 3D Content Feedback, Previous Experience on Subjective User eXperience and Objective Usability in Immersive Virtual Environment. The International Journal of Virtual Reality, 2019, 17, 27-51.	2.2	6
43	Innovation Gaming. , 2012, , 1-24.		6
44	Haptic Hybrid Rotations: Overcoming Hardware Angular Limitations of Force-Feedback Devices. , 0, , .		5
45	Serious gaming: From learning experience towards User Experience. , 2010, , .		5
46	From robot to virtual doppelganger. , 2018, , .		5
47	Construction of an instrument to evaluate the user eXperience of a group of co-creators in the upstream innovation process. International Journal of Services Operations and Informatics, 2019, 10, 17.	0.2	5
48	CRUX: a creativity and user experience model. Digital Creativity, 2021, 32, 116-123.	0.8	5
49	Information networks and technological innovation for industrial products. International Journal of Technology Management, 2001, 21, 420.	0.2	4
50	3D-live. , 2012, , .		4
51	Investigating the main characteristics of 3D real time tele-immersive environments through the example of a computer augmented golf platform. , 2014, , .		4
52	Impact of Avatar Anthropomorphism and Task Type on Social Presence in Immersive Collaborative Virtual Environments. , 2021, , .		4
53	Virtual stage sets in live performing arts (from the spectator to the spect-actor). , 2013, , .		3
54	Application of Evolution Laws. Procedia Engineering, 2015, 131, 922-932.	1.2	3

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55	Application of the UX-FFE Model for Optimizing the Performance of the Upstream Innovation Process. , 2018, , .		3
56	Distributed Simulation-based Clinical Training. , 2008, , 591-622.		3
57	Exploring Mixed-methods Instruments for Performance Evaluation of Immersive Collaborative Environments. The International Journal of Virtual Reality, 2019, 17, 1-29.	2.2	3
58	ArLive. , 2016, , .		2
59	Modelling of sheet carton stapling using the i-nite. International Journal of Materials and Product Technology, 2003, 19, 431.	0.1	1
60	The Influence of Visual Appearance of User's Avatar on the Manipulation of Objects in Virtual Environments. , 2007, , .		1
61	WiiRemote programming. , 2009, , .		1
62	Towards the design of intelligible object-based applications for the Web of Things. , 2011, , .		1
63	E-commerce and web 3D for involving the customer in the design process. , 2012, , .		1
64	An industrial approach to design compelling VR and AR experience. Proceedings of SPIE, 2013, , .	0.8	1
65	A New Approach Dedicated to the Continuous Assessment and Improvement of a Radical Innovation Capacity within a Mature Company. , 2019, , .		1
66	Comparing Different Performance Factors of Conventional VS Immersive Service Prototypes. , 2019, , .		1
67	Improving humans. , 2020, , .		1
68	Comparing Conventional versus Immersive Service Prototypes: An Empirical Study. The International Journal of Virtual Reality, 2019, 19, .	2.2	1
69	Extended Analysis of a Service Prototyping Experiment Conducted in Germany and France. , 2021, , .		1
70	Investigating the Impact of Visual Representations during Ideation: Towards Immersive eXperience Design. , 2021, , .		1
71	Effects of continuous and discontinuous non-relevant stimulus on creativity. Digital Creativity, 2022, 33, 171-181.	0.8	1
72	High-resolution stereo video rectification through a cost-efficient real-time GPU implementation using intrinsic and extrinsic camera parameters. , 2009, , .		0

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73	The Urbi et Orbi project, from a largely individualistic "democracy of words" to a fully collaborative "democracy of action", 2015, , .		0
74	Restoring TRIZ Approach to Ease a Technology Transfer. Procedia Engineering, 2015, 131, 214-218.	1.2	0
75	The Benefits of an Enhanced Design Methodology Applied to Innovative Product Development. , 2021, , 127-137.		0
76	Presence in Visual Mental Imagery. Lecture Notes in Computer Science, 2013, , 627-639.	1.0	0
77	EDITORIAL The International Journal of Virtual Reality Vol.15 n°1. The International Journal of Virtual Reality, 2019, 15, 0-0.	2.2	0
78	EDITORIAL The International Journal of Virtual Reality Vol.16 n°1. The International Journal of Virtual Reality, 2019, 16, 0-0.	2.2	0
79	How to Increase Intuition for Entrepreneurship Spirit in Innovation Process?. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 94-103.	0.2	0
80	Construction of an instrument to evaluate the user eXperience of a group of co-creators in the upstream innovation process. International Journal of Services Operations and Informatics, 2019, 10, 17.	0.2	0
81	EDITORIAL " IJVR 19(3). The International Journal of Virtual Reality, 2019, 19, .	2.2	0
82	EDITORIAL " IJVR 19(2). The International Journal of Virtual Reality, 2019, 19, .	2.2	0
83	ConVRgence (VRIC) Virtual Reality International Conference Proceedings. The International Journal of Virtual Reality, 0, , .	2.2	0
84	Usefulness and needs construction process in innovative artefacts: an exploratory study of designers'™ viewpoints. The International Journal of Virtual Reality, 2020, 20, 48-71.	2.2	0