

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	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
2	Innovative Process for Furniture Design: Contributions of 3D Scan and Virtual Reality. Computer-Aided Design and Applications, 2022, 19, 868-878.	0.4	8
3	Effects of continuous and discontinuous non-relevant stimulus on creativity. Digital Creativity, 2022, 33, 171-181.	0.8	1
4	Impact of Avatar Anthropomorphism and Task Type on Social Presence in Immersive Collaborative Virtual Environments. , 2021, , .		4
5	CRUX: a creativity and user experience model. Digital Creativity, 2021, 32, 116-123.	0.8	5
6	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
7	Impact of avatar facial anthropomorphism on body ownership, attractiveness and social presence in collaborative tasks in immersive virtual environments. Computers and Graphics, 2021, 101, 82-92.	1.4	25
8	The Benefits of an Enhanced Design Methodology Applied to Innovative Product Development. , 2021, , 127-137.		0
9	Extended Analysis of a Service Prototyping Experiment Conducted in Germany and France. , 2021, , .		1
10	Investigating the Impact of Visual Representations during Ideation: Towards Immersive eXperience Design. , 2021, , .		1
11	Effects of social influence on idea selection in creativity workshops. Thinking Skills and Creativity, 2020, 37, 100691.	1.9	9
12	Effects of voluntary heart rate control on user engagement and agency in a virtual reality game. Virtual Reality, 2020, 24, 665-681.	4.1	15
13	Studying the effects of visual movement on creativity. Thinking Skills and Creativity, 2020, 36, 100661.	1.9	12
14	Improving humans. , 2020, , .		1
15	Usefulness and needs construction process in innovative artefacts: an exploratory study of designers's viewpoints. The International Journal of Virtual Reality, 2020, 20, 48-71.	2.2	0
16	Expressive Virtual Human. , 2019, , .		6
17	A New Approach Dedicated to the Continuous Assessment and Improvement of a Radical Innovation Capacity within a Mature Company. , 2019, , .		1
18	Comparing Different Performance Factors of Conventional VS Immersive Service Prototypes. , 2019, , .		1

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19	Effects of Voluntary Heart Rate Control on User Engagement in Virtual Reality. , 2019, , .		7
20	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
21	From Robot to Virtual Doppelganger: Impact of Visual Fidelity of Avatars Controlled in Third-Person Perspective on Embodiment and Behavior in Immersive Virtual Environments. Frontiers in Robotics and AI, 2019, 6, 8.	2.0	42
22	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
23	How to design compelling Virtual Reality or Augmented Reality experience?. The International Journal of Virtual Reality, 2019, 15, 35-47.	2.2	12
24	Proposition and Validation of a Questionnaire to Measure the User Experience in Immersive Virtual Environments. The International Journal of Virtual Reality, 2019, 16, 33-48.	2.2	103
25	Exploring Mixed-methods Instruments for Performance Evaluation of Immersive Collaborative Environments. The International Journal of Virtual Reality, 2019, 17, 1-29.	2.2	3
26	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
27	EDITORIAL The International Journal of Virtual Reality Vol.15 nÂ°1. The International Journal of Virtual Reality, 2019, 15, 0-0.	2.2	0
28	EDITORIAL The International Journal of Virtual Reality Vol.16 nÂ°1. The International Journal of Virtual Reality, 2019, 16, 0-0.	2.2	0
29	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
30	EDITORIAL " IJVR 19(3). The International Journal of Virtual Reality, 2019, 19, .	2.2	0
31	EDITORIAL " IJVR 19(2). The International Journal of Virtual Reality, 2019, 19, .	2.2	0
32	Comparing Conventional versus Immersive Service Prototypes: An Empirical Study. The International Journal of Virtual Reality, 2019, 19, .	2.2	1
33	Support optimization for additive manufacturing: application to FDM. Rapid Prototyping Journal, 2018, 24, 69-79.	1.6	14
34	Application of the UX-FFE Model for Optimizing the Performance of the Upstream Innovation Process. , 2018, , .		3
35	A Universal Framework For Systemizing the Evaluation of Immersive And Collaborative Performance. , 2018, , .		8
36	From robot to virtual doppelganger. , 2018, , .		5

#	ARTICLE	IF	CITATIONS
37	A Proposed Research Framework and Model for Service Prototyping. , 2018, , .		12
38	A Comparative Study on Conventional versus Immersive Service Prototyping (VR, AR, MR). , 2018, , .		17
39	Integrability and Reliability of Smart Wearables in Virtual Reality Experiences. , 2018, , .		9
40	Fear as a biofeedback game mechanic in virtual reality. , 2018, , .		12
41	Towards a Model of User Experience in Immersive Virtual Environments. Advances in Human-Computer Interaction, 2018, 2018, 1-10.	1.8	42
42	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
43	Effects on User Experience in an Edutainment Virtual Environment. , 2017, , .		17
44	First- and Third-Person Perspectives in Immersive Virtual Environments: Presence and Performance Analysis of Embodied Users. Frontiers in Robotics and AI, 2017, 4, .	2.0	135
45	ICE Breaking. , 2017, , .		8
46	A questionnaire to measure the user experience in immersive virtual environments. , 2016, , .		48
47	ArLive. , 2016, , .		2
48	Application of Evolution Laws. Procedia Engineering, 2015, 131, 922-932.	1.2	3
49	Impact of verbal communication on user experience in 3D immersive virtual environments. , 2015, , .		6
50	Design of portable and accessible platform in charge of wheelchair feedback immersion. , 2015, , .		7
51	The Urbi et Orbi project, from a largely individualistic Â«democracy of wordsÂ» to a fully collaborative Â«democracy of actionÂ». , 2015, , .		0
52	Towards a user experience in immersive virtual environment model. , 2015, , .		7
53	Restoring TRIZ Approach to Ease a Technology Transfer. Procedia Engineering, 2015, 131, 214-218.	1.2	0
54	Investigating the main characteristics of 3D real time tele-immersive environments through the example of a computer augmented golf platform. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
55	Needs™ elaboration between users, designers and project leaders: Analysis of a design process of a virtual reality-based software. Information and Software Technology, 2014, 56, 1049-1061.	3.0	15
56	An industrial approach to design compelling VR and AR experience. Proceedings of SPIE, 2013, , .	0.8	1
57	Augmented sport. , 2013, , .		25
58	Virtual stage sets in live performing arts (from the spectator to the spect-actor). , 2013, , .		3
59	Anticiper et Évaluer l'utilité dans la conception ergonomique des technologies Émergentes: une revue. Travail Humain, 2013, Vol. 76, 27-55.	0.5	20
60	Achieving Presence through Evoked Reality. Frontiers in Psychology, 2013, 4, 86.	1.1	35
61	Presence in Visual Mental Imagery. Lecture Notes in Computer Science, 2013, , 627-639.	1.0	0
62	E-commerce and web 3D for involving the customer in the design process. , 2012, , .		1
63	3D-live. , 2012, , .		4
64	Innovation Gaming. , 2012, , 1-24.		6
65	Towards the design of intelligible object-based applications for the Web of Things. , 2011, , .		1
66	Serious gaming: From learning experience towards User Experience. , 2010, , .		5
67	Visual search in dynamic 3D visualisations of unstructured picture collections. Interacting With Computers, 2010, 22, 399-416.	1.0	14
68	A Decision-making Help Tool in Innovative Product Design. Journal of Decision Systems, 2010, 19, 9-31.	2.2	6
69	WiiRemote programming. , 2009, , .		1
70	Wheelchair simulators: A review. Technology and Disability, 2009, 21, 1-10.	0.3	50
71	High-resolution stereo video rectification through a cost-efficient real-time GPU implementation using intrinsic and extrinsic camera parameters. , 2009, , .		0
72	Distributed Simulation-based Clinical Training. , 2008, , 591-622.		3

#	ARTICLE	IF	CITATIONS
73	WiiMedia. , 2007, , .		38
74	The Visual Appearance of User's Avatar Can Influence the Manipulation of Both Real Devices and Virtual Objects. , 2007, , .		8
75	The Influence of Visual Appearance of User's Avatar on the Manipulation of Objects in Virtual Environments. , 2007, , .		1
76	A Comparison of Three Techniques to Interact in Large Virtual Environments Using Haptic Devices with Limited Workspace. Lecture Notes in Computer Science, 2006, , 288-299.	1.0	15
77	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
78	Prediction of optimum clearance in sheet metal blanking processes. International Journal of Advanced Manufacturing Technology, 2003, 22, 20-25.	1.5	17
79	Modelling of sheet carton stapling using the i-nite. International Journal of Materials and Product Technology, 2003, 19, 431.	0.1	1
80	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
81	Information networks and technological innovation for industrial products. International Journal of Technology Management, 2001, 21, 420.	0.2	4
82	The "Bubble" Technique: Interacting with Large Virtual Environments Using Haptic Devices with Limited Workspace. , 0, , .		62
83	Haptic Hybrid Rotations: Overcoming Hardware Angular Limitations of Force-Feedback Devices. , 0, , .		5
84	ConVRgence (VRIC) Virtual Reality International Conference Proceedings. The International Journal of Virtual Reality, 0, , .	2.2	0