Michele Fiorentino

List of Publications by Year
in descending order

79	2,049	304743	254184
papers	citations	22 h-index	43 g-index

81	81	81	1684
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Towards augmented reality manuals for industry 4.0: A methodology. Robotics and Computer-Integrated Manufacturing, 2019, 56, 276-286.	9.9	174
2	Evaluating the effectiveness of spatial augmented reality in smart manufacturing: a solution for manual working stations. International Journal of Advanced Manufacturing Technology, 2018, 94, 509-521.	3.0	165
3	Supporting Remote Maintenance in Industry 4.0 through Augmented Reality. Procedia Manufacturing, 2017, 11, 1296-1302.	1.9	164
4	Augmented reality on large screen for interactive maintenance instructions. Computers in Industry, 2014, 65, 270-278.	9.9	158
5	Real time RULA assessment using Kinect v2 sensor. Applied Ergonomics, 2017, 65, 481-491.	3.1	140
6	Geometry Design Optimization of Functionally Graded Scaffolds for Bone Tissue Engineering: A Mechanobiological Approach. PLoS ONE, 2016, 11, e0146935.	2.5	96
7	Converting maintenance actions into standard symbols for Augmented Reality applications in Industry 4.0. Computers in Industry, 2018, 98, 68-79.	9.9	92
8	A Mechanobiology-based Algorithm to Optimize the Microstructure Geometry of Bone Tissue Scaffolds. International Journal of Biological Sciences, 2016, 12, 1-17.	6.4	91
9	Text Readability in Head-Worn Displays: Color and Style Optimization in Video versus Optical See-Through Devices. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 125-139.	4.4	62
10	Unveiling the technological trends of augmented reality: A patent analysis. Computers in Industry, 2020, 118, 103221.	9.9	54
11	What, How, and Why are Visual Assets Used in Industrial Augmented Reality? A Systematic Review and Classification in Maintenance, Assembly, and Training (From 1997 to 2019). IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1443-1456.	4.4	50
12	Comparison of the mechanobiological performance of bone tissue scaffolds based on different unit cell geometries. Journal of the Mechanical Behavior of Biomedical Materials, 2018, 83, 28-45.	3.1	49
13	Recent Advances in Endocrine, Metabolic and Immune Disorders: Mesenchymal Stem Cells (MSCs) and Engineered Scaffolds. Endocrine, Metabolic and Immune Disorders - Drug Targets, 2018, 18, 466-469.	1.2	41
14	Legibility in Industrial AR: Text Style, Color Coding, and Illuminance. IEEE Computer Graphics and Applications, 2015, 35, 52-61.	1.2	39
15	Text legibility for projected Augmented Reality on industrial workbenches. Computers in Industry, 2015, 70, 70-78.	9.9	37
16	Rhombicuboctahedron unit cell based scaffolds for bone regeneration: geometry optimization with a mechanobiology â€“ driven algorithm. Materials Science and Engineering C, 2018, 83, 51-66.	7.3	35
17	Distributed design review using tangible augmented technical drawings. CAD Computer Aided Design, 2010, 42, 364-372.	2.7	34
18	Augmented Reality Text Style Readability with See-Through Head-Mounted Displays in Industrial Context. Presence: Teleoperators and Virtual Environments, 2013, 22, 171-190.	0.6	31

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19	Mechanobiological Approach to Design and Optimize Bone Tissue Scaffolds 3D Printed with Fused Deposition Modeling: A Feasibility Study. Materials, 2020, 13, 648.	2.9	27
20	AUTOMATIC ERGONOMIC POSTURAL RISK MONITORING ON THE FACTORY SHOPFLOOR â€'THE ERGOSENTINEL TOOL. Procedia Manufacturing, 2020, 42, 97-103.	1.9	27
21	Tangible digital master for product lifecycle management in augmented reality. International Journal on Interactive Design and Manufacturing, 2009, 3, 121-129.	2.2	26
22	Enhancing user engagement through the user centric design of a mid-air gesture-based interface for the navigation of virtual-tours in cultural heritage expositions. Journal of Cultural Heritage, 2018, 32, 186-197.	3.3	26
23	Augmented reality for maritime navigation data visualisation: a systematic review, issues and perspectives. Journal of Navigation, 2021, 74, 1073-1090.	1.7	22
24	Minimal AR: visual asset optimization for the authoring of augmented reality work instructions in manufacturing. International Journal of Advanced Manufacturing Technology, 2022, 119, 1769-1784.	3.0	22
25	Experiencing the Sights, Smells, Sounds, and Climate of Southern Italy in VR. IEEE Computer Graphics and Applications, 2017, 37, 19-25.	1.2	21
26	Optimal Load for Bone Tissue Scaffolds with an Assigned Geometry. International Journal of Medical Sciences, 2018, 15, 16-22.	2.5	21
27	Design review of CAD assemblies using bimanual natural interface. International Journal on Interactive Design and Manufacturing, 2013, 7, 249-260.	2.2	19
28	Irregular Load Adapted Scaffold Optimization: A Computational Framework Based on Mechanobiological Criteria. ACS Biomaterials Science and Engineering, 2019, 5, 5392-5411.	5.2	19
29	Nanoindentation characterisation of human colorectal cancer cells considering cell geometry, surface roughness and hyperelastic constitutive behaviour. Nanotechnology, 2017, 28, 045703.	2.6	18
30	Design preferences on Industrial Augmented Reality: a survey with potential technical writers. , 2020, , .		18
31	Augmented Technical Drawings: A Novel Technique for Natural Interactive Visualization of Computer-Aided Design Models. Journal of Computing and Information Science in Engineering, 2012, 12, .	2.7	17
32	Effect of Text Outline and Contrast Polarity on AR Text Readability in Industrial Lighting. IEEE Transactions on Visualization and Computer Graphics, 2014, 21, 1-1.	4.4	17
33	A User-Centered Framework for Designing Midair Gesture Interfaces. IEEE Transactions on Human-Machine Systems, 2019, 49, 421-429.	3.5	16
34	Informing the Use of Visual Assets in Industrial Augmented Reality. Lecture Notes in Mechanical Engineering, 2020, , 106-117.	0.4	14
35	From Paper Manual to AR Manual: Do We Still Need Text?. Procedia Manufacturing, 2017, 11, 1303-1310.	1.9	13
36	ErgoTakt: A novel approach of human-centered balancing of manual assembly lines. Procedia CIRP, 2021, 97, 354-360.	1.9	12

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37	Natural interaction for online documentation in industrial maintenance. International Journal of Computer Aided Engineering and Technology, 2016, 8, 56.	0.2	10
38	Design of a Mixed Reality Application for STEM Distance Education Laboratories. Computers, 2022, 11, 50.	3.3	10
39	Improving bi-manual 3D input in CAD modelling by part rotation optimisation. CAD Computer Aided Design, 2010, 42, 462-470.	2.7	9
40	Exploiting Augmented Reality to Enhance Piping and Instrumentation Diagrams for Information Retrieval Tasks in Industry 4.0 Maintenance. Lecture Notes in Computer Science, 2019, , 170-180.	1.3	9
41	Design and Development of a Forearm Rehabilitation System Based on an Augmented Reality Serious Game. Communications in Computer and Information Science, 2016, , 127-136.	0.5	8
42	An Algorithm to Optimize the Micro-Geometrical Dimensions of Scaffolds with Spherical Pores. Materials, 2020, 13, 4062.	2.9	8
43	A Body Tracking-Based Low-Cost Solution for Monitoring Workersâ€™ Hygiene Best Practices during Pandemics. Sensors, 2020, 20, 6149.	3.8	8
44	Towards Sailing supported by Augmented Reality: Motivation, Methodology and Perspectives. , 2020, , .		8
45	Tangible Interfaces for Augmented Engineering Data Management. , 2010, , .		7
46	A neural network-based software to recognise blepharospasm symptoms and to measure eye closure time. Computers in Biology and Medicine, 2019, 112, 103376.	7.0	7
47	Towards Next Generation Technical Documentation in Augmented Reality Using a Context-Aware Information Manager. Applied Sciences (Switzerland), 2020, 10, 780.	2.5	7
48	Enhanced 3D object snap for CAD modelling on large stereo displays. International Journal of Computer Applications in Technology, 2008, 33, 54.	0.5	5
49	Nanoindentation of mesenchymal stem cells using atomic force microscopy: effect of adhesive cell-substrate structures. Nanotechnology, 2021, 32, 215706.	2.6	5
50	A Comprehensive Method for Assessing the Blepharospasm Cases Severity. Communications in Computer and Information Science, 2017, , 369-381.	0.5	5
51	UNIFIED INTERACTIVE WAVELET APPROACH FOR 2D SKETCH SEGMENTATION AND EDITING. International Journal of Shape Modeling, 2010, 16, 39-56.	0.2	4
52	Wearable rumble device for active asymmetry measurement and correction in lower limb mobility. , 2011, , .		4
53	A Context-Aware Technical Information Manager for Presentation in Augmented Reality. , 2019, , .		4
54	Sailing Data Visualization in Augmented Reality: Systematic Review, Issues, and Perspectives. Marine Technology Society Journal, 2021, 55, 64-80.	0.4	4

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55	A Computational Approach to the Design of Scaffolds for Bone Tissue Engineering. Lecture Notes in Bioengineering, 2018, , 111-117.	0.4	4
56	Augmented Reality Interface for Sailing Navigation: a User Study for Wind Representation. , 2021, , .		4
57	A 3D virtual colonoscopy computer aided measurements: A new framework. , 2011, , .		3
58	Can Interactive Finite Element Analysis Improve the Learning of Mechanical Behavior of Materials? A Case Study. Computer-Aided Design and Applications, 2015, 12, 45-51.	0.6	3
59	Facial Landmarks for Forensic Skull-Based 3D Face Reconstruction: A Literature Review. Lecture Notes in Computer Science, 2016, , 172-180.	1.3	3
60	Predicting Text Legibility over Textured Digital Backgrounds for a Monocular Optical See-Through Display. Presence: Teleoperators and Virtual Environments, 2017, 26, 1-15.	0.6	3
61	Product Manufacturing Information Management in Interactive Augmented Technical Drawings. , 2011, , .		3
62	CompassbAR: A Technique for Visualizing Out-of-View Objects in a Mixed Reality Environment. Lecture Notes in Mechanical Engineering, 2022, , 141-148.	0.4	3
63	User Study on Virtual Reality for Design Reviews in Architecture. , 2020, , .		3
64	Early diagnosis of lung tumors by genetically optimized 3D-metaball malignancy metric. , 2012, , .		2
65	Integration of Realtime Finite Element Analysis and Haptic Feedback for Hands-On Learning of the Mechanical Behavior of Materials. , 2013, , .		2
66	Rigid Object Tracking Algorithms for Low-Cost AR Devices. , 2014, , .		2
67	Magic Mirror Interface for Augmented Reality Maintenance. , 2016, , .		2
68	A System to Exploit Thermographic Data Using Projected Augmented Reality. Lecture Notes in Computer Science, 2016, , 489-499.	1.3	2
69	Asymmetry measurement for vibroactive correction in lower limbs mobility. Computer Science and Information Systems, 2013, 10, 1387-1406.	1.0	2
70	An Optical System to Monitor the Displacement Field of Glass-fibre Posts Subjected to Thermal Loading. Open Dentistry Journal, 2016, 10, 610-618.	0.5	2
71	Tangible interfaces in virtual environments for industrial design. , 2004, , .		1
72	VR Interaction for CAD Basic Tasks Using Rumble Feedback Input: Experimental Study. , 2008, , 337-352.		1

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73	Effect of Cell Shape on Nanoindentation Measurements. Lecture Notes in Mechanical Engineering, 2020, , 37-44.	0.4	1
74	Positive Computing in Virtual Reality Industrial Training. , 2021, , .		1
75	A Coarse-Grained Lattice Spring Model to Characterize Nanoindented Stem Cells. Lecture Notes in Mechanical Engineering, 2022, , 623-629.	0.4	1
76	A Multimodal System for Nonverbal Human Feature Recognition in Emotional Framework. , 2015, , .		0
77	Geometry optimization of scaffolds for bone tissue engineering. , 2021, , 277-301.		0
78	Mixed Reality in STEM Didactics: Case Study of Assembly Drawings of Complex Machines. Lecture Notes in Mechanical Engineering, 2022, , 157-164.	0.4	0
79	Cinematic Virtual Reality as a Rehabilitative Tool in Subjects Affected by Schizophrenia. Lecture Notes in Mechanical Engineering, 2022, , 149-156.	0.4	0