Paula Alavesa

List of Publications by Year
in descending order

35 papers	**216** citations	1683354 **5** h-index	1588620 **8** g-index
35 all docs	**35** docs citations	**35** times ranked	**195** citing authors

#	Article	IF	Citations
1	"Nice to see you virtually" Thoughtful design and evaluation of virtual avatar of the other user in AR and VR based telexistence systems. Entertainment Computing, 2022, 40, 100457.	1.8	32
2	VirtualOulu. , 2016, , .		22
3	Dimerization of human lysyl hydroxylase 3 (LH3) is mediated by the amino acids 541–547. Matrix Biology, 2011, 30, 27-33.	1.5	14
4	Virtual Library. , 2018, , .		13
5	AVATAREX. , 2018, , .		12
6	Wired to Exit: Exploring the Effects of Wayfinding Affordances in Underground Facilities Using Virtual Reality. Simulation and Gaming, 2021, 52, 107-131.	1.2	11
7	Street art gangs. , 2015, , .		10
8	Study on the Motivational and Physical Effects of Two VR Exergames. , 2019, , .		8
9	Unblurring the boundary between daily life and gameplay in location-based mobile games, visual online ethnography on Pokémon GO. Behaviour and Information Technology, 2022, 41, 215-227.	2.5	8
10	Props: 3D-game-like mediator for improvisational storytelling. Entertainment Computing, 2014, 5, 381-390.	1.8	7
11	Anarchy or Order on the Streets. , 2017, , .		7
12	Embedding virtual environments into the physical world: memorability and co-presence in the context of pervasive location-based games. Multimedia Tools and Applications, 2020, 79, 3285-3309.	2.6	7
13	Hybrid avatars. , 2016, , .		6
14	Campus knights. , 2016, , .		6
15	A platform for pervasive games for research. , 2016, , .		5
16	Extending a User Involvement Tool with Virtual and Augmented Reality. , 2019, , .		5
17	VR ethnography. , 2019, , .		5
18	Stepping Out of the Classroom. International Journal of Virtual and Personal Learning Environments, 2020, 10, 1-23.	0.4	5

#	Article	IF	Citations
19	A Qualitative Study on the Effects of Real-World Stimuli and Place Familiarity on Presence. , 2019, , .		4
20	Air Tandem. , 2015, , .		4
21	Combining Storytelling Tradition and Pervasive Gaming. , 2013, , .		3
22	Hybrid campus art. , 2017, , .		3
23	City knights: Spatial realism and memorability of virtual game scenes in pervasive gameplay. , 2017, , .		3
24	Mobile Augmented Reality Client as a UX Method for Living Lab's User Involvement Tool. , 2018, , .		3
25	Context Defined Aspects of Gamification for Factory Floor. , 2019, , .		3
26	Janitor run: Studying the effects of realistic mirror world like game scenes on game experience. , 2017, , .		2
27	Design, development, and usability evaluation of a system for adding and editing social media banners in the immersive street-level 3D virtual city. , 2017, , .		2
28	Ludic Markers for Player-Player Observation in Location-Based Mobile Games. Simulation and Gaming, 2018, 49, 700-717.	1.2	2
29	Ghost hunters. , 2016, , .		1
30	Here n' there. , 2016, , .		1
31	Design Challenges of Wellbeing Supporting Smart Environment in Collaborative Use Situations. , 2018, , .		1
32	Leveraging 5G in cyber-physical system for low-cost robotic telepresence. , 2022, , .		1
33	DRUMM: Dynamic viewing of large-scale 3D city models on the web. , 2017, , .		0
34	Design Challenges for Social Interactions at Factory Floor. , 2019, , .		0
35	Karelian Language and Culture: a Qualitative User Study of Mobile and Web Games. , 2021, , .		0