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	Unblurring the boundary between daily life and gameplay in location-based mobile games, visual online ethnography on PokÃ©mon GO. Behaviour and Information Technology, 2022, 41, 215-227.	2.5	8
2	â€œNice to see you virtuallyâ€‐ 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
3	Leveraging 5G in cyber-physical system for low-cost robotic telepresence. , 2022, , .		1
4	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
5	Karelian Language and Culture: a Qualitative User Study of Mobile and Web Games. , 2021, , .		0
6	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
7	Stepping Out of the Classroom. International Journal of Virtual and Personal Learning Environments, 2020, 10, 1-23.	0.4	5
8	A Qualitative Study on the Effects of Real-World Stimuli and Place Familiarity on Presence. , 2019, , .		4
9	Design Challenges for Social Interactions at Factory Floor. , 2019, , .		0
10	Extending a User Involvement Tool with Virtual and Augmented Reality. , 2019, , .		5
11	Context Defined Aspects of Gamification for Factory Floor. , 2019, , .		3
12	Study on the Motivational and Physical Effects of Two VR Exergames. , 2019, , .		8
13	VR ethnography. , 2019, , .		5
14	AVATAREX. , 2018, , .		12
15	Virtual Library. , 2018, , .		13
16	Design Challenges of Wellbeing Supporting Smart Environment in Collaborative Use Situations. , 2018, , .		1
17	Mobile Augmented Reality Client as a UX Method for Living Lab's User Involvement Tool. , 2018, , .		3
18	Ludic Markers for Player-Player Observation in Location-Based Mobile Games. Simulation and Gaming, 2018, 49, 700-717.	1.2	2

#	Article	IF	Citations
19	Hybrid campus art. , 2017, , .		3
20	Anarchy or Order on the Streets. , 2017, , .		7
21	DRUMM: Dynamic viewing of large-scale 3D city models on the web. , 2017, , .		0
22	Janitor run: Studying the effects of realistic mirror world like game scenes on game experience. , 2017, , .		2
23	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
24	City knights: Spatial realism and memorability of virtual game scenes in pervasive gameplay. , 2017, , .		3
25	Ghost hunters. , 2016, , .		1
26	Here n' there. , 2016, , .		1
27	A platform for pervasive games for research. , 2016, , .		5
28	VirtualOulu. , 2016, , .		22
29	Hybrid avatars. , 2016, , .		6
30	Campus knights. , 2016, , .		6
31	Street art gangs. , 2015, , .		10
32	Air Tandem. , 2015, , .		4
33	Props: 3D-game-like mediator for improvisational storytelling. Entertainment Computing, 2014, 5, 381-390.	1.8	7
34	Combining Storytelling Tradition and Pervasive Gaming. , 2013, , .		3
35	Dimerization of human lysyl hydroxylase 3 (LH3) is mediated by the amino acids 541â€"547. Matrix Biology, 2011, 30, 27-33.	1.5	14