

# Leigh Ellen C Potter

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8974980/publications.pdf>

Version: 2024-02-01

41  
papers

566  
citations

1683354

5  
h-index

2053342

5  
g-index

44  
all docs

44  
docs citations

44  
times ranked

482  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Leap Motion controller. , 2013, , .		169
2	Virtual reality and tourism marketing: conceptualizing a framework on presence, emotion, and intention. Current Issues in Tourism, 2021, 24, 1505-1525.	4.6	97
3	VR the world: Experimenting with emotion and presence for tourism marketing. Journal of Hospitality and Tourism Management, 2021, 46, 160-171.	3.5	70
4	What Skills do you Need to Work in Cyber Security?. , 2015, , .		22
5	Utilising virtual reality in alcohol studies: A systematic review. Health Education Journal, 2018, 77, 212-225.	0.6	18
6	A player engagement model for an augmented reality game. , 2016, , .		17
7	Virtual reality and nature based tourism. , 2016, , .		13
8	Design with the deaf. , 2014, , .		12
9	The impacts of deaf culture on designing with deaf children. , 2017, , .		11
10	Impact of air flow and a hybrid locomotion system on cybersickness. , 2018, , .		9
11	Validation of Architectural Requirements for Tackling Cloud Computing Barriers: Cloud Provider Perspective. Procedia Computer Science, 2021, 181, 477-486.	1.2	8
12	Childhood interest in IT and the choice of IT as a career. , 2009, , .		7
13	Experiences using emerging technology. , 2014, , .		7
14	High computer gaming experience may cause higher virtual reality sickness. , 2018, , .		7
15	HabITec: A Sociotechnical Space for Promoting the Application of Technology to Rehabilitation. Societies, 2019, 9, 74.	0.8	7
16	EduCHI 2020: 2nd Annual Symposium on HCI Education. , 2020, , .		7
17	Designing a Mobile Video Game to Help Young Deaf Children Learn Auslan. , 0, , .		7
18	Seek and Sign. , 2011, , .		6

#	ARTICLE	IF	CITATIONS
19	Designing Games for Presence in Consumer Virtual Reality. , 2016, , .		6
20	How design involvement impacts Deaf children. , 2017, , .		6
21	Observations and Opportunities for Deploying Virtual Reality for Passenger Boats. , 2018, , .		6
22	Sign my world. , 2012, , .		5
23	Cybersickness and migraine triggers. , 2017, , .		5
24	Desingne and implementation of government cloud computing requirements: TOGAF. , 2017, , .		5
25	EduCHI 2021. , 2021, , .		5
26	Promoting Physical Activity In Seniors. , 2016, , .		4
27	Overlays and Goggles and Projections, Oh My!. , 2019, , .		4
28	Proposing augmentation of live sporting events with gamification and social sharing. , 2017, , .		3
29	Taking the 'A' Out of 'AR'. , 2018, , .		3
30	New and Emerging Technology. , 2019, , .		2
31	Engaging with STEM Students: Successes and Challenges in Course Design. , 2019, , 231-248.		2
32	Defining AR: Public Perceptions of an Evolving Landscape. , 2020, , .		2
33	Information Systems and Intra-Organisational Power: Exploring Power & Political Aspects Associated With the Adoption of a Knowledge Sharing System in an IT Services Department. Journal of Information Information Technology and Organizations, 0, 5, 001-023.	0.0	2
34	The Potential of Emerging Technology for Social Change. , 2016, , .		1
35	Spatial virtual keyboard for wand based virtual reality. , 2017, , .		1
36	Wearable bass tactile sound systems and immersion. , 2017, , .		1

#	ARTICLE	IF	CITATIONS
37	Does culture matter?. , 2017, , .		1
38	Preparing for Projects. , 2020, , .		1
39	EduCHI 2022. , 2022, , .		1
40	The Emerging Technology Consumer. , 2015, , .		0
41	Addressing Social Inclusion in the IS Field through Theatre. , 2019, , .		0