

Leigh Ellen C Potter

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

31
papers

321
citations

7
h-index

16
g-index

44
ext. papers

425
ext. citations

3.1
avg, IF

4.37
L-index

| # | Paper | IF | Citations |
|----|--|-----|-----------|
| 31 | The Leap Motion controller 2013 , | | 129 |
| 30 | VR the world: Experimenting with emotion and presence for tourism marketing. <i>Journal of Hospitality and Tourism Management</i> , 2021 , 46, 160-171 | 6 | 30 |
| 29 | Virtual reality and tourism marketing: conceptualizing a framework on presence, emotion, and intention. <i>Current Issues in Tourism</i> , 2021 , 24, 1505-1525 | 5.8 | 30 |
| 28 | What Skills do you Need to Work in Cyber Security? 2015 , | | 17 |
| 27 | A player engagement model for an augmented reality game 2016 , | | 11 |
| 26 | Virtual reality and nature based tourism 2016 , | | 9 |
| 25 | Utilising virtual reality in alcohol studies: A systematic review. <i>Health Education Journal</i> , 2018 , 77, 212-225 | 5.5 | 9 |
| 24 | Design with the deaf 2014 , | | 7 |
| 23 | Experiences using emerging technology 2014 , | | 6 |
| 22 | High computer gaming experience may cause higher virtual reality sickness 2018 , | | 5 |
| 21 | The impacts of deaf culture on designing with deaf children 2017 , | | 4 |
| 20 | Seek and Sign 2011 , | | 4 |
| 19 | Sign my world 2012 , | | 4 |
| 18 | Designing a Mobile Video Game to Help Young Deaf Children Learn Auslan | | 4 |
| 17 | Designing Games for Presence in Consumer Virtual Reality 2016 , | | 4 |
| 16 | HabITec: A Sociotechnical Space for Promoting the Application of Technology to Rehabilitation. <i>Societies</i> , 2019 , 9, 74 | 1.1 | 4 |
| 15 | Impact of air flow and a hybrid locomotion system on cybersickness 2018 , | | 4 |

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|----|---|-----|---|
| 14 | Observations and Opportunities for Deploying Virtual Reality for Passenger Boats 2018, | | 4 |
| 13 | How design involvement impacts Deaf children 2017, | | 3 |
| 12 | Cybersickness and migraine triggers 2017, | | 3 |
| 11 | Childhood interest in IT and the choice of IT as a career 2009, | | 3 |
| 10 | Validation of Architectural Requirements for Tackling Cloud Computing Barriers: Cloud Provider Perspective. <i>Procedia Computer Science</i> , 2021 , 181, 477-486 | 1.6 | 3 |
| 9 | Promoting Physical Activity In Seniors 2016, | | 2 |
| 8 | 2017, | | 2 |
| 7 | Proposing augmentation of live sporting events with gamification and social sharing 2017, | | 2 |
| 6 | A Day in the Life 2018, | | 2 |
| 5 | Engaging with STEM Students: Successes and Challenges in Course Design 2019 , 231-248 | | 2 |
| 4 | Taking the bAbOut of bARb 2018, | | 2 |
| 3 | Does culture matter? 2017, | | 1 |
| 2 | The Potential of Emerging Technology for Social Change 2016, | | 1 |
| 1 | EduCHI 2020: 2nd Annual Symposium on HCI Education 2020, | | 1 |