

Leigh Ellen C Potter

List of Publications by Year in Descending Order

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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	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
30	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
29	Validation of Architectural Requirements for Tackling Cloud Computing Barriers: Cloud Provider Perspective. <i>Procedia Computer Science</i> , 2021 , 181, 477-486	1.6	3
28	EduCHI 2020: 2nd Annual Symposium on HCI Education 2020 ,		1
27	Engaging with STEM Students: Successes and Challenges in Course Design 2019 , 231-248		2
26	HabITec: A Sociotechnical Space for Promoting the Application of Technology to Rehabilitation. <i>Societies</i> , 2019 , 9, 74	1.1	4
25	A Day in the Life 2018 ,		2
24	Utilising virtual reality in alcohol studies: A systematic review. <i>Health Education Journal</i> , 2018 , 77, 212-225		9
23	High computer gaming experience may cause higher virtual reality sickness 2018 ,		5
22	Taking the bAbOut of bARb 2018 ,		2
21	Impact of air flow and a hybrid locomotion system on cybersickness 2018 ,		4
20	Observations and Opportunities for Deploying Virtual Reality for Passenger Boats 2018 ,		4
19	Does culture matter? 2017 ,		1
18	How design involvement impacts Deaf children 2017 ,		3
17	Cybersickness and migraine triggers 2017 ,		3
16	2017 ,		2
15	The impacts of deaf culture on designing with deaf children 2017 ,		4

14	Proposing augmentation of live sporting events with gamification and social sharing 2017,	2
13	The Potential of Emerging Technology for Social Change 2016,	1
12	Promoting Physical Activity In Seniors 2016,	2
11	Designing Games for Presence in Consumer Virtual Reality 2016,	4
10	A player engagement model for an augmented reality game 2016,	11
9	Virtual reality and nature based tourism 2016,	9
8	What Skills do you Need to Work in Cyber Security? 2015,	17
7	Experiences using emerging technology 2014,	6
6	Design with the deaf 2014,	7
5	The Leap Motion controller 2013,	129
4	Sign my world 2012,	4
3	Seek and Sign 2011,	4
2	Childhood interest in IT and the choice of IT as a career 2009,	3
1	Designing a Mobile Video Game to Help Young Deaf Children Learn Auslan	4