

Vasco Branco

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9026819/publications.pdf>

Version: 2024-02-01

23
papers

101
citations

1684188

5
h-index

1474206

9
g-index

25
all docs

25
docs citations

25
times ranked

59
citing authors

#	ARTICLE	IF	CITATIONS
1	Mitigating the Ephemeral Character of Design Exhibitions. Lecture Notes in Networks and Systems, 2021, , 94-101.	0.7	0
2	Minard Revisited – Exploring Augmented Reality in Information Design. Springer Series in Design and Innovation, 2021, , 79-89.	0.3	3
3	TOWARDS A DESIGN OBSERVATORY: THE CASE OF SCHOLARLY DESIGN RESEARCH IN PORTUGAL. Proceedings of the Design Society DESIGN Conference, 2020, 1, 827-836.	0.8	4
4	Design as Cultural Mediation between Matter and What Matters. Design Journal, 2018, 21, 5-13.	0.8	8
5	Design research for the development of a Medical Emergency Ambulance. Design as a symbolic qualifier in the design of complex systems/products. Design Journal, 2017, 20, S2135-S2157.	0.8	1
6	How to measure design contribution to the competitiveness of companies. , 2011, , .		2
7	The languages of Typeface Design in Portugal. Strategic Design Research Journal, 2011, 4, 84-92.	0.4	1
8	Portugal's First Advertising Agency: Raul de Caldevilla and the ETP, 1914–1923. Design Issues, 2009, 25, 22-35.	0.4	1
9	Passive Interactivity, an Answer to Interactive Emotion. Lecture Notes in Computer Science, 2006, , 43-52.	1.3	8
10	INSCAPE: Emotion Expression and Experience in an Authoring Environment. Lecture Notes in Computer Science, 2006, , 219-230.	1.3	16
11	Dynamic and interactive typography in digital art. Computers and Graphics, 2005, 29, 882-889.	2.5	5
12	Emotional Spectrum Developed by Virtual Storytelling. Lecture Notes in Computer Science, 2005, , 105-114.	1.3	11
13	Story reaction structures to emotion detection. , 2004, , .		16
14	From the Necessity of Film Closure to Inherent VR Wideness. Lecture Notes in Computer Science, 2003, , 74-77.	1.3	2
15	From Aristotle to DamÁsio. , 2003, , 372-376.		0
16	Sketching 3D models with 2D interaction devices. Computer Graphics Forum, 1994, 13, 489-502.	3.0	19
17	3D graphics developments and research at INESC.Norte. Computers and Graphics, 1990, 14, 47-53.	2.5	0
18	Design and research in design: some reflections. , 0, , .		2

#	ARTICLE	IF	CITATIONS
19	A convergência TV-Web: motivações e modelos. <i>Comunicacao E Sociedade</i> , 0, 4, 257-272.	0.0	0
20	Developing an Interpretation Centre for Portuguese Design - CIDESP.PT. , 0, , .		0
21	Non-tradition as factor of creativity in Portuguese typography. , 0, , .		0
22	Museums of Web design – a look at the past for a contribution to the future. , 0, , .		0
23	System development for its disclosure of Portuguese digital type design. , 0, , .		0