

Mark Billinghamurst

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9179082/publications.pdf>

Version: 2024-02-01

518
papers

16,515
citations

81839

39
h-index

66879

78
g-index

526
all docs

526
docs citations

526
times ranked

6669
citing authors

#	ARTICLE	IF	CITATIONS
1	Marker tracking and HMD calibration for a video-based augmented reality conferencing system. , 0, , .		1,170
2	A Survey of Augmented Reality. Foundations and Trends in Human-Computer Interaction, 2015, 8, 73-272.	1.8	666
3	The go-go interaction technique. , 1996, , .		484
4	Augmented Reality in the Classroom. Computer, 2012, 45, 56-63.	1.2	377
5	Collaborative augmented reality. Communications of the ACM, 2002, 45, 64-70.	3.3	374
6	Trends in augmented reality tracking, interaction and display: A review of ten years of ISMAR. , 2008, , .		365
7	The MagicBook: a transitional AR interface. Computers and Graphics, 2001, 25, 745-753.	1.4	360
8	Virtual object manipulation on a table-top AR environment. , 0, , .		344
9	Embodiment in conversational interfaces. , 1999, , .		318
10	A Systematic Review of 10 Years of Augmented Reality Usability Studies: 2005 to 2014. Frontiers in Robotics and AI, 2018, 5, 37.	2.0	261
11	Revisiting Trends in Augmented Reality Research: A Review of the 2nd Decade of ISMAR (2008â€“2017). IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2947-2962.	2.9	232
12	Egocentric Object Manipulation in Virtual Environments: Empirical Evaluation of Interaction Techniques. Computer Graphics Forum, 1998, 17, 41-52.	1.8	222
13	Mini-Me. , 2018, , .		220
14	Collaborative Mixed Reality. , 1999, , 261-284.		217
15	Human-Robot Collaboration: A Literature Review and Augmented Reality Approach in Design. International Journal of Advanced Robotic Systems, 2008, 5, 1.	1.3	212
16	Wearable devices: new ways to manage information. Computer, 1999, 32, 57-64.	1.2	182
17	Intelligent Augmented Reality Training for Motherboard Assembly. International Journal of Artificial Intelligence in Education, 2015, 25, 157-172.	3.9	181
18	Face to face collaborative AR on mobile phones. , 2005, , .		169

#	ARTICLE	IF	CITATIONS
19	Pinpointing. , 2018, , .		163
20	Revisiting collaboration through mixed reality: The evolution of groupware. International Journal of Human Computer Studies, 2019, 131, 81-98.	3.7	163
21	FingARtips. , 2004, , .		156
22	User-defined gestures for augmented reality. , 2013, , .		150
23	A survey of evaluation techniques used in augmented reality studies. , 2008, , .		139
24	Immersive Authoring of Tangible Augmented Reality Applications. , 0, , .		127
25	Do You See What I See? The Effect of Gaze Tracking on Task Space Remote Collaboration. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2413-2422.	2.9	125
26	Exploring natural eye-gaze-based interaction for immersive virtual reality. , 2017, , .		113
27	Touch-Space: Mixed Reality Game Space Based on Ubiquitous, Tangible, and Social Computing. Personal and Ubiquitous Computing, 2002, 6, 430-442.	1.9	110
28	Mixed Reality Remote Collaboration Combining 360 Video and 3D Reconstruction. , 2019, , .		105
29	A User Study on Mixed Reality Remote Collaboration with Eye Gaze and Hand Gesture Sharing. , 2020, , .		103
30	A user study of auditory versus visual interfaces for use while driving. International Journal of Human Computer Studies, 2008, 66, 318-332.	3.7	100
31	Augmenting the science centre and museum experience. , 2004, , .		99
32	The Effects of Sharing Awareness Cues in Collaborative Mixed Reality. Frontiers in Robotics and AI, 2019, 6, 5.	2.0	97
33	Collaboration in Augmented Reality. Computer Supported Cooperative Work, 2015, 24, 515-525.	1.9	94
34	MagicBook. , 2001, , .		92
35	Exploring enhancements for remote mixed reality collaboration. , 2017, , .		92
36	Designing augmented reality interfaces. Computer Graphics, 2005, 39, 17-22.	0.1	91

#	ARTICLE	IF	CITATIONS
37	The Effect of Avatar Appearance on Social Presence in an Augmented Reality Remote Collaboration. , 2019, , .		89
38	Explorations in the Use of Augmented Reality for Geographic Visualization. Presence: Teleoperators and Virtual Environments, 2002, 11, 119-133.	0.3	85
39	On the Shoulder of the Giant. , 2019, , .		83
40	Developing a generic augmented-reality interface. Computer, 2002, 35, 44-50.	1.2	79
41	Virtual object manipulation using a mobile phone. , 2005, , .		78
42	Shared space: An augmented reality approach for computer supported collaborative work. Virtual Reality, 1998, 3, 25-36.	4.1	76
43	A usability study of multimodal input in an augmented reality environment. Virtual Reality, 2013, 17, 293-305.	4.1	74
44	Getting your game on: Using virtual reality to improve real table tennis skills. PLoS ONE, 2019, 14, e0222351.	1.1	73
45	Tangible augmented reality. , 2008, , .		71
46	The Effect of View Independence in a Collaborative AR System. Computer Supported Cooperative Work, 2015, 24, 563-589.	1.9	70
47	Applying the technology acceptance model to understand maths teachersâ€™ perceptions towards an augmented reality tutoring system. Education and Information Technologies, 2019, 24, 2653-2675.	3.5	70
48	User-Defined Gestures for Augmented Reality. Lecture Notes in Computer Science, 2013, , 282-299.	1.0	70
49	Improving co-presence with augmented visual communication cues for sharing experience through video conference. , 2014, , .		69
50	CoVAR. , 2017, , .		69
51	AR/MR Remote Collaboration on Physical Tasks: A Review. Robotics and Computer-Integrated Manufacturing, 2021, 72, 102071.	6.1	68
52	Evaluating the Combination of Visual Communication Cues for HMD-based Mixed Reality Remote Collaboration. , 2019, , .		67
53	CityViewAR: A mobile outdoor AR application for city visualization. , 2012, , .		66
54	Grasp-Shell vs gesture-speech: A comparison of direct and indirect natural interaction techniques in augmented reality. , 2014, , .		66

#	ARTICLE	IF	CITATIONS
55	Spatiality in videoconferencing. , 2006, , .		65
56	Immersive authoring. Communications of the ACM, 2005, 48, 76-81.	3.3	64
57	ComposAR: An intuitive tool for authoring AR applications. , 2008, , .		64
58	The use of sketch maps to measure cognitive maps of virtual environments. , 0, , .		62
59	Exploring the use of handheld AR for outdoor navigation. Computers and Graphics, 2012, 36, 1084-1095.	1.4	62
60	Using augmented reality with speech input for non-native children's language learning. International Journal of Human Computer Studies, 2020, 134, 44-64.	3.7	62
61	A User Study on MR Remote Collaboration Using Live 360 Video. , 2018, , .		60
62	A wearable spatial conferencing space. , 0, , .		59
63	Multimodal Emotion Recognition With Transformer-Based Self Supervised Feature Fusion. IEEE Access, 2020, 8, 176274-176285.	2.6	59
64	Evaluating Augmented Reality Systems. , 2011, , 289-307.		59
65	Augmented assembly using a mobile phone. , 2008, , .		58
66	The Effect of Collaboration Styles and View Independence on Video-Mediated Remote Collaboration. Computer Supported Cooperative Work, 2018, 27, 569-607.	1.9	57
67	An augmented reality interface to contextual information. Virtual Reality, 2011, 15, 161-173.	4.1	56
68	Effects of Sharing Physiological States of Players in a Collaborative Virtual Reality Gameplay. , 2017, , .		56
69	Edutainment with a mixed reality book. , 2008, , .		54
70	An occlusion capable optical see-through head mount display for supporting co-located collaboration. , 0, , .		53
71	Real world teleconferencing. IEEE Computer Graphics and Applications, 2002, 22, 11-13.	1.0	52
72	Evaluation of mixed-space collaboration. , 2005, , .		52

#	ARTICLE	IF	CITATIONS
73	Special Section on Mobile Augmented Reality. Computers and Graphics, 2011, 35, vii-viii.	1.4	52
74	Exploration of an EEG-Based Cognitively Adaptive Training System in Virtual Reality. , 2019, , .		51
75	Occlusion based interaction methods for tangible augmented reality environments. , 2004, , .		48
76	Experiments with Face-To-Face Collaborative AR Interfaces. Virtual Reality, 2002, 6, 107-121.	4.1	47
77	Communication Behaviors in Colocated Collaborative AR Interfaces. International Journal of Human-Computer Interaction, 2003, 16, 395-423.	3.3	47
78	The mixed reality book. , 2007, , .		47
79	The design of a mixed-reality book: Is it still a real book?. , 2008, , .		47
80	Shape Recognition and Pose Estimation for Mobile Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1369-1379.	2.9	46
81	An evaluation of wearable information spaces. , 0, , .		45
82	Shape recognition and pose estimation for mobile augmented reality. , 2009, , .		45
83	An assessment of geometry teaching supported with augmented reality teaching materials to enhance studentsâ€™ 3D geometry thinking skills. International Journal of Mathematical Education in Science and Technology, 2020, 51, 224-246.	0.8	44
84	Augmented Reality 2.0. , 2011, , 13-37.		44
85	Communication behaviors of co-located users in collaborative AR interfaces. , 0, , .		43
86	Creating a Stressful Decision Making Environment for Aerial Firefighter Training in Virtual Reality. , 2019, , .		43
87	A comprehensive review of augmented reality-based instruction in manual assembly, training and repair. Robotics and Computer-Integrated Manufacturing, 2022, 78, 102407.	6.1	43
88	In-place 3D sketching for authoring and augmenting mechanical systems. , 2009, , .		42
89	A comparative study of simulated augmented reality displays for vehicle navigation. , 2016, , .		42
90	An Evaluation of an Augmented Reality Multimodal Interface Using Speech and Paddle Gestures. Lecture Notes in Computer Science, 2006, , 272-283.	1.0	42

#	ARTICLE	IF	CITATIONS
91	Hands in Space: Gesture Interaction with Augmented-Reality Interfaces. IEEE Computer Graphics and Applications, 2014, 34, 77-80.	1.0	41
92	Tangible tiles. , 2006, , .		40
93	How real should virtual characters be?. , 2006, , .		40
94	Spatial sound localization in an augmented reality environment. , 2006, , .		40
95	MARS spectral molecular imaging of lamb tissue: data collection and image analysis. Journal of Instrumentation, 2014, 9, P02005-P02005.	0.5	40
96	Sharing hand gesture and sketch cues in remote collaboration. Journal of Visual Communication and Image Representation, 2019, 58, 428-438.	1.7	40
97	Measuring Human Trust in a Virtual Assistant using Physiological Sensing in Virtual Reality. , 2020, , .		40
98	3DGAM: using 3D gesture and CAD models for training on mixed reality remote collaboration. Multimedia Tools and Applications, 2021, 80, 31059-31084.	2.6	40
99	Empathic Mixed Reality: Sharing What You Feel and Interacting with What You See. , 2017, , .		39
100	Superman vs Giant: A Study on Spatial Perception for a Multi-Scale Mixed Reality Flying Telepresence Interface. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2974-2982.	2.9	39
101	2.5DHANDS: a gesture-based MR remote collaborative platform. International Journal of Advanced Manufacturing Technology, 2019, 102, 1339-1353.	1.5	39
102	Handheld AR for Collaborative Edutainment. Lecture Notes in Computer Science, 2006, , 85-96.	1.0	39
103	Collaborative Immersive Analytics. Lecture Notes in Computer Science, 2018, , 221-257.	1.0	39
104	Augmented assembly using a mobile phone. , 2008, , .		38
105	A comprehensive survey of AR/MR-based co-design in manufacturing. Engineering With Computers, 2020, 36, 1715-1738.	3.5	38
106	Advanced Interaction Techniques for Augmented Reality Applications. Lecture Notes in Computer Science, 2009, , 13-22.	1.0	38
107	[POSTER] CoVAR: Mixed-Platform Remote Collaborative Augmented and Virtual Realities System with Shared Collaboration Cues. , 2017, , .		37
108	Factors Influencing the Acceptance of Augmented Reality in Education: A Review of the Literature. Journal of Computer Science, 2017, 13, 581-589.	0.5	37

#	ARTICLE	IF	CITATIONS
109	Mobile phone based AR scene assembly. , 2005, , .		36
110	A 3D Flexible and Tangible Magic Lens in Augmented Reality. , 2007, , .		36
111	3D natural hand interaction for AR applications. , 2008, , .		36
112	An oriented point-cloud view for MR remote collaboration. , 2016, , .		36
113	Mixed reality collaboration through sharing a live panorama. , 2017, , .		36
114	The combination of visual communication cues in mixed reality remote collaboration. Journal on Multimodal User Interfaces, 2020, 14, 321-335.	2.0	36
115	The effects of spatial auditory and visual cues on mixed reality remote collaboration. Journal on Multimodal User Interfaces, 2020, 14, 337-352.	2.0	35
116	"Move the couch where?" : developing an augmented reality multimodal interface. , 2006, , .		34
117	Improvement of Accuracy for 2D Marker-Based Tracking Using Particle Filter. , 2007, , .		34
118	A Wizard of Oz study for an AR multimodal interface. , 2008, , .		34
119	Put that where? voice and gesture at the graphics interface. Computer Graphics, 1998, 32, 60-63.	0.1	34
120	Experiments in 3D interaction for mobile phone AR. , 2007, , .		33
121	Intelligent Augmented Reality Training for Assembly Tasks. Lecture Notes in Computer Science, 2013, , 542-551.	1.0	33
122	Reducing beam hardening effects and metal artefacts in spectral CT using Medipix3RX. Journal of Instrumentation, 2014, 9, P03015-P03015.	0.5	33
123	An evaluation of virtual lenses for object selection in augmented reality. , 2007, , .		32
124	A Comparison of Predictive Spatial Augmented Reality Cues for Procedural Tasks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2846-2856.	2.9	32
125	Real world teleconferencing. , 1999, , .		31
126	3D live: real time captured content for mixed reality. , 0, , .		31

#	ARTICLE	IF	CITATIONS
127	TeachAR: An Interactive Augmented Reality Tool for Teaching Basic English to Non-Native Children. , 2016, , .		31
128	Digitally Augmenting Sports. , 2016, , .		31
129	Spatial information displays on a wearable computer. IEEE Computer Graphics and Applications, 1998, 18, 24-31.	1.0	30
130	Augmented reality authoring. , 2006, , .		30
131	Hand gestures and visual annotation in live 360 panorama-based mixed reality remote collaboration. , 2018, , .		30
132	A gesture- and head-based multimodal interaction platform for MR remote collaboration. International Journal of Advanced Manufacturing Technology, 2019, 105, 3031-3043.	1.5	30
133	Carpeno: interfacing remote collaborative virtual environments with table-top interaction. Virtual Reality, 2006, 10, 95-107.	4.1	29
134	Empathy Glasses. , 2016, , .		29
135	Enhancing player engagement through game balancing in digitally augmented physical games. International Journal of Human Computer Studies, 2017, 103, 35-47.	3.7	29
136	Multimodal interfaces and communication cues for remote collaboration. Journal on Multimodal User Interfaces, 2020, 14, 313-319.	2.0	29
137	Grand Challenges for Augmented Reality. Frontiers in Virtual Reality, 2021, 2, .	2.5	29
138	Using augmented reality for visualizing complex graphs in three dimensions. , 0, , .		28
139	Design considerations for combining augmented reality with intelligent tutors. Computers and Graphics, 2018, 77, 166-182.	1.4	28
140	Haptic Feedback Helps Me? A VR-SAR Remote Collaborative System with Tangible Interaction. International Journal of Human-Computer Interaction, 2020, 36, 1242-1257.	3.3	28
141	Automatically Freezing Live Video for Annotation during Remote Collaboration. , 2015, , .		27
142	Exploring the design space for multi-sensory heart rate feedback in immersive virtual reality. , 2017, , .		27
143	In AI We Trust: Investigating the Relationship between Biosignals, Trust and Cognitive Load in VR. , 2019, , .		27
144	Transitional interface: concept, issues and framework. , 2006, , .		26

#	ARTICLE	IF	CITATIONS
145	Interaction with large ubiquitous displays using camera-equipped mobile phones. Personal and Ubiquitous Computing, 2010, 14, 83-94.	1.9	26
146	Two-handed tangible interaction techniques for composing augmented blocks. Virtual Reality, 2011, 15, 133-146.	4.1	26
147	Interaction techniques in large display environments using hand-held devices. , 2006, , .		25
148	VoodooSketch. , 2008, , .		25
149	Freeze view touch and finger gesture based interaction methods for handheld augmented reality interfaces. , 2012, , .		25
150	A Systematic Review of Usability Studies in Augmented Reality between 2005 and 2014. , 2016, , .		25
151	Challenges for Asynchronous Collaboration in Augmented Reality. , 2016, , .		25
152	Towards Ambient Augmented Reality with Tangible Interfaces. Lecture Notes in Computer Science, 2009, , 387-396.	1.0	25
153	MagicMouse. , 2003, , .		24
154	E-tree. , 2008, , .		24
155	Exhibition of lunar surface navigation system facilitating collaboration between children and parents in science museum. , 2010, , .		24
156	In-Place Sketching for content authoring in Augmented Reality games. , 2010, , .		24
157	Tag it!. , 2015, , .		24
158	A comparative study on inter-brain synchrony in real and virtual environments using hyperscanning. Computers and Graphics, 2021, 94, 62-75.	1.4	24
159	The role of user-centered AR instruction in improving novice spatial cognition in a high-precision procedural task. Advanced Engineering Informatics, 2021, 47, 101250.	4.0	24
160	A registration method based on texture tracking using ARToolKit. , 0, , .		23
161	A Remote Collaboration System with Empathy Glasses. , 2016, , .		23
162	Sharesphere. , 2017, , .		23

#	ARTICLE	IF	CITATIONS
163	Head Pointer or Eye Gaze: Which Helps More in MR Remote Collaboration?. , 2019, , .		23
164	Eye See What You See: Exploring How Bi-Directional Augmented Reality Gaze Visualisation Influences Co-Located Symmetric Collaboration. Frontiers in Virtual Reality, 2021, 2, .	2.5	23
165	3-D live. , 2002, , .		22
166	Live three-dimensional content for augmented reality. IEEE Transactions on Multimedia, 2005, 7, 514-523.	5.2	22
167	Using a mobile phone for 6 DOF mesh editing. , 2007, , .		22
168	Using a HHD with a HMD for mobile AR interaction. , 2013, , .		22
169	Markerless 3D gesture-based interaction for handheld augmented reality interfaces. , 2013, , .		21
170	Climbing With a Head-Mounted Display. Human Factors, 2016, 58, 452-461.	2.1	21
171	Robust Tracking Through the Design of High Quality Fiducial Markers: An Optimization Tool for ARToolkit. IEEE Access, 2018, 6, 22421-22433.	2.6	21
172	Emotion Sharing and Augmentation in Cooperative Virtual Reality Games. , 2018, , .		21
173	Exploring interaction techniques for 360 panoramas inside a 3D reconstructed scene for mixed reality remote collaboration. Journal on Multimodal User Interfaces, 2020, 14, 373-385.	2.0	21
174	Bringing full-featured mobile phone interaction into virtual reality. Computers and Graphics, 2021, 97, 42-53.	1.4	21
175	Wearable computers for three dimensional CSCW. , 0, , .		20
176	Evaluating the augmented reality human-robot collaboration system. International Journal of Intelligent Systems Technologies and Applications, 2010, 8, 130.	0.2	20
177	Real-time visual representations for mobile mixed reality remote collaboration. , 2018, , .		20
178	Tangible Augmented Reality for Human Computer Interaction. The Journal of the Society for Art and Science, 2002, 1, 97-104.	0.1	19
179	An interactive 3D movement path manipulation method in an augmented reality environment. Interacting With Computers, 2012, 24, 10-24.	1.0	19
180	3D gesture interaction for handheld augmented reality. , 2014, , .		19

#	ARTICLE	IF	CITATIONS
181	Using a Head Pointer or Eye Gaze: The Effect of Gaze on Spatial AR Remote Collaboration for Physical Tasks. <i>Interacting With Computers</i> , 2020, 32, 153-169.	1.0	19
182	Investigating the use of Different Visual Cues to Improve Social Presence within a 360 Mixed Reality Remote Collaboration*. , 2019, , .		19
183	PAD-based multimodal affective fusion. , 2009, , .		18
184	A wearable navigation display can improve attentiveness to the surgical field. <i>International Journal of Computer Assisted Radiology and Surgery</i> , 2016, 11, 1193-1200.	1.7	18
185	Static local environment capturing and sharing for MR remote collaboration. , 2017, , .		18
186	Snow Dome. , 2018, , .		18
187	A Hybrid 2D/3D User Interface for Radiological Diagnosis. <i>Journal of Digital Imaging</i> , 2018, 31, 56-73.	1.6	18
188	A Technique for Mixed Reality Remote Collaboration using 360 Panoramas in 3D Reconstructed Scenes. , 2019, , .		18
189	Hand-in-Air (HiA) and Hand-on-Target (HoT) Style Gesture Cues for Mixed Reality Collaboration. <i>IEEE Access</i> , 2020, 8, 224145-224161.	2.6	18
190	Time to Get Personal: Individualised Virtual Reality for Mental Health. , 2020, , .		18
191	The shared design space. , 2006, , .		17
192	"Feed the Fish". , 2008, , .		17
193	Seamless interaction in space. , 2011, , .		17
194	Towards understanding balancing in exertion games. , 2014, , .		17
195	Towards an Agenda for Sci-Fi Inspired HCI Research. , 2016, , .		17
196	Effects of Manipulating Physiological Feedback in Immersive Virtual Environments. , 2018, , .		17
197	Bringing the Jury to the Scene of the Crime: Memory and Decision-Making in a Simulated Crime Scene. , 2021, , .		17
198	Out and About "Real World Teleconferencing. <i>BT Technology Journal</i> , 2000, 18, 80-82.	0.6	16

#	ARTICLE	IF	CITATIONS
199	User experiences with mobile phone camera game interfaces. , 2005, , .		16
200	Evaluating the Augmented Reality Human-Robot Collaboration System. , 2008, , .		16
201	An affective model of user experience for interactive art. , 2008, , .		16
202	MozArt. , 2011, , .		16
203	A desktop virtual reality application for chemical and process engineering education. , 2012, , .		16
204	Study of augmented gesture communication cues and view sharing in remote collaboration. , 2013, , .		16
205	Using Visual Effects to Facilitate Depth Perception for Spatial Tasks in Virtual and Augmented Reality. , 2016, , .		16
206	<i>Levity</i>. , 2018, , .		16
207	Effects of Sharing Real-Time Multi-Sensory Heart Rate Feedback in Different Immersive Collaborative Virtual Environments. , 2018, , .		16
208	Warping Deixis. , 2019, , .		16
209	Wearable RemoteFusion: A Mixed Reality Remote Collaboration System with Local Eye Gaze and Remote Hand Gesture Sharing. , 2019, , .		16
210	MagicBook. , 2001, , .		16
211	Senior-friendly technologies. , 2010, , .		15
212	AR-based Video-Mediated Communication: A Social Presence Enhancing Experience. , 2012, , .		15
213	Evaluating the Effects of Realistic Communication Disruptions in VR Training for Aerial Firefighting. , 2018, , .		15
214	An MR Remote Collaborative Platform Based on 3D CAD Models for Training in Industry. , 2019, , .		15
215	AffectivelyVR: Towards VR Personalized Emotion Recognition. , 2020, , .		15
216	Interactive theatre experience in embodied + wearable mixed reality space. , 0, , .		14

#	ARTICLE	IF	CITATIONS
217	The use of dense stereo range data in augmented reality. , 0, , .		14
218	AntarcticAR: An outdoor AR experience of a virtual tour to Antarctica. , 2013, , .		14
219	Social panoramas. , 2014, , .		14
220	HandsInTouch. , 2018, , .		14
221	Development of a Multi-Sensory Virtual Reality Training Simulator for Airborne Firefighters Supervising Aerial Wildfire Suppression. , 2018, , .		14
222	eyemR-Vis: Using Bi-Directional Gaze Behavioural Cues to Improve Mixed Reality Remote Collaboration. , 2021, , .		14
223	Mobile Collaborative Augmented Reality. , 2011, , 1-19.		14
224	Usability testing of augmented/mixed reality systems. , 2008, , .		14
225	Assessing the Relationship between Cognitive Load and the Usability of a Mobile Augmented Reality Tutorial System: A Study of Gender Effects. International Journal of Assessment Tools in Education, 2019, 6, 378-395.	0.4	14
226	Coeno. , 2005, , .		13
227	Human Robot Collaboration: An Augmented Reality Approach“ A Literature Review and Analysis. , 2007, , .		13
228	Hands and speech in space. , 2013, , .		13
229	Enhancing First-Person View Task Instruction Videos with Augmented Reality Cues. , 2020, , .		13
230	The VirBot: a virtual reality robot driven with multimodal commands. Expert Systems With Applications, 1998, 15, 413-419.	4.4	12
231	AR tennis. , 2006, , .		12
232	Multimodal Metric Study for Human-Robot Collaboration. , 2008, , .		12
233	Local Descriptor by Zernike Moments for Real-Time Keypoint Matching. , 2008, , .		12
234	Collaborating with a Mobile Robot: An Augmented Reality Multimodal Interface. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2008, 41, 15595-15600.	0.4	12

#	ARTICLE	IF	CITATIONS
235	Free-hand interaction for handheld augmented reality using an RGB-depth camera. , 2013, , .		12
236	User Defined Gestures for Augmented Virtual Mirrors. , 2015, , .		12
237	Sharing Manipulated Heart Rate Feedback in Collaborative Virtual Environments. , 2019, , .		12
238	A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools. , 2019, , .		12
239	Aerial firefighter radio communication performance in a virtual training system: radio communication disruptions simulated in VR for Air Attack Supervision. Visual Computer, 2021, 37, 63-76.	2.5	12
240	ShowMeAround: Giving Virtual Tours Using Live 360 Video. , 2021, , .		12
241	Designing Individualised Virtual Reality Applications for Supporting Depression: A Feasibility Study. , 2021, , .		12
242	Navigation Techniques in Augmented and Mixed Reality: Crossing the Virtuality Continuum. , 2011, , 379-407.		12
243	Adding intelligence to the interface. , 1996, , .		11
244	Game-City: a ubiquitous large area multi-interface mixed reality game space for wearable computers. , 0, , .		11
245	Augmented reality and rigid body simulation for edutainment. , 2008, , .		11
246	Poster: Physically-based natural hand and tangible AR interaction for face-to-face collaboration on a tabletop. , 2012, , .		11
247	Interaction techniques for HMD-HHD hybrid AR systems. , 2013, , .		11
248	A Study of User Perception, Interface Performance, and Actual Usage of Mobile Pedestrian Navigation Aides. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1958-1962.	0.2	11
249	Comparing pointing and drawing for remote collaboration. , 2013, , .		11
250	Using 3D hand gestures and touch input for wearable AR interaction. , 2014, , .		11
251	Vision-Based Technique and Issues for Multimodal Interaction in Augmented Reality. , 2015, , .		11
252	TeachAR: An Interactive Augmented Reality Tool for Teaching Basic English to Non-native Children. , 2016, , .		11

#	ARTICLE	IF	CITATIONS
253	Attention Redirection Using Binaurally Spatialised Cues Delivered Over a Bone Conduction Headset. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1534-1538.	0.2	11
254	User Evaluation of Hand Gestures for Designing an Intelligent In-Vehicle Interface. Lecture Notes in Computer Science, 2017, , 104-121.	1.0	11
255	[POSTER] Mutually Shared Gaze in Augmented Video Conference. , 2017, , .		11
256	ZenG. , 2019, , .		11
257	User experience design for a smart-mirror-based personalized training system. Multimedia Tools and Applications, 2021, 80, 31159-31181.	2.6	11
258	SecondSight: A Framework for Cross-Device Augmented Reality Interfaces. , 2021, , .		11
259	Mobile Architectural Augmented Reality. , 2009, , 93-104.		11
260	The Impact of Remote Userâ€™s Role in a Mixed Reality Mixed Presence System. , 2019, , .		11
261	DiVRsify: Break the Cycle and Develop VR for Everyone. IEEE Computer Graphics and Applications, 2021, 41, 133-142.	1.0	11
262	A loose and sketchy approach in a mediated reality environment. , 2005, , .		10
263	AR Tennis. , 2006, , .		10
264	In-place Augmented Reality. , 2008, , .		10
265	Experiments in mobile spatial audio-conferencing. , 2008, , .		10
266	Free-hand Gesture Interfaces for an Augmented Exhibition Podium. , 2015, , .		10
267	An Augmented Reality Guide for Assisting Forklift Operation. , 2016, , .		10
268	Speech Emotion Recognition â€™in the Wildâ€™ Using an Autoencoder. , 0, , .		10
269	Shared space. , 1999, , .		10
270	Seeing is believing: AR-assisted blind area assembly to support handâ€™eye coordination. International Journal of Advanced Manufacturing Technology, 2022, 119, 8149-8158.	1.5	10

#	ARTICLE	IF	CITATIONS
271	Multitouch interaction for Tangible User Interfaces. , 2009, , .		9
272	In-Place Augmented Reality. Virtual Reality, 2011, 15, 201-212.	4.1	9
273	Understanding handicapping for balancing exertion games. , 2013, , .		9
274	Estimating Gaze Depth Using Multi-Layer Perceptron. , 2017, , .		9
275	Towards optimization of mid-air gestures for in-vehicle interactions. , 2017, , .		9
276	Narrative and Spatial Memory for Jury Viewings in a Reconstructed Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2917-2926.	2.9	9
277	Designing an Augmented Reality Multimodal Interface for 6DOF Manipulation Techniques. Advances in Intelligent Systems and Computing, 2019, , 309-322.	0.5	9
278	Model Augmented Reality Curriculum. , 2020, , .		9
279	Real-time 3D interaction for augmented and virtual reality. , 2002, , .		8
280	Depth cues for augmented reality stakeout. , 2006, , .		8
281	Advances in Tangible Interaction and Ubiquitous Virtual Reality. IEEE Pervasive Computing, 2008, 7, 90-96.	1.1	8
282	Spatial Auditory Interface for an Embedded Communication Device in a Car. , 2008, , .		8
283	A Sensor-Based Interaction for Ubiquitous Virtual Reality Systems. , 2008, , .		8
284	Pen and paper techniques for physical customisation of tabletop interfaces. , 2008, , .		8
285	Expressive MPEG-4 Facial Animation Using Quadratic Deformation Models. , 2010, , .		8
286	Really, it's for your own good...making augmented reality navigation tools harder to use. , 2014, , .		8
287	Rapid Prototyping for Wearables. , 2015, , .		8
288	6DoF input for hololens using vive controller. , 2017, , .		8

#	ARTICLE	IF	CITATIONS
289	The Potential of Augmented Reality for Computer Science Education. , 2018, , .		8
290	The Effect of Immersive Displays on Situation Awareness in Virtual Environments for Aerial Firefighting Air Attack Supervisor Training. , 2018, , .		8
291	Adventures in Hologram Space: Exploring the Design Space of Eye-to-eye Volumetric Telepresence. , 2019, , .		8
292	Interaction Design for Tangible Augmented Reality Applications. , 2007, , 261-282.		8
293	User Behaviour Analysis of Mixed Reality Remote Collaboration with a Hybrid View Interface. , 2020, , .		8
294	Transitional Interfaces in Mixed and Cross-Reality: A new frontier?. , 2021, , .		8
295	A Neurophysiological Approach for Measuring Presence in Immersive Virtual Environments. , 2020, , .		8
296	Emotion Recognition in Conversations Using Brain and Physiological Signals. , 2022, , .		8
297	A step towards a multimodal AR interface: a new handheld device for 3D interaction. , 2005, , .		7
298	An Adaptable Rear-Projection Screen Using Digital Pens And Hand Gestures. , 2007, , .		7
299	Human-Centered Development of an AR Handheld Display. , 2007, , .		7
300	Evaluating visual search performance with a multi layer display. , 2008, , .		7
301	Directional interfaces for wearable augmented reality. , 2008, , .		7
302	Facial Expression Representation Using a Quadratic Deformation Model. , 2009, , .		7
303	Evaluation of Tangible User Interfaces for Desktop AR. , 2010, , .		7
304	A user study on the Snap-To-Feature interaction method. , 2011, , .		7
305	Wearable Computing from Jewels to Joules [Guest editors' introduction]. IEEE Pervasive Computing, 2014, 13, 20-22.	1.1	7
306	Using augmented reality to assist forklift operation. , 2016, , .		7

#	ARTICLE	IF	CITATIONS
307	Exploring mixed-scale gesture interaction. , 2017, , .		7
308	He who hesitates is lost (...in thoughts over a robot). , 2018, , .		7
309	Sharing Emotion by Displaying a Partner Near the Gaze Point in a Telepresence System. , 2019, , .		7
310	AR Tips: Augmented First-Person View Task Instruction Videos. , 2019, , .		7
311	Optical-Reflection Type 3D Augmented Reality Mirrors. , 2019, , .		7
312	Extended Reality for Midwifery Learning: MR VR Demonstration. , 2019, , .		7
313	Gaze window: A new gaze interface showing relevant content close to the gaze point. Journal of the Society for Information Display, 2020, 28, 979-996.	0.8	7
314	NapWell: An EOG-based Sleep Assistant Exploring the Effects of Virtual Reality on Sleep Onset. Virtual Reality, 2022, 26, 437-451.	4.1	7
315	A REVIEW OF 3D GESTURE INTERACTION FOR HANDHELD AUGMENTED REALITY. Jurnal Teknologi (Sciences) Tj ETQo1 1 0.784314 rg	0.3	7
316	Leveraging Enhanced Virtual Reality Methods and Environments for Efficient, Intuitive, and Immersive Teleoperation of Robots. , 2021, , .		7
317	360Drops: Mixed Reality Remote Collaboration using 360 Panoramas within the 3D Scene*. , 2019, , .		7
318	OmniGlobeVR. , 2020, , .		7
319	Using Facial Micro-Expressions in Combination With EEG and Physiological Signals for Emotion Recognition. Frontiers in Psychology, 0, 13, .	1.1	7
320	Information visualization and interaction techniques for collaboration across multiple displays. , 2006, , .		6
321	Face to face with the white rabbit - sharing ideas in Second Life. , 2008, , .		6
322	Tangible Interfaces for Ambient Augmented Reality Applications. , 2010, , 281-302.		6
323	Contextual information access with Augmented Reality. , 2010, , .		6
324	Markerless 3D gesture-based interaction for handheld Augmented Reality interfaces. , 2013, , .		6

#	ARTICLE	IF	CITATIONS
325	Do You Know What I Mean? An MR-Based Collaborative Platform. , 2018, , .		6
326	Sharing and Augmenting Emotion in Collaborative Mixed Reality. , 2018, , .		6
327	SnapChart: an Augmented Reality Analytics Toolkit to Enhance Interactivity in a Collaborative Environment. , 2019, , .		6
328	A Review of Hyperscanning and Its Use in Virtual Environments. Informatics, 2020, 7, 55.	2.4	6
329	Intelligent Augmented Reality Tutoring for Physical Tasks with Medical Professionals. Lecture Notes in Computer Science, 2017, , 450-454.	1.0	6
330	A review on communication cues for augmented reality based remote guidance. Journal on Multimodal User Interfaces, 2022, 16, 239-256.	2.0	6
331	Experiments in spatial mobile audio-conferencing. , 2007, , .		5
332	Developing mobile phone AR applications using J2ME. , 2008, , .		5
333	Ego- and Exocentric interaction for mobile AR conferencing. , 2013, , .		5
334	Classifying users of mobile pedestrian navigation tools. , 2013, , .		5
335	A projected augmented reality system for remote collaboration. , 2013, , .		5
336	[DEMO] G-SIAR: Gesture-speech interface for augmented reality. , 2014, , .		5
337	In-Place Sketching for Augmented Reality Games. Computers in Entertainment, 2014, 12, 1-18.	1.2	5
338	A combination of static and stroke gesture with speech for multimodal interaction in a virtual environment. , 2015, , .		5
339	Medical learning murmurs simulation with mobile audible augmented reality. , 2016, , .		5
340	Augmented reality annotation for social video sharing. , 2016, , .		5
341	Holding Virtual Objects Using a Tablet for Tangible 3D Sketching in VR. , 2019, , .		5
342	Measuring Human Trust in a Virtual Assistant using Physiological Sensing in Virtual Reality. , 2020, , .		5

#	ARTICLE	IF	CITATIONS
343	A Constrained Path Redirection for Passive Haptics. , 2020, , .		5
344	eyemR-Vis: A Mixed Reality System to Visualise Bi-Directional Gaze Behavioural Cues Between Remote Collaborators. , 2021, , .		5
345	XRTB: A Cross Reality Teleconference Bridge to incorporate 3D interactivity to 2D Teleconferencing. , 2021, , .		5
346	Manipulating Avatars for Enhanced Communication in Extended Reality. , 2021, , .		5
347	Spatial Perception Enhancement in Assembly Training Using Augmented Volumetric Playback. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	2.5	5
348	Cognitive load considerations for Augmented Reality in network security training. <i>Computers and Graphics</i> , 2022, 102, 566-591.	1.4	5
349	TMAR: Extension of a Tabletop Interface Using Mobile Augmented Reality. <i>Lecture Notes in Computer Science</i> , 2008, , 96-106.	1.0	5
350	Using Freeze Frame and Visual Notifications in an Annotation Drawing Interface for Remote Collaboration. <i>KSII Transactions on Internet and Information Systems</i> , 2018, 12, .	0.7	5
351	WizardOfVR: An Emotion-Adaptive Virtual Wizard Experience. , 2021, , .		5
352	Tangible Teleconferencing. <i>Lecture Notes in Computer Science</i> , 2004, , 143-152.	1.0	4
353	OSGARToolKit. , 2005, , .		4
354	Accounting for user familiarity in user interfaces. , 2006, , .		4
355	Facial caricature generation using a quadratic deformation model. , 2009, , .		4
356	Automatic zooming interface for tangible augmented reality applications. , 2012, , .		4
357	A component based framework for mobile outdoor AR applications. , 2013, , .		4
358	[Poster] View independence in remote collaboration using AR. , 2014, , .		4
359	CoSense. , 2015, , .		4
360	Enhancing Immersive Cinematic Experience with Augmented Virtuality. , 2016, , .		4

#	ARTICLE	IF	CITATIONS
361	Is It in Your Eyes? Explorations in Using Gaze Cues for Remote Collaboration. , 2016, , 177-199.		4
362	Visual Cues to Reorient Attention from Head Mounted Displays. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1574-1578.	0.2	4
363	Using visual and spatial cues to represent social contacts in AR. , 2017, , .		4
364	Supporting Visual Annotation Cues in a Live 360 Panorama-based Mixed Reality Remote Collaboration. , 2019, , .		4
365	Neurophysiological Effects of Presence in Calm Virtual Environments. , 2020, , .		4
366	Data in Social Network Analysis. Lecture Notes in Computer Science, 2009, , 134-149.	1.0	4
367	lâ€™m tired of demos: an adaptive MR remote collaborative platform. , 2019, , .		4
368	NeuralDrum: Perceiving Brain Synchronicity in XR Drumming. , 2020, , .		4
369	An AR/TUI-supported Debugging Teaching Environment. , 2019, , .		4
370	Creating high fidelity 360° virtual reality with high dynamic range spherical panorama images. Virtual Creativity, 2019, 9, 73-109.	0.2	4
371	Combining Photoplethysmography and Ballistocardiography to Address Voluntary Head Movements in Heart Rate Monitoring. IEEE Access, 2020, 8, 226224-226239.	2.6	4
372	Using the Visuo-Haptic Illusion to Perceive and Manipulate Different Virtual Objects in Augmented Reality. IEEE Access, 2021, 9, 143782-143794.	2.6	4
373	Assessing the Suitability and Effectiveness of Mixed Reality Interfaces for Accurate Robot Teleoperation. , 2020, , .		4
374	Octopus Sensing: A Python library for human behavior studies. Journal of Open Source Software, 2022, 7, 4045.	2.0	4
375	The structure of acetylarsenocholine bromide. Acta Crystallographica Section C: Crystal Structure Communications, 1989, 45, 1306-1309.	0.4	3
376	More sketchy, more AR, more fun!. , 2005, , .		3
377	Motion capturing empowered interaction with a virtual agent in an Augmented Reality environment. , 2013, , .		3
378	Sound sample detection and numerosity estimation using auditory display. ACM Transactions on Applied Perception, 2013, 10, 1-18.	1.2	3

#	ARTICLE	IF	CITATIONS
379	A Non-linear Mapping Technique for Bare-hand Interaction in Large Virtual Environments. , 2015, , .		3
380	Understanding the everyday use of head-worn computers. , 2015, , .		3
381	[POSTER] The Social AR Continuum: Concept and User Study. , 2017, , .		3
382	Band of Brothers and Bolts: Caring About Your Robot Teammate. , 2018, , .		3
383	The effect of video placement in AR conferencing applications. , 2018, , .		3
384	Less is More: Using Spatialized Auditory and Visual Cues for Target Acquisition in a Real-World Search Task. , 2019, , .		3
385	First Contact â€œ Take 2: Using XR technology as a bridge between MÄori, PÄkehÄ and people from other cultures in Aotearoa, New Zealand. Virtual Creativity, 2021, 11, 67-90.	0.2	3
386	Towards Understanding Physiological Responses to Emotional Autobiographical Memory Recall in Mobile VR Scenarios. , 2021, , .		3
387	Fighting Technology Dumb Down: Our Cognitive Capacity for Effortful AR Navigation Tools. Lecture Notes in Computer Science, 2014, , 525-536.	1.0	3
388	Lunar Surface Collaborative Browsing System for Science Museum Exhibitions. Lecture Notes in Computer Science, 2010, , 34-43.	1.0	3
389	Inventing the future down under. Computer Graphics, 2005, 39, 18-23.	0.1	3
390	Is This My Phone? Operating a Physical Smartphone in Virtual Reality. , 2020, , .		3
391	LivePhantom: Retrieving Virtual World Light Data to Real Environments. PLoS ONE, 2016, 11, e0166424.	1.1	3
392	Mobile Phone Based Augmented Reality. , 2007, , 90-109.		3
393	A Client/Server Architecture for Augmented Assembly on Mobile Phones. , 0, , 1-16.		3
394	Augmented Reality Interfaces in Human Computation Systems. , 2013, , 317-331.		3
395	Developing a Model Augmented Reality Curriculum. , 2020, , .		3
396	Effects of interacting with facial expressions and controllers in different virtual environments on presence, usability, affect, and neurophysiological signals. International Journal of Human Computer Studies, 2022, 160, 102762.	3.7	3

#	ARTICLE	IF	CITATIONS
397	Designing and Implementing Individualized VR for Supporting Depression. , 2022, , .		3
398	Using Speech to Visualise Shared Gaze Cues in MR Remote Collaboration. , 2022, , .		3
399	Jamming in MR: Towards Real-Time Music Collaboration in Mixed Reality. , 2022, , .		3
400	Supporting Jury Understanding of Expert Evidence in a Virtual Environment. , 2022, , .		3
401	VR [we are] Training - Workshop on Collaborative Virtual Training for Challenging Contexts. , 2022, , .		3
402	RalTIn: Radar-Based Identification for Tangible Interactions. , 2022, , .		3
403	Total VREcall. , 2022, 6, 1-21.		3
404	The best of two worlds: merging virtual and real for face to face collaboration. , 2001, , .		2
405	Accelerating Template-Based Matching on the GPU for AR Applications. , 2007, , .		2
406	Editorial: special issue on augmented reality. Virtual Reality, 2011, 15, 97-98.	4.1	2
407	Assistive techniques for precise touch interaction in handheld augmented reality environments. , 2012, , .		2
408	Preface: A message from the symposium chairs. , 2012, , .		2
409	KITE: Platform for mobile Augmented Reality gaming and interaction using magnetic tracking and depth sensing. , 2013, , .		2
410	Visiting a milk factory without gumboots: Students' attitudes towards a virtual field trip. , 2013, , .		2
411	A component based framework for mobile outdoor AR applications. , 2013, , .		2
412	Poster: Markerless fingertip-based 3D interaction for handheld augmented reality in a small workspace. , 2013, , .		2
413	[Poster] Social panoramas using wearable computers. , 2014, , .		2
414	Mobile audible AR experience for medical learning murmurs simulation. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
415	The Future of Books and Reading in HCI. , 2016, , .		2
416	Automated enabling of head mounted display using gaze-depth estimation. , 2017, , .		2
417	Filtering Shared Social Data in AR. , 2018, , .		2
418	Inter-Brain Connectivity: Comparisons between Real and Virtual Environments using Hyperscanning. , 2019, , .		2
419	Merging Live and Static 360 Panoramas Inside a 3D Scene for Mixed Reality Remote Collaboration. , 2019, , .		2
420	Empathic Computing and Human Robot Interaction. , 2021, , .		2
421	Immersive Inclusivity at CHI: Design and Creation of Inclusive User Interactions Through Immersive Media. , 2021, , .		2
422	Adapting Fittsâ€™ Law and N-Back to Assess Hand Proprioception. , 2021, , .		2
423	Rapid Prototyping of XR Experiences. , 2021, , .		2
424	Connecting the Brains via Virtual Eyes : Eye-Gaze Directions and Inter-brain Synchrony in VR. , 2021, , .		2
425	A Hybrid 2D-3D Tangible Interface for Virtual Reality. , 2021, , .		2
426	Simulator Sickness in Mobile Spatial Sound Spaces. Lecture Notes in Computer Science, 2010, , 287-305.	1.0	2
427	This Land AR: an Australian Music and Sound XR Installation. , 2019, , .		2
428	A Dynamic Programming Approach to Maximizing Tracks for Structure from Motion. Lecture Notes in Computer Science, 2010, , 1-10.	1.0	2
429	Binaural Spatialisation Over a Bone Conduction Headset: Elevation Perception. , 0, , .		2
430	Feel it: Using Proprioceptive and Haptic Feedback for Interaction with Virtual Embodiment. , 2020, , .		2
431	Usability Considerations of Hand Held Augmented Reality Wiring Tutors. , 2020, , .		2
432	ARinVR: Bringing Mobile AR into VR. , 2021, , .		2

#	ARTICLE	IF	CITATIONS
433	eyemR-Talk: Using Speech to Visualise Shared MR Gaze Cues. , 2021, , .		2
434	Jitsi360: Using 360 Images for Live Tours. , 2022, , .		2
435	HapticProxy: Providing Positional Vibrotactile Feedback on a Physical Proxy for Virtual-Real Interaction in Augmented Reality. International Journal of Human-Computer Interaction, 2023, 39, 449-463.	3.3	2
436	A Tangible Augmented Reality Programming Learning Environment for Textual Languages. , 2022, , .		2
437	Special Issue on Wearable Computing. Personal and Ubiquitous Computing, 2002, 6, 1-2.	1.9	1
438	A Quadratic Deformation Model for Facial Expression Recognition. , 2009, , .		1
439	CAVIAR - a visualization tool to enable emergency management. , 2009, , .		1
440	Rendering and animating expressive caricatures. , 2010, , .		1
441	Transform flow: A mobile augmented reality visualisation and evaluation toolkit. , 2013, , .		1
442	Building mobile AR applications using the outdoor AR library. , 2013, , .		1
443	Tag Clouds for Software and Information Visualisation. , 2013, , .		1
444	Adaptive Interpupillary Distance Adjustment for Stereoscopic 3D Visualization. , 2013, , .		1
445	Hybrid Tracking using Gravity Aligned Edges. , 2013, , .		1
446	Evaluating a SLAM-based handheld augmented reality guidance system. , 2014, , .		1
447	Collaboration in Mediated and Augmented Reality (CiMAR) Summary. , 2015, , .		1
448	An augmented exhibition podium with free-hand gesture interfaces. , 2015, , .		1
449	Message from the Doctoral Consortium Chairs. , 2015, , .		1
450	Augmented reality using high fidelity spherical panorama with HDRI. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
451	A Low Cost Optical See-Through HMD - Do-It-Yourself. , 2016, , .		1
452	PepperGram with interactive control. , 2016, , .		1
453	A Study in Virtual Navigation Cues for Forklift Operators. , 2016, , .		1
454	Exhibition approach using an AR and VR pillar. , 2017, , .		1
455	Multi-scale gestural interaction for augmented reality. , 2017, , .		1
456	Design of a wearable system for 3D data acquisition and reconstruction for tree climbers. , 2017, , .		1
457	3rd Virtual and Augmented Reality for Good (VAR4Good) Workshop. , 2018, , .		1
458	Demonstrating Emotion Sharing and Augmentation in Cooperative Virtual Reality Games. , 2018, , .		1
459	A generalized, rapid authoring tool for intelligent tutoring systems. , 2018, , .		1
460	Creative Immersive AI:Emerging Challenges and Opportunities forCreative Applications of AI in Immersive Media. , 2021, , .		1
461	Identifying Human Factors for Remote Guidance on Physical Tasks. Lecture Notes in Computer Science, 2021, , 271-283.	1.0	1
462	Understanding AR inside and out --- Part Two. , 2020, , .		1
463	No more wimps. , 2003, , .		1
464	"Chinese Whispers". , 2008, , .		1
465	Exploring the Value of Shared Experience in Augmented Reality Games. Communications in Computer and Information Science, 2020, , 462-469.	0.4	1
466	Eye-gaze, inter-brain synchrony, and collaborative VR in conjunction with online counselling: A pilot study. , 2021, , .		1
467	Simultaneous Real Walking and Asymmetric Input in Virtual Reality with a Smartphone-based Hybrid Interface. , 2021, , .		1
468	Perceptions of Integrating Augmented Reality into Network Cabling Tutors. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
469	A Natural Interaction Paradigm to Facilitate Cardiac Anatomy Education using Augmented Reality and a Surgical Metaphor. , 2022, , .		1
470	Rapid prototyping for XR. , 2021, , .		1
471	Empathic Skills Training in Virtual Reality: A Scoping Review. , 2022, , .		1
472	WireAR - legacy applications in augmented reality. , 0, , .		0
473	Return to reality. , 2003, , .		0
474	An Augmented Reality Human-Robot Collaboration System. , 0, , .		0
475	Generating and rendering expressive caricatures. , 2010, , .		0
476	Message from the symposium chairs. , 2011, , .		0
477	Augmented reality micromachines. , 2011, , .		0
478	Poster: Manipulation techniques of 3D objects represented as multi-viewpoint images in a 3D scene. , 2012, , .		0
479	Poster: AR-based social presence enhancement in video-chat communication. , 2012, , .		0
480	BOF. , 2012, , .		0
481	The Effectiveness of Different Levels of Visual Vividness in Delivering Information to Mobile Phone Users. , 2012, , .		0
482	General chair. , 2013, , .		0
483	Using the S-PI Algorithm for Interaction in Augmented Reality. , 2013, , .		0
484	Weighted integral rotation and translation for touch interaction. , 2013, , .		0
485	Welcome to the twelfth IEEE and ACM international symposium on mixed and augmented reality (ISMAR) Tj ETQq1 1 0.784314 rgBT 0		0
486	General chairs. , 2013, , .		0

#	ARTICLE	IF	CITATIONS
487	Symposium chair message. , 2013, , .		0
488	If Reality Bites, Bite Back Virtually. , 2013, , .		0
489	Designing a NUI Workstation for Courier Dispatcher Command and Control Task Management. , 2013, , .		0
490	Collaboration in mediated and augmented reality. , 2014, , .		0
491	Digitally Enhanced Reality. IEEE Pervasive Computing, 2015, 14, 20-21.	1.1	0
492	Extending HMD by chest-worn 3D camera for AR annotation. , 2015, , .		0
493	Augmented reality using high fidelity spherical panorama with HDRI. , 2015, , .		0
494	The Glass Class. , 2015, , .		0
495	Workshop on Collaborative Mixed Reality Environments (CoMiRE) Summary. , 2016, , .		0
496	AR social continuum. , 2017, , .		0
497	Workshop on augmented reality for good. , 2017, , .		0
498	Filtering 3D Shared Surrounding Environments by Social Proximity in AR. , 2018, , .		0
499	The Effect of AR Based Emotional Interaction Among Personified Physical Objects in Manual Operation. , 2018, , .		0
500	Demonstrating Emotion Sharing and Augmentation in Cooperative Virtual Reality Games. , 2018, , .		0
501	TEAMMATE: A Scalable System for Measuring Affect in Human-Machine Teams. , 2018, , .		0
502	User virtual costume visualisation in an augmented virtuality immersive cinematic environment. , 2018, , .		0
503	Foreword to the Special Section on SVR 2018. Computers and Graphics, 2018, 77, A7-A8.	1.4	0
504	Filtering Mechanisms of Shared Social Surrounding Environments in AR. , 2019, , .		0

#	ARTICLE	IF	CITATIONS
505	SecondSight: Demonstrating Cross-Device Augmented Reality. , 2021, , .		0
506	Human Factors Issues in Augmented Reality. , 2006, , .		0
507	Proposal for the 4th Workshop on Mobile Gaming, Mobile Life “ Interweaving the Virtual and the Real. Lecture Notes in Computer Science, 2012, , 549-552.	1.0	0
508	A Bone Conduction Based Spatial Auditory Display as Part of a Wearable Hybrid Interface. , 0, , .		0
509	Special Issue on Highlights of ACM Intelligent User Interface (IUI) 2018. ACM Transactions on Interactive Intelligent Systems, 2020, 10, 1-3.	2.6	0
510	Usage and Effect of Eye Tracking in Remote Guidance. , 2020, , .		0
511	Improving User Experience in Augmented Reality Mirrors with 3D Displays. Lecture Notes in Computer Science, 2020, , 642-653.	1.0	0
512	Rapid Prototyping for AR/VR Experiences. , 2020, , .		0
513	A User Study of a Gaze Window User Interface. , 2020, , .		0
514	Pressure-sketch: a tablet-based design system in immersive VR. Virtual Reality, 0, , 1.	4.1	0
515	Editorial: Virtual Reality and Mental Health: Opportunities to Advance Research and Practice. Frontiers in Virtual Reality, 2022, 3, .	2.5	0
516	VR-Wizard: Towards an Emotion-Adaptive Experience in VR. , 2021, , .		0
517	VRTwitch: Enabling Micro-motions in VR with Radar Sensing. , 2021, , .		0
518	Interactive Tables. , 0, , 266-287.		0