

Perceptual Issues in the Use of Head-Mounted Visual D

Human Factors

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Head-Worn Displays: A Review. <i>Journal of Display Technology</i> , 2006, 2, 199-216.	1.3	399
2	Visual suppression of monocularly presented symbology against a fused background in a simulation and training environment. , 2006, , .		2
3	Binocular Rivalry and Attention in Helmet-Mounted Display Applications. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2006, 50, 2061-2065.	0.2	4
4	Motion Sickness, Console Video Games, and Head-Mounted Displays. <i>Human Factors</i> , 2007, 49, 920-934.	2.1	188
5	Effects of Field-of-View Restrictions on Speed and Accuracy of Manoeuvring. <i>Perceptual and Motor Skills</i> , 2007, 105, 1245-1256.	0.6	22
6	Depth of Focus and Visual Recognition of Imagery Presented on Simultaneously Viewed Displays: Implications for Head-Mounted Displays. <i>Human Factors</i> , 2007, 49, 907-919.	2.1	7
7	Binocular Rivalry and Head-Worn Displays. <i>Human Factors</i> , 2007, 49, 1083-1096.	2.1	37
8	A Survey of 3DTV Displays: Techniques and Technologies. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2007, 17, 1647-1658.	5.6	187
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12	Locomotion through a Complex Environment with Limited Field-of-View. <i>Perceptual and Motor Skills</i> , 2008, 107, 811-826.	0.6	1
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15	Multisensory Integration with a Head-Mounted Display: Sound Delivery and Self-Motion. <i>Human Factors</i> , 2008, 50, 789-800.	2.1	15
16	Motion Sickness and Postural Sway in Console Video Games. <i>Human Factors</i> , 2008, 50, 322-331.	2.1	111
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18	Training Robust Decision Making in Immersive Environments. <i>Journal of Cognitive Engineering and Decision Making</i> , 2009, 3, 331-361.	0.9	33

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19	Near-to-Eye Display—An Accessory for Handheld Multimedia Devices: Subjective Studies. <i>Journal of Display Technology</i> , 2009, 5, 358-367.	1.3	15
20	<i>Review Paper:</i> Human factors of stereo displays: An update. <i>Journal of the Society for Information Display</i> , 2009, 17, 987-996.	0.8	84
21	Immersive stereo displays, intuitive reasoning, and cognitive engineering. <i>Journal of the Society for Information Display</i> , 2009, 17, 443-448.	0.8	34
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24	54.4: Stereoscopic Depth Perception and Interocular Luminance Differences. <i>Digest of Technical Papers SID International Symposium</i> , 2009, 40, 815-818.	0.1	3
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