

CITATION REPORT

List of articles citing

Cyber-commons

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Communications of the ACM, 2008, 51, 82-85.

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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.

#	Paper	IF	Citations
24	Optimal Pricing and Permissions Strategy for Virtual Good Creators in Second Life. <i>SSRN Electronic Journal</i> , 2008 ,	1	1
23	Halting HIV/AIDS with avatars and havatars: a virtual world approach to modelling epidemics. <i>BMC Public Health</i> , 2009 , 9 Suppl 1, S13	4.1	9
22	Open Education and the Open Science Economy. <i>Yearbook of the National Society for the Study of Education</i> , 2009 , 108, 203-225		10
21	Enabling high resolution collaborative visualization in display rich virtual organizations. <i>Future Generation Computer Systems</i> , 2009 , 25, 161-168	7.5	20
20	Real-World Opportunities for Virtual- World Project Management. <i>IT Professional</i> , 2009 , 11, 34-41	1.9	12
19	Chapter 2 Advances in Computer Displays. <i>Advances in Computers</i> , 2009 , 77, 57-77	2.9	4
18	Openness, Web 2.0 Technology, and Open Science. <i>Policy Futures in Education</i> , 2010 , 8, 567-574	0.9	7
17	Editorial: The Emergence of the Global Science System and the Promise of Openness. <i>Educational Philosophy and Theory</i> , 2011 , 43, 1013-1019	0.9	2
16	Enabling multi-user interaction in large high-resolution distributed environments. <i>Future Generation Computer Systems</i> , 2011 , 27, 914-923	7.5	15
15	Scalability in manufacturing systems design and operation: State-of-the-art and future developments roadmap. <i>CIRP Annals - Manufacturing Technology</i> , 2013 , 62, 751-774	4.9	123
14	User-aware Distributed User Interface for Tiled-display Environments. 2014 ,		
13	Interdisciplinary immersive analytics at the electronic visualization laboratory: Lessons learned and upcoming challenges. 2016 ,		14
12	Toward natural multi-user interaction in advanced collaborative display environments. <i>Future Generation Computer Systems</i> , 2016 , 54, 313-325	7.5	1
11	Immersive Street-level Social Media in the 3D Virtual City. 2017 ,		12
10	Hybrid campus art. 2017 ,		3
9	Immersive Analytics Lessons From the Electronic Visualization Laboratory: A 25-Year Perspective. <i>IEEE Computer Graphics and Applications</i> , 2019 , 39, 54-66	1.7	9
8	Stepping Out of the Classroom. <i>International Journal of Virtual and Personal Learning Environments</i> , 2020 , 10, 1-23	0.8	3

7	Collaborative Immersive Analytics. <i>Lecture Notes in Computer Science</i> , 2018 , 221-257	0.9	25
6	Visualization of Large-Scale Distributed Data. <i>Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series</i> , 242-274	0.4	1
5	Towards User-Aware Multi-touch Interaction Layer for Group Collaborative Systems. <i>Lecture Notes in Computer Science</i> , 2013 , 200-212	0.9	
4	Web 2.0 and Interactive Systems. 29-66		1
3	Open Education and the Open Science Economy. <i>Teachers College Record</i> , 2009 , 111, 203-225	0.9	
2	XVCollab: An Immersive Analytics Tool for Asymmetric Collaboration across the Virtuality Spectrum. 2022 ,		0
1	Stepping Out of the Classroom. 2022 , 170-195		0