

Mixed prototyping with configurable physical archetyp product interfaces

Computers in Industry

64, 310-323

DOI: [10.1016/j.compind.2012.11.010](https://doi.org/10.1016/j.compind.2012.11.010)

Citation Report

#	ARTICLE	IF	CITATIONS
1	Low Cost Mixed Reality System Using Projectors for Evaluation of Product Design (Shape and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 742		
2	A framework for concept validation in product design using digital prototyping. Journal of Industrial and Production Engineering, 2014, 31, 286-302.	3.1	4
3	Effects of device obtrusion and tool-hand misalignment on user performance and stiffness perception in visuo-haptic mixed reality. International Journal of Human Computer Studies, 2014, 72, 846-859.	5.6	9
4	Eye Tracking Based Experimental Study on Basic Digital Control Panel Usability. , 2016, , .		0
5	A VR system for the exploitation of underwater archaeological sites. , 2016, , .		5
6	Prototyping in New Product Development: Strategy Considerations. Procedia CIRP, 2016, 50, 117-122.	1.9	28
7	Suitability of virtual prototypes to support human factors/ergonomics evaluation during the design. Applied Ergonomics, 2016, 56, 11-18.	3.1	115
8	An Evaluation Methodology for Design Concept Communication Using Digital Prototypes. Journal of Mechanical Design, Transactions of the ASME, 2016, 138, .	2.9	4
9	Design prototyping methods: state of the art in strategies, techniques, and guidelines. Design Science, 2017, 3, .	2.1	147
10	User-centered design of a Virtual Museum system: a case study. Lecture Notes in Mechanical Engineering, 2017, , 155-165.	0.4	5
11	Mixed prototypes for the evaluation of usability and user experience: simulating an interactive electronic device. Virtual Reality, 2019, 23, 197-211.	6.1	9
12	Determining fidelity of mixed prototypes: Effect of media and physical interaction. Applied Ergonomics, 2019, 80, 111-118.	3.1	13
13	Digital Twin and Virtual Reality and Augmented Reality/Mixed Reality. , 2019, , 219-241.		10
14	Defining requirements for an Augmented Reality system to overcome the challenges of creating and using design representations in co-design sessions. CoDesign, 2020, 16, 111-134.	2.0	11
15	Exploring the use of AR technology for co-creative product and packaging design. Computers in Industry, 2020, 123, 103308.	9.9	37
16	The configuration and experience mapping of an accessible VR environment for effective design reviews. Artificial Intelligence for Engineering Design, Analysis and Manufacturing: AIEDAM, 2020, 34, 387-400.	1.1	5
17	A Mixed Reality system for the ergonomic assessment of industrial workstations. International Journal on Interactive Design and Manufacturing, 2020, 14, 805-812.	2.2	9
18	Virtual Reality on Product Usability Testing: A Systematic Literature Review. , 2020, , .		3

#	ARTICLE	IF	CITATIONS
19	Real-Time Physical Prototyping Tool Design Based on Shape-Changing Display. Applied Sciences (Switzerland), 2021, 11, 4181.	2.5	0
20	Utilization of mixed reality tools in the design of wireless assistive products. Assistive Technology, 2022, 34, 637-643.	2.0	1
21	Vivian: A Technical Framework for Deploying and Operating Virtual Prototypes in XR. , 2021, , .		0
22	MIXED REALITY PROTOTYPING: SYNCHRONICITY AND ITS IMPACT ON A DESIGN WORKFLOW. Proceedings of the Design Society, 2021, 1, 2117-2126.	0.8	1
23	Mixed reality in design prototyping: A systematic review. Design Studies, 2021, 77, 101046.	3.1	31
24	House of Prototyping Guidelines: A Framework to Develop Theoretical Prototyping Strategies for Human-Centered Design. Lecture Notes in Computer Science, 2020, , 21-38.	1.3	2
25	Assessment of Types of Prototyping in Human-Centered Product Design. Lecture Notes in Computer Science, 2018, , 3-18.	1.3	8
26	A Framework to Assess Human Performance in Normal and Emergency Situations. ASCE-ASME Journal of Risk and Uncertainty in Engineering Systems, Part B: Mechanical Engineering, 2020, 6, .	1.1	8
27	SMART ATM: Technology Acceptance Modeling and Analysis. SSRN Electronic Journal, 0, , .	0.4	1
28	Hybrid Prototype-in-the-Loop. ZWF Zeitschrift Fuer Wirtschaftlichen Fabrikbetrieb, 2018, 113, 240-245.	0.3	1
29	Benefits and Challenges of Virtual-Reality-Based Industrial Usability Testing and Design Reviews: A Patents Landscape and Literature Review. Applied Sciences (Switzerland), 2022, 12, 1755.	2.5	14
30	Creating Virtual Prototypes of Technical Devices using Vivify. , 2022, , .		0
31	Hybrides Systemintegrations-Konzept auf Basis Digitaler Zwillinge smarterer Produktbasierender System of Systems und Mixed Reality Methoden. Proceedings, 2022, , 139-151.	0.3	0
32	Rapid Mixed Reality Prototyping for Novel Interaction Devices: Evaluating a Transparent Handheld Display. Lecture Notes in Computer Science, 2023, , 456-467.	1.3	0
33	Towards a Framework for Validating XR Prototyping for Performance Evaluations of Simulated User Experiences. , 2023, , .		0
34	Wizard of Props: Mixed Reality Prototyping with Physical Props to Design Responsive Environments. , 2024, , .		0