

Visual fatigue and discomfort after stereoscopic display

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Effect of mental fatigue caused by mobile 3D viewing on selective attention: An ERP study. <i>International Journal of Psychophysiology</i> , 2014, 94, 373-381.	0.5	37
2	The impact of ambient illumination on visual fatigue while watching TV. , 2015, , .		2
3	Change of subjective and ophthalmological fatigue during long-term VDT work. , 2015, , .		2
4	The impact of 3D and 2D TV watching on neurophysiological responses and cognitive functioning in adults. <i>European Journal of Public Health</i> , 2015, 25, 1047-1052.	0.1	7
5	A Comparative Study of Distinct Ocular Symptoms After Performing Laparoscopic Surgical Tasks Using a Three-Dimensional Surgical Imaging System and a Conventional Two-Dimensional Surgical Imaging System. <i>Journal of Endourology</i> , 2015, 29, 816-820.	1.1	24
6	Methods for reducing visual discomfort in stereoscopic 3D: A review. <i>Signal Processing: Image Communication</i> , 2016, 47, 402-416.	1.8	43
7	Stereoscopic (3D) versus monoscopic (2D) laparoscopy: comparative study of performance using advanced HD optical systems in a surgical simulator model. <i>World Journal of Urology</i> , 2016, 34, 471-477.	1.2	27
8	Visual fatigue following long-term visual display terminal work under different light sources. <i>Lighting Research and Technology</i> , 2017, 49, 1034-1051.	1.2	19
9	Effect of Illumination on Ocular Status Modifications Induced by Short-Term 3D TV Viewing. <i>Neural Plasticity</i> , 2017, 2017, 1-9.	1.0	0
10	Visual, musculoskeletal and balance symptoms in individuals with visual impairment. <i>Australasian journal of optometry, The</i> , 2019, 102, 63-69.	0.6	12
11	Maskless Fabrication of Film-Patterned-Retarder (FPR) Using Wedged Liquid Crystal Cell. <i>IEEE Photonics Journal</i> , 2019, 11, 1-8.	1.0	3
12	Subtitle Region Selection of S3D Images in Consideration of Visual Discomfort and Viewing Habit. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2019, 15, 1-16.	3.0	4
13	Effects of display technologies on operation performances and visual fatigue. <i>Displays</i> , 2019, 57, 34-46.	2.0	10
14	A Simulator-based Comparison of a Novel 3D and a Conventional 3D Vision System-surgical Performance and Subjective Ratings. <i>Inventions</i> , 2019, 4, 58.	1.3	1
15	Augmented visualization with depth perception cues to improve the surgeon's performance in minimally invasive surgery. <i>Medical and Biological Engineering and Computing</i> , 2019, 57, 995-1013.	1.6	42
16	Probabilistic assessment of visual fatigue caused by stereoscopy using dynamic Bayesian networks. <i>Acta Ophthalmologica</i> , 2019, 97, e435-e441.	0.6	3
17	Utility of digitally assisted vitreoretinal surgery systems (DAVS) for high-volume vitreoretinal surgery centre: a pilot study. <i>British Journal of Ophthalmology</i> , 2020, 104, 432-436.	2.1	15
18	How Wide Is Enough? Effects of Screen Height, Task Type, and Hand Length on Rollable Display Requirements. <i>IEEE Access</i> , 2021, 9, 121076-121086.	2.6	0

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19	Effects of Virtual Reality Head-mounted Displays on Oculomotor Functions. International Journal of Ophthalmology & Visual Science, 2021, 6, 10.	0.0	8
20	24.1: <i>Invited Paper:</i> Effect of stereoscopic depth on visual fatigue. Digest of Technical Papers SID International Symposium, 2021, 52, 151-154.	0.1	1
21	Laptop displays performance: Compliance assessment with visual ergonomics requirements. Displays, 2021, 68, 102019.	2.0	3
22	VITOM 3D System in Parotid Gland Surgery: Our Experience. Journal of Craniofacial Surgery, 2021, 32, e138-e141.	0.3	8
23	The effect of ambient light source and display type on visual fatigue. , 2016, , .		3
24	The Trend of Three Dimensional Image Technology. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2013, 67, 46-52.	0.0	0
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26	The Trend of Three Dimensional Image Technology. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 76-82.	0.0	0
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31	An Optimal Visual Fatigue Relief Method for Workers Considering Rest Time Allocation. IEEE Access, 2022, 10, 26463-26470.	2.6	0
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