

CITATION REPORT

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From Local Traditions to Augmented Reality. The MUVIG Museum of Viggiano (Italy)

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Procedia, Social and Behavioral Sciences, 2015, 188, 138-143.

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#	Paper	IF	Citations
16	Augmented reality of traditional food for nutrition education. <i>MATEC Web of Conferences</i> , 2018 , 197, 16001	0.3	3
15	Enhancing the Experience of Visiting Outdoor Heritage Sites Using Handheld AR. <i>Communications in Computer and Information Science</i> , 2018 , 184-191	0.3	2
14	An experiential view to children learning in museums with Augmented Reality. <i>Museum Management and Curatorship</i> , 2019 , 34, 402-418	1.3	22
13	Itemizes East Java Heritage Tourism Nexus: In Consort of Bentahelix Method via Didactic Vicissitudes Adherence. <i>Edutourism</i> , 2021 , 3, 1-12	0	
12	USER EXPERIENCE EVALUATION AND CREATIVITY STIMULATION WITH AUGMENTED REALITY MOBILE APPLICATIONS. <i>Creativity Studies</i> , 2019 , 12, 34-48	1	5
11	Digit(al)isation in Museums. <i>Advances in Computational Intelligence and Robotics Book Series</i> , 2020 , 194-228	0.2	5
10	Smart Applications in Tourism. <i>Advances in Hospitality, Tourism and the Services Industry</i> , 2020 , 345-370	0.2	2
9	Perceptions of Augmented Reality Application for Tourism Promotion in the Buddhist Vihara at Paharpur of Bangladesh: A Qualitative Research. 2021 , 175-198		1
8	Augmented Reality Technology: Application Fields and Communicative Aspects. <i>Science: Future of Lithuania</i> , 2017 , 9, 258-265	0	1
7	Designing Public Digital Cultural Service Interactive System Based on Reality-Based Interaction Principles. <i>Communications in Computer and Information Science</i> , 2019 , 502-517	0.3	2
6	EVALUATION OF USER EXPERIENCE IN AUGMENTED REALITY MOBILE APPLICATIONS. <i>Journal of Business Economics and Management</i> , 2020 , 22, 467-481	2	2
5	MİZELERDE ARTIRILMI GEREKLER UYGULAMALARI: SAKIP SABANCI MİZESİNE Dokuz Eylül Üniversitesi İktisadi Fakültesi Dergisi, 255-274	0	1
4	A literature review on the applicability of augmented and virtual reality technologies in cultural heritage areas of Isparta province. <i>Journal of Tourism Theory and Research</i> , 62-74		1
3	Reopening for Business Post-COVID-19: Augmented Reality as a Strategy for Attracting Visitors to a Tourist Destination. <i>European Journal of Tourism Hospitality and Recreation</i> , 2021 , 11, 54-65	0.6	
2	Augmented and Virtual Reality to Enhance the Didactical Experience of Technological Heritage Museums. 2023 , 13, 3539		0
1	AR Museum: A Virtual Museum using Marker less Augmented Reality System for Mobile Devices. 2022 ,		0