

CITATION REPORT

List of articles citing

Reimagining the avatar dream

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Communications of the ACM, 2017, 60, 50-61.

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#	Paper	IF	Citations
22	Seamless human-device interaction in the internet of things. <i>IEEE Transactions on Consumer Electronics</i> , 2017 , 63, 490-498	4.8	25
21	Breaking Down Barriers. 2018 ,		2
20	Visual representations. <i>Recherche Et Applications En Marketing</i> , 2018 , 33, 2-5	0.9	3
19	What is a Computer? A Survey. <i>Minds and Machines</i> , 2018 , 28, 385-426	4.9	2
18	Représentations visuelles. <i>Recherche Et Applications En Marketing</i> , 2018 , 33, 3-6	0.4	4
17	Identifying Regional Trends in Avatar Customization. <i>IEEE Transactions on Games</i> , 2019 , 11, 405-415	1.2	
16	Facing Backwards While Stumbling Forwards. 2019 ,		4
15	Publishing accessible proceedings: the DSAI 2016 case study. <i>Universal Access in the Information Society</i> , 2020 , 19, 557-569	2.5	3
14	Designing for Inclusion. 2020 ,		4
13	Dreaming in colour—disabled higher education students' perspectives on improving design practices that would enable them to benefit from their use of technologies. <i>Education and Information Technologies</i> , 2021 , 26, 1687-1719	3.6	8
12	Sentimental Avatars: Gender Identification and Vehicles of Selfhood in Popular Media From Nineteenth-Century Novels to Modern Video Games. <i>Games and Culture</i> , 2021 , 16, 160-186	1.9	
11	3D Virtual Learning Environment for Acquisition of Cultural Competence. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021 , 17-42	0.3	1
10	Results of the Research in the Comparison and Analysis of Historical Artifacts' Photographic Images Catalogued in Online Databases. <i>Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series</i> , 2021 , 391-429	0.4	
9	Quality and Web Software Engineering Advances. <i>Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series</i> , 2021 , 41-82	0.4	3
8	Being an Avatar "for Real": a Survey on Virtual Embodiment in Augmented Reality. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021 , PP,	4	3
7	Encyclopedia of Computer Graphics and Games. 2018 , 1-7		
6	Azeroth Has a Workplace Gender Inequality Problem: Gendered Professions Bias in Virtual Worlds. <i>International Series on Computer Entertainment and Media Technology</i> , 2022 , 105-118	0.3	

5	Motion Capture Technology of Digital Animation Art Based on Machine Learning. 2022 , 2022, 1-13	o
4	Digital joint action: Avatar-mediated social interaction in digital spaces. 2022 , 230, 103758	o
3	Serious Games with SIAs. 2022 , 527-546	2
2	On Ali Moini's Avatar Hacking.	o
1	3D Virtual Learning Environment for Acquisition of Cultural Competence. 2022 , 675-701	o