

#	Article	IF	CITATIONS
1	A First Step in Generating a Decision-Making Framework for the Development of Interactive Workspaces. , 2019, , .		4
2	Virtual Collaborative Design Environment: Supporting Seamless Integration of Multitouch Table and Immersive VR. Journal of Construction Engineering and Management - ASCE, 2020, 146, .	3.8	15
3	Becoming familiar: how infrastructure engineers begin to use collaborative virtual reality in their interdisciplinary practice. Journal of Information Technology in Construction, 2019, 24, 489-508.	2.1	11
4	A design review session protocol for the implementation of immersive virtual reality in usability-focused analysis. Journal of Information Technology in Construction, 2020, 25, 233-253.	2.1	18
5	Emerging Technologies in Interactive Workspaces: A Framework for Architecture, Engineering, and Construction Use Cases., 2024, , .		0