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Immersive Analytics: An Introduction

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39	Challenges for Brain Data Analysis in VR Environments. 2019,		4
38	Immersive Community Analytics for Wearable Enhanced Learning. <i>Lecture Notes in Computer Science</i> , 2019 , 162-174	0.9	3
37	Immersive Analytics. <i>IEEE Computer Graphics and Applications</i> , 2019 , 39, 16-18	1.7	1
36	Encoding immersive sessions for online, interactive VR analytics. Virtual Reality, 2020, 24, 423-438	6	7
35	There Is No Spoon: Evaluating Performance, Space Use, and Presence with Expert Domain Users in Immersive Analytics. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , 26, 536-546	4	28
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