

CITATION REPORT

List of articles citing

A process model for usability and maintainability design reviews

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Architectural Engineering and Design Management,
2018, 14, 457-469.

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

#	Paper	IF	Citations
14	Evaluating the Impact of Virtual Reality on Design Review Meetings. <i>Journal of Computing in Civil Engineering</i> , 2020 , 34, 04019045	5	16
13	Application of a Virtual Reality Educational Game to Improve Design Review Skills. 2020 ,		2
12	IDENTIFYING THE EFFECT OF REVIEWERS' EXPERTISE ON DESIGN REVIEW USING VIRTUAL REALITY AND DESKTOP INTERFACE. <i>Proceedings of the Design Society DESIGN Conference</i> , 2020 , 1, 187-196	0.7	3
11	Assessing the Impact of a Construction Virtual Reality Game on Design Review Skills of Construction Students. <i>Journal of Architectural Engineering</i> , 2020 , 26, 04020035	1.5	10
10	IFC-Based BIM-to-BEM Model Transformation. <i>Journal of Computing in Civil Engineering</i> , 2020 , 34, 04020005	0.5	14
9	A design review session protocol for the implementation of immersive virtual reality in usability-focused analysis. <i>Journal of Information Technology in Construction</i> , 2020 , 25, 233-253	2.5	10
8	Quality Assurance by Design. 2021 , 119-155		
7	The potential of immersive virtual reality for representations in design education. <i>Virtual Reality</i> , 1	6	1
6	Evaluating the use of virtual reality for maintainability-focused design reviews. <i>Journal of Information Technology in Construction</i> , 2022 , 27, 253-272	2.5	
5	Design Reviews in Immersive and Non-Immersive Collaborative Virtual Environments: Comparing Verbal Communication Structures. <i>Proceedings of the Design Society</i> , 2022 , 2, 211-220		0
4	Comparing design review outcomes in immersive and non-immersive collaborative virtual environments. <i>Procedia CIRP</i> , 2022 , 109, 173-178	1.8	0
3	Impact of Virtual Reality-Based Design Review System on User Performance and Cognitive Behavior for Building Design Review Tasks. 2022 , 12, 7249		0
2	Designing and Innovating for Circularity: An Engineering Life Cycle Approach for Complex and Certified Products.		0
1	Tesseract: Querying Spatial Design Recordings by Manipulating Worlds in Miniature. 2023 ,		0