CITATION REPORT List of articles citing

Adequacy of Immersive Virtual Reality for the Perception of Daylit Spaces: Comparison of Real and Virtual Environments

DOI: 10.1080/15502724.2017.1404918 LEUKOS - Journal of Illuminating Engineering Society of North America, 2019, 15, 203-226.

Source: https://exaly.com/paper-pdf/74856878/citation-report.pdf

Version: 2024-04-09

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

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
90	Innovative window design strategy to reduce negative lighting interventions in office buildings. <i>Energy and Buildings</i> , 2018 , 179, 253-263	7	10
89	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. <i>Interacting With Computers</i> , 2019 , 31, 208-220	1.6	16
88	Understanding the influence of orientation, time-of-day and blind use on userll lighting choices and energy consumption using immersive virtual environments. <i>Advances in Building Energy Research</i> , 2019 , 1-27	1.8	5
87	360 [®] VR for Qualifying Daylight Design. <i>SHS Web of Conferences</i> , 2019 , 64, 02015	0.3	
86	Design Immersion and Virtual Presence. <i>Technology Architecture and Design</i> , 2019 , 3, 249-251	0.4	4
85	TAD 3:2 Issue PDF. <i>Technology Architecture and Design</i> , 2019 , 3, 127-256	0.4	
84	Subjective and physiological responses to fallde and sunlight pattern geometry in virtual reality. <i>Building and Environment</i> , 2019 , 150, 144-155	6.5	39
83	Virtual Reality and Augmented Reality. Lecture Notes in Computer Science, 2019,	0.9	3
82	Lighting Research Today: The More Things Change, the More They Stay the Same. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 2019 , 15, 77-83	3.5	7
81	Virtual reality in lighting research: Comparing physical and virtual lighting environments. <i>Lighting Research and Technology</i> , 2019 , 51, 820-837	2	18
80	Comparisons of Landscape Preferences through Three Different Perceptual Approaches. International Journal of Environmental Research and Public Health, 2019, 16,	4.6	15
79	The effect of audio fidelity and virtual reality on the perception of virtual greenspace. <i>Landscape and Urban Planning</i> , 2020 , 202, 103884	7.7	9
78	Influence of the Acoustic Environment in Hospital Wards on Patient Physiological and Psychological Indices. <i>Frontiers in Psychology</i> , 2020 , 11, 1600	3.4	3
77	Evaluating and visualizing perceptual impressions of daylighting in immersive virtual environments. <i>Journal of Asian Architecture and Building Engineering</i> , 2020 , 1-17	1	5
76	A Review of Photogrammetry and Photorealistic 3D Models in Education From a Psychological Perspective. <i>Frontiers in Education</i> , 2020 , 5,	2.1	8
75	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. <i>Sensors</i> , 2020 , 20,	3.8	29
74	Virtual Reality for Smart Urban Lighting Design: Review, Applications and Opportunities. <i>Energies</i> , 2020 , 13, 3809	3.1	17

73	Methodological and institutional considerations for the use of 360-degree video and pet animals in human subject research: An experimental case study from the United States. <i>Behavior Research Methods</i> , 2021 , 53, 977-992	6.1	1
72	Spatial Cognition XII. Lecture Notes in Computer Science, 2020 ,	0.9	1
71	Virtual Reality System and Scientific Visualisation for Smart Designing and Evaluating of Lighting. <i>Energies</i> , 2020 , 13, 5518	3.1	6
70	Window Size Effects on Subjective Impressions of Daylit Spaces: Indoor Studies at High Latitudes Using Virtual Reality. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 2021 , 17, 242-264	3.5	9
69	Temperature-Color Interaction: Subjective Indoor Environmental Perception and Physiological Responses in Virtual Reality. <i>Human Factors</i> , 2021 , 63, 474-502	3.8	9
68	VIRTUAL SPACE: A SHIFT FROM THE SOMATIC TO THE SEMANTIC LEVEL OF DEFINITION OF THE ESSENCE. <i>Educational Discourse: Collection of Scientific Papers</i> , 2021 , 24-35	О	
67	Brightness and Uniformity Perception of Virtual Corridor with Artificial Lighting Systems. <i>Energies</i> , 2021 , 14, 412	3.1	1
66	Research Methods in Daylighting and Electric Lighting. 2021 , 71-93		
65	Intelligent Improvement Measures for the Broadcasting and Hosting Major based on Multimedia and Virtual Reality. 2021 ,		
64	Simulation and Analysis of Floodlighting Based on 3D Computer Graphics. <i>Energies</i> , 2021 , 14, 1042	3.1	5
63	Regional Differences in the Perception of Daylit Scenes across Europe Using Virtual Reality. Part I: Effects of Window Size. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 1-22	3.5	5
62	Comparing perceptions of a dimmable LED lighting system between a real space and a virtual reality display. <i>Lighting Research and Technology</i> , 147715352199003	2	5
61	Immersive 5G Virtual Reality Visualization Display System Based on Big-Data Digital City Technology. <i>Mathematical Problems in Engineering</i> , 2021 , 2021, 1-9	1.1	8
60	RadVR: A 6DOF Virtual Reality Daylighting Analysis Tool. <i>Automation in Construction</i> , 2021 , 125, 103623	9.6	3
59	Comparing physiological responses during cognitive tests in virtual environments vs. in identical real-world environments. <i>Scientific Reports</i> , 2021 , 11, 10227	4.9	13
58	Subjective responses toward daylight changes in window views: Assessing dynamic environmental attributes in an immersive experiment. <i>Building and Environment</i> , 2021 , 195, 107720	6.5	6
57	Evaluating the overall impression of concert lighting: An integrated approach. <i>Lighting Research and Technology</i> , 147715352110147	2	
56	An interactive approach to investigate brightness perception of daylighting in Immersive Virtual Environments: Comparing subjective responses and quantitative metrics. <i>Building Simulation</i> , 2022 , 15, 41-68	3.9	9

55	Analyzing occupants' control over lighting systems in office settings using immersive virtual environments. <i>Building and Environment</i> , 2021 , 196, 107823	6.5	4
54	MagicChem: a MR system based on needs theory for chemical experiments. <i>Virtual Reality</i> , 2021 , 1-16	6	3
53	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. <i>PLoS ONE</i> , 2021 , 16, e0254098	3.7	4
52	Similarity of gaze patterns across physical and virtual versions of an installation artwork. <i>Scientific Reports</i> , 2021 , 11, 18913	4.9	1
51	Immersive virtual environments for occupant comfort and adaptive behavior research IA comprehensive review of tools and applications. <i>Building and Environment</i> , 2021 , 108396	6.5	5
50	Impact of Outdoor Temperature Variations on Thermal State in Experiments Using Immersive Virtual Environment. <i>Sustainability</i> , 2021 , 13, 10638	3.6	O
49	Comparing Human Wayfinding Behavior Between a Real, Existing Building, a Virtual Replica, and Two Architectural Redesigns. <i>Lecture Notes in Computer Science</i> , 2020 , 160-179	0.9	1
48	Ecological Validity of Immersive Virtual Reality (IVR) Techniques for the Perception of Urban Sound Environments. <i>Acoustics</i> , 2021 , 3, 11-24	2	5
47	Developing a Replication of a Wayfinding Study. From a Large-Scale Real Building to a Virtual Reality Simulation. <i>Lecture Notes in Computer Science</i> , 2020 , 126-142	0.9	
46	Perception. Perceiving Space in Pictures. Springer Series in Design and Innovation, 2020, 17-38	0.1	
45	View preference in urban environments. Lighting Research and Technology, 147715352098157	2	3
44	Research on interaction effect of thermal, light and acoustic environment on human comfort in waiting hall of high-speed railway station. <i>Building and Environment</i> , 2022 , 207, 108494	6.5	4
43	The Assessment of Affective, Social Appraisal and Behaviours of Human Scale Lighting Experience. <i>SpringerBriefs in Applied Sciences and Technology</i> , 2020 , 43-55	0.4	
42	Effects of Lighting Variations in Virtual Learning Environments. 2020,		
41	Application of Causal Inference to the Analysis of Occupant Thermal State and Energy Behavioral Intentions in Immersive Virtual Environments. <i>Frontiers in Sustainable Cities</i> , 2021 , 3,	2.2	
40	Effects of lighting CCT and illuminance on visual perception and task performance in immersive virtual environments. <i>Building and Environment</i> , 2022 , 209, 108678	6.5	3
39	Subdivided venetian blind control strategies considering visual satisfaction of occupants, daylight metrics, and energy analyses. <i>Energy and Buildings</i> , 2022 , 257, 111767	7	1
38	Virtual reality for assessing visual quality and lighting perception: A systematic review. <i>Building and Environment</i> , 2022 , 209, 108674	6.5	2

37	A calibration methodology for light sources aimed at using immersive virtual reality game engine as a tool for lighting design in buildings. <i>Journal of Building Engineering</i> , 2022 , 48, 103998	5.2	2
36	Application of technological tools in teleoperation and virtualization systems of a didactic module used in automation courses in engineering. 2021 ,		
35	Analysing user daylight preferences in heritage buildings using virtual reality. Building Simulation, 1	3.9	1
34	Sketching in-vehicle ambient lighting in virtual reality with the Wizard-of-Oz method. <i>Digital Creativity</i> , 1-15	0.5	1
33	Regional Differences in the Perception of Daylit Scenes across Europe Using Virtual Reality. Part II: Effects of Falide and Daylight Pattern Geometry. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 1-25	3.5	0
32	?????????????. Chinese Science Bulletin, 2022 ,	2.9	O
31	Delightful Daylighting: A Framework for Describing the Experience of Daylighting in Nordic Homes and Coupling It with Quantitative Assessments. <i>Energies</i> , 2022 , 15, 1815	3.1	
30	Advocating for view and daylight in buildings: Next steps. <i>Energy and Buildings</i> , 2022 , 112079	7	1
29	Stereoscopic Images and Virtual Reality techniques in daylighting research: A method-comparison study. <i>Building and Environment</i> , 2022 , 214, 108962	6.5	0
28	Research on Night Light Comfort of Pedestrian Space in Urban Park <i>Computational and Mathematical Methods in Medicine</i> , 2021 , 2021, 3130747	2.8	2
27	Window View Quality: Why It Matters and What We Should Do. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 2022 , 18, 259-267	3.5	O
26	Window Access to Nature Restores: A Virtual Reality Experiment with Greenspace Views, Sounds, and Smells. <i>Ecopsychology</i> ,	1.7	2
25	Subjective and physiological responses towards daylit spaces with contemporary fallde patterns in virtual reality: Influence of sky type, space function, and latitude. <i>Journal of Environmental Psychology</i> , 2022 , 101839	6.7	O
24	An Investigation of the Influence of the Night Lighting in a Urban Park on Individuals E motions. <i>Sustainability</i> , 2022 , 14, 8556	3.6	1
23	Measuring arousal and valence generated by the dynamic experience of architectural forms in virtual environments. 2022 , 12,		2
22	Users Perceptions of Technological Features in Augmented Reality (AR) and Virtual Reality (VR) in Fashion Retailing: A Qualitative Content Analysis. 2022 , 2022, 1-13		O
21	Improving the quantitative features of architectural lighting at the design stage using the modified design algorithm. 2022 , 8, 10582-10593		1
20	Human-robot interaction methodology: Robot teaching activity. 2022 , 9, 101866		O

19	The Effect of the Environment on the Serviceability of the Cross-Laminated Timber (CLT) Floor: Virtual Reality as a Research Tool. 2022 , 2022, 1-12	О
18	Facade Photometry: Linking Annual Daylight Performance to Facade Design. 2022 , 12, 1556	O
17	Proposing a research framework for urban lighting: The alertness, arousal and anxiety triad. 1477153522	2112210
16	Pre-Occupancy evaluation of buildings in VR: development of the prototype and user studies. 1-13	О
15	Towards a Calibrated 360 [®] Stereoscopic HDR Image Dataset for Architectural Lighting Studies. 2022 ,	O
14	Subjective and Physiological Responses towards Interior Natural Lightscape: Influences of Aperture Design, Window Size and Sky Condition. 2022 , 12, 1612	1
13	Empirical comparison of spatial experience between photo-based IVE and real space. 1-16	O
12	A STUDY ON POSSIBILITY OF VR SPACE IN DESIGN EDUCATION. 2022 , 28, 1254-1259	О
11	Perception of Light in Museum Environments: Comparison between Real-Life and Virtual Visual Experiences. 2022 , 14, 14288	0
10	Realistic Luminance in VR. 2022 ,	О
9	The impact of sound in people's behaviour in outdoor settings: A study using virtual reality and eye-tracking. 2023 , 108, 103957	O
9		0
	eye-tracking. 2023 , 108, 103957	
8	eye-tracking. 2023, 108, 103957 Integrated Design of Augmented Reality Spaces Using Virtual Environments. 2022, Comparative analysis of light environment perception, eye movement and physiology in university	O
7	eye-tracking. 2023, 108, 103957 Integrated Design of Augmented Reality Spaces Using Virtual Environments. 2022, Comparative analysis of light environment perception, eye movement and physiology in university professional classroom based on virtual reality experiment. 1420326X2311539	0
8 7 6	eye-tracking. 2023, 108, 103957 Integrated Design of Augmented Reality Spaces Using Virtual Environments. 2022, Comparative analysis of light environment perception, eye movement and physiology in university professional classroom based on virtual reality experiment. 1420326X2311539 Consideration of blue light hazard for virtual reality head mounted displays. 147715352211458	0 0
8 7 6	Integrated Design of Augmented Reality Spaces Using Virtual Environments. 2022, Comparative analysis of light environment perception, eye movement and physiology in university professional classroom based on virtual reality experiment. 1420326X2311539 Consideration of blue light hazard for virtual reality head mounted displays. 147715352211458 Urban Park Lighting Quality Perception: An Immersive Virtual Reality Experiment. 2023, 15, 2069 Health Implications of Virtual Architecture: An Interdisciplinary Exploration of the Transferability of	0 0

Study on the Impact of Campus Green Space Biodiversity on the Physical and Mental Health of College Students. **2023**, 11, 378-394

О