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## UX Aspects of Kinect-Based Movement Schemes Inside Virtual Environments for Museum Installations

DOI: 10.1007/978-3-030-21817-1\_11  
Lecture Notes in Computer Science, 2019, , 133-150.

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#	Paper	IF	Citations
3	Evaluation of Full-Body Gestures Performed by Individuals with Down Syndrome: Proposal for Designing User Interfaces for All Based on Kinect Sensor. <i>Sensors</i> , <b>2020</b> , 20,	3.8	1
2	A comparative study on user gestural inputs for navigation in NUI-based 3D virtual environments. <i>Universal Access in the Information Society</i> , <b>2021</b> , 20, 513-529	2.5	2
1	A Literature Review of User Studies in Extended Reality Applications for Archaeology. <b>2022</b> ,		0