

Christian Wolff

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1090687/publications.pdf>

Version: 2024-02-01

52
papers

291
citations

1937685

4
h-index

1474206

9
g-index

54
all docs

54
docs citations

54
times ranked

267
citing authors

#	ARTICLE	IF	CITATIONS
1	Potential of virtual reality as a diagnostic tool for social anxiety: A pilot study. Computers in Human Behavior, 2017, 76, 128-134.	8.5	43
2	Tree, funny, to_read, google. , 2008, , .		33
3	Augmented reality-based training of the PCB assembly process. , 2015, , .		25
4	Using Augmented Reality in Software Engineering Education? First insights to a comparative study of 2D and AR UML modeling. , 2019, , .		13
5	An experimental card game for software testing: Development, design and evaluation of a physical card game to deepen the knowledge of students in academic software testing education. , 2016, , .		12
6	A field study to collect expert knowledge for the development of AR HUD navigation concepts. , 2019, , .		12
7	Insights in Students' Problems during UML Modeling. , 2020, , .		12
8	RefactorPad. , 2013, , .		11
9	EyeDE. , 2014, , .		10
10	Improving programming education through gameful, formative feedback. , 2016, , .		10
11	Investigating the Relationship Between Emotion Recognition Software and Usability Metrics. I-com, 2020, 19, 139-151.	1.3	9
12	personality and information behavior in web search. Proceedings of the Association for Information Science and Technology, 2016, 53, 1-6.	0.6	7
13	Monitoring students' mobile app coding behavior data analysis based on IDE and browser interaction logs. , 2014, , .		6
14	Towards a Comprehensive Definition of Second Screen. , 2019, , .		6
15	Accordance of Online Health Information on Prostate Cancer with the European Association of Urology Guidelines. Urologia Internationalis, 2018, 100, 288-293.	1.3	5
16	The Influence of User Interface Attributes on Aesthetics. I-com, 2018, 17, 41-55.	1.3	5
17	gEYEded: Subtle and Challenging Gaze-Based Player Guidance in Exploration Games. Multimodal Technologies and Interaction, 2019, 3, 61.	2.5	5
18	Improving navigation support by taking care of drivers' situational needs. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
19	The Mood Game - How to Use the Player's Affective State in a Shoot'em up Avoiding Frustration and Boredom. , 2019, , .		4
20	SentiBooks. , 2019, , .		4
21	An MDA-Based Environment for Generating Access Control Policies. Lecture Notes in Computer Science, 2009, , 115-126.	1.3	4
22	Effective Integration of Gamification and Learning Management Systems for Creating Gamified Learning Arrangements. , 0, , .		4
23	The Influence of Participants' Personality on Quantitative and Qualitative Metrics in Usability Testing. , 2019, , .		4
24	Zentren für Digital Humanities in Deutschland. Information-Wissenschaft Und Praxis, 2015, 66, 313-326.	0.1	3
25	Informationswissenschaft und Digital Humanities. Information-Wissenschaft Und Praxis, 2015, 66, 287-294.	0.1	3
26	Playful learning in academic software engineering education. , 2015, , .		3
27	Mixed Reality-Based Process Control of Automatic Printed Circuit Board Assembly Lines. , 2018, , .		3
28	Exploratory Analysis of the Research Literature on Evaluation of In-Vehicle Systems. , 2019, , .		3
29	An Integrated Decision Model For Efficient Requirement Traceability In SPICE Compliant Development. , 2007, , .		2
30	Constraints in the generation of photonic Wannier functions. Physica B: Condensed Matter, 2012, 407, 4051-4055.	2.7	2
31	An event processing approach to text stream analysis. , 2014, , .		2
32	The case for teaching “tool science” taking software engineering and software engineering education beyond the confinements of traditional software development contexts. , 2015, , .		2
33	Usability Guidelines for Desktop Search Engines. Lecture Notes in Computer Science, 2013, , 176-183.	1.3	2
34	TWORPUS â€“ An Easy-to-Use Tool for the Creation of Tailored Twitter Corpora. Lecture Notes in Computer Science, 2013, , 23-34.	1.3	2
35	Attention Guidance in Second Screen Applications. , 2019, , .		2
36	A Heuristic Checklist for Second Screen Applications. I-com, 2019, 18, 55-65.	1.3	1

#	ARTICLE	IF	CITATIONS
37	Utilizing HTML analysis and computer vision on a corpus of website screenshots to investigate design developments on the web. Proceedings of the Association for Information Science and Technology, 2020, 57, e392.	0.6	1
38	Design Guidelines for Coffee Vending Machines. Lecture Notes in Computer Science, 2013, , 432-440.	1.3	1
39	Developing UX for Collaborative Mobile Prototyping. Lecture Notes in Computer Science, 2014, , 104-114.	1.3	1
40	A decision model for managing and communicating resource restrictions in embedded systems design. , 2008, , .		0
41	Service oriented approach for multi backend retrieval in medical systems. , 2009, , .		0
42	Der Newbie, der Fortgeschrittene und der Power-User. Warum es nicht reicht, "einfach mal die Nutzer zu fragen". I-com, 2012, 11, 47-50.	1.3	0
43	3D-Visualisierungen "Potenziale in Forschung und Lehre im Kontext von Informationswissenschaft und Medieninformatik / Visualizations with 3D " its potential for research and education in information science and media informatics / Visualisations en 3D " potentiels dans la recherche et lâ€™enseignement dans le contexte des sciences de lâ€™information et de lâ€™informatique des mÃ©dias. Information-Wissenschaft Und Praxis, 2013, 64, .	0.1	0
44	Informationsinfrastruktur und informationswissenschaftliche Methoden in den digitalen Geisteswissenschaften. Information-Wissenschaft Und Praxis, 2015, 66, .	0.1	0
45	Informationsverhalten als Forschungsgegenstand. Information-Wissenschaft Und Praxis, 2015, 66, 1-2.	0.1	0
46	Genderspezifische Unterschiede im Informationsverhalten am Beispiel E-Commerce. Information-Wissenschaft Und Praxis, 2015, 66, .	0.1	0
47	Pattern oriented card game development: SOFTTY " A card game for academic learning of software testing. , 2017, , .		0
48	Tagungsbericht Mensch und Computer 2017, Regensburg. I-com, 2017, 16, 275-277.	1.3	0
49	Karel relearns c: teaching good software engineering practices in cs1 with karel the robot. , 2018, , .		0
50	A Review of Empirical Intercultural Usability Studies. Lecture Notes in Computer Science, 2014, , 14-24.	1.3	0
51	Practice What We Preach " Checking the Usability of HCI Conference Websites. Lecture Notes in Computer Science, 2015, , 295-305.	1.3	0
52	Emendo " A Toolchain for Creating Gamified Learning Arrangements for Online Learning Settings. , 0, , .		0