

Eelke Folmer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11036222/publications.pdf>

Version: 2024-02-01

20
papers

890
citations

1163117

8
h-index

1372567

10
g-index

21
all docs

21
docs citations

21
times ranked

596
citing authors

#	ARTICLE	IF	CITATIONS
1	Game accessibility: a survey. <i>Universal Access in the Information Society</i> , 2011, 10, 81-100.	3.0	240
2	Architecting for usability: a survey. <i>Journal of Systems and Software</i> , 2004, 70, 61-78.	4.5	181
3	Blind hero. , 2008, , .		104
4	Accessible Touchscreen Technology for People with Visual Impairments. <i>ACM Transactions on Accessible Computing</i> , 2017, 9, 1-31.	2.4	59
5	Bridging patterns: An approach to bridge gaps between SE and HCI. <i>Information and Software Technology</i> , 2006, 48, 69-89.	4.4	54
6	A framework for capturing the relationship between usability and software architecture. <i>Software Process Improvement and Practice</i> , 2003, 8, 67-87.	1.1	52
7	Component Based Game Development – A Solution to Escalating Costs and Expanding Deadlines?. <i>Lecture Notes in Computer Science</i> , 2007, , 66-73.	1.3	29
8	Out-of-body Locomotion: Vectionless Navigation with a Continuous Avatar Representation. , 2019, , .		23
9	Real-time sensory substitution to enable players who are blind to play video games using whole body gestures. <i>Entertainment Computing</i> , 2014, 5, 83-90.	2.9	21
10	The blind driver challenge. , 2014, , .		20
11	TextSL. , 2009, , .		18
12	Evaluation of Handsbusy vs Handsfree Virtual Locomotion. , 2018, , .		18
13	Underwater Virtual Reality System for Neutral Buoyancy Training: Development and Evaluation. , 2019, , .		13
14	GazeMetrics: An Open-Source Tool for Measuring the Data Quality of HMD-based Eye Trackers. , 2020, , .		10
15	Sensitivity to visual speed modulation in head-mounted displays depends on fixation. <i>Displays</i> , 2019, 58, 12-19.	3.7	7
16	A PATTERN FRAMEWORK FOR SOFTWARE QUALITY ASSESSMENT AND TRADEOFF ANALYSIS. <i>International Journal of Software Engineering and Knowledge Engineering</i> , 2007, 17, 515-538.	0.8	4
17	Cost Effective Development of Usable Systems: Gaps between HCI and Software Architecture Design. , 2006, , 337-348.		2
18	The effect of spatial frequency on visual-vestibular conflict detection. <i>Journal of Vision</i> , 2021, 21, 2426.	0.3	0

#	ARTICLE	IF	CITATIONS
19	Sensitivity to visual gain modulation in head-mounted displays depends on fixation. Journal of Vision, 2019, 19, 97.	0.3	0
20	Underwater virtual reality for spatial orientation research.. Journal of Vision, 2019, 19, 302a.	0.3	0