# Eelke Folmer

List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| 20 papers | 890 citations | 1163117<br>8 h-index | 1372567<br>10 g-index |
| 21 all docs | 21 docs citations | 21 times ranked | 596 citing authors |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 1 | The effect of spatial frequency on visual-vestibular conflict detection. Journal of Vision, 2021, 21, 2426. | 0.3 | 0 |
| 2 | GazeMetrics: An Open-Source Tool for Measuring the Data Quality of HMD-based Eye Trackers. , 2020, 2020, . | | 10 |
| 3 | Out-of-body Locomotion: Vectionless Navigation with a Continuous Avatar Representation. , 2019, , . | | 23 |
| 4 | Underwater Virtual Reality System for Neutral Buoyancy Training: Development and Evaluation. , 2019, , . | | 13 |
| 5 | Sensitivity to visual speed modulation in head-mounted displays depends on fixation. Displays, 2019, 58, 12-19. | 3.7 | 7 |
| 6 | Sensitivity to visual gain modulation in head-mounted displays depends on fixation. Journal of Vision, 2019, 19, 97. | 0.3 | 0 |
| 7 | Underwater virtual reality for spatial orientation research.. Journal of Vision, 2019, 19, 302a. | 0.3 | 0 |
| 8 | Evaluation of Handsbusy vs Handsfree Virtual Locomotion. , 2018, , . | | 18 |
| 9 | Accessible Touchscreen Technology for People with Visual Impairments. ACM Transactions on Accessible Computing, 2017, 9, 1-31. | 2.4 | 59 |
| 10 | The blind driver challenge. , 2014, , . | | 20 |
| 11 | Real-time sensory substitution to enable players who are blind to play video games using whole body gestures. Entertainment Computing, 2014, 5, 83-90. | 2.9 | 21 |
| 12 | Game accessibility: a survey. Universal Access in the Information Society, 2011, 10, 81-100. | 3.0 | 240 |
| 13 | TextSL. , 2009, , . | | 18 |
| 14 | Blind hero. , 2008, , . | | 104 |
| 15 | A PATTERN FRAMEWORK FOR SOFTWARE QUALITY ASSESSMENT AND TRADEOFF ANALYSIS. International Journal of Software Engineering and Knowledge Engineering, 2007, 17, 515-538. | 0.8 | 4 |
| 16 | Component Based Game Development â€" A Solution to Escalating Costs and Expanding Deadlines?. Lecture Notes in Computer Science, 2007, , 66-73. | 1.3 | 29 |
| 17 | Bridging patterns: An approach to bridge gaps between SE and HCI. Information and Software Technology, 2006, 48, 69-89. | 4.4 | 54 |
| 18 | Cost Effective Development of Usable Systems: Gaps between HCI and Software Architecture Design. , 2006, , 337-348. | | 2 |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 19 | Architecting for usability: a survey. Journal of Systems and Software, 2004, 70, 61-78. | 4.5 | 181 |
| 20 | A framework for capturing the relationship between usability and software architecture. Software Process Improvement and Practice, 2003, 8, 67-87. | 1.1 | 52 |