Anil Ufuk Batmaz

List of Publications by Year
in descending order

33 papers	425 citations	1478280 6 h-index	1588896 8 g-index
34 all docs	34 docs citations	34 times ranked	179 citing authors

#	Article	IF	Citations
1	Evaluating immersive experiences during Covid-19 and beyond. Interactions, 2020, 27, 62-67.	0.8	68
2	Do Head-Mounted Display Stereo Deficiencies Affect 3D Pointing Tasks in AR and VR?. , 2019, , .		45
3	Seeing virtual while acting real: Visual display and strategy effects on the time and precision of eye-hand coordination. PLoS ONE, 2017, 12, e0183789.	1.1	29
4	Precision vs. Power Grip: A Comparison of Pen Grip Styles for Selection in Virtual Reality. , 2020, , .		29
5	Pinch, Click, or Dwell: Comparing Different Selection Techniques for Eye-Gaze-Based Pointing in Virtual Reality. , 2021, , .		26
6	Getting nowhere fast: trade-off between speed and precision in training to execute image-guided hand-tool movements. BMC Psychology, 2016, 4, 55.	0.9	25
7	Touch the Wall: Comparison of Virtual and Augmented Reality with Conventional 2D Screen Eye-Hand Coordination Training Systems. , 2020, , .		25
8	The Effect of Rotational Jitter on 3D Pointing Tasks. , 2019, , .		23
9	Effects of 3D Rotational Jitter and Selection Methods on 3D Pointing Tasks. , 2019, , .		20
10	Gaze Tracking for Eye-Hand Coordination Training Systems in Virtual Reality. , 2020, , .		19
11	Hitting the Wall: Mid-Air Interaction for Eye-Hand Coordination. , 2019, , .		16
12	The Effect of the Vergence-Accommodation Conflict on Virtual Hand Pointing in Immersive Displays. , 2022, , .		14
13	The Effect of Pitch in Auditory Error Feedback for Fitts' Tasks in Virtual Reality Training Systems. , 2021, , .		12
14	My Eyes Hurt: Effects of Jitter in 3D Gaze Tracking. , 2022, , .		11
15	No Jitter Please: Effects of Rotational and Positional Jitter on 3D Mid-Air Interaction. Advances in Intelligent Systems and Computing, 2021, , 792-808.	0.5	10
16	Effect of Fixed and Infinite Ray Length on Distal 3D Pointing in Virtual Reality. , 2020, , .		8
17	Effects of 2D and 3D image views on hand movement trajectories in the surgeonâ€™s peri-personal space in a computer controlled simulator environment. Cogent Medicine, 2018, 5, 1426232.	0.7	7
18	Eye-Hand Coordination Training for Sports with Mid-air VR. , 2020, , .		6

#	Article	IF	Citations
19	How automatic speed control based on distance affects user behaviours in telepresence robot navigation within dense conference-like environments. PLoS ONE, 2020, 15, e0242078.	1.1	6
20	Effects of Image Size and Structural Complexity on Time and Precision of Hand Movements in Head Mounted Virtual Reality. , 2018, , .		5
21	Touch the Wall: Comparison of Virtual and Augmented Reality with Conventional 2D Screen Eye-Hand Coordination Training Systems. , 2020, , .		5
22	Effects of Different Auditory Feedback Frequencies in Virtual Reality 3D Pointing Tasks. , 2021, , .		5
23	The impact of link unidirectionality and reverse path length on wireless sensor network lifetime. , 2013, , .		3
24	Role of Unidirectionality and Reverse Path Length on Wireless Sensor Network Lifetime. IEEE Sensors Journal, 2014, 14, 3971-3982.	2.4	2
25	Novice and Expert Haptic Behaviours While Using a Robot Controlled Surgery System. , 2017, , .		2
26	Exploring Discrete Drawing Guides to Assist Users in Accurate Mid-air Sketching in VR. , 2022, , .		2
27	Improving quadrotor 3-axes stabilization results using empirical results and system identification. , 2013, , .		1
28	Effects of handshake hop length of unidirectional links on the lifetime of wireless sensor networks. , 2013, , .		0
29	Quadrotor Roll and Pitch Stabilization using System Identification based Redesign of Empirical Controllers. , 2013, , .		0
30	Title is missing!. , 2020, 15, e0242078.		0
31	Title is missing!. , 2020, 15, e0242078.		0
32	Title is missing!. , 2020, 15, e0242078.		0
33	Title is missing!. , 2020, 15, e0242078.		0