

Anil Ufuk Batmaz

List of Publications by Year in descending order

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Version: 2024-02-01

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	My Eyes Hurt: Effects of Jitter in 3D Gaze Tracking. , 2022, , .		11
2	Exploring Discrete Drawing Guides to Assist Users in Accurate Mid-air Sketching in VR. , 2022, , .		2
3	The Effect of the Vergence-Accommodation Conflict on Virtual Hand Pointing in Immersive Displays. , 2022, , .		14
4	The Effect of Pitch in Auditory Error Feedback for Fitts' Tasks in Virtual Reality Training Systems. , 2021, , .		12
5	Effects of Different Auditory Feedback Frequencies in Virtual Reality 3D Pointing Tasks. , 2021, , .		5
6	Pinch, Click, or Dwell: Comparing Different Selection Techniques for Eye-Gaze-Based Pointing in Virtual Reality. , 2021, , .		26
7	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
8	Touch the Wall: Comparison of Virtual and Augmented Reality with Conventional 2D Screen Eye-Hand Coordination Training Systems. , 2020, , .		25
9	Touch the Wall: Comparison of Virtual and Augmented Reality with Conventional 2D Screen Eye-Hand Coordination Training Systems. , 2020, , .		5
10	Precision vs. Power Grip: A Comparison of Pen Grip Styles for Selection in Virtual Reality. , 2020, , .		29
11	Evaluating immersive experiences during Covid-19 and beyond. Interactions, 2020, 27, 62-67.	0.8	68
12	Gaze Tracking for Eye-Hand Coordination Training Systems in Virtual Reality. , 2020, , .		19
13	Effect of Fixed and Infinite Ray Length on Distal 3D Pointing in Virtual Reality. , 2020, , .		8
14	Eye-Hand Coordination Training for Sports with Mid-air VR. , 2020, , .		6
15	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
16	Title is missing!. , 2020, 15, e0242078.		0
17	Title is missing!. , 2020, 15, e0242078.		0
18	Title is missing!. , 2020, 15, e0242078.		0

#	ARTICLE	IF	CITATIONS
19	Title is missing!. , 2020, 15, e0242078.		0
20	Do Head-Mounted Display Stereo Deficiencies Affect 3D Pointing Tasks in AR and VR?. , 2019, , .		45
21	The Effect of Rotational Jitter on 3D Pointing Tasks. , 2019, , .		23
22	Effects of 3D Rotational Jitter and Selection Methods on 3D Pointing Tasks. , 2019, , .		20
23	Hitting the Wall: Mid-Air Interaction for Eye-Hand Coordination. , 2019, , .		16
24	Effects of Image Size and Structural Complexity on Time and Precision of Hand Movements in Head Mounted Virtual Reality. , 2018, , .		5
25	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
26	Novice and Expert Haptic Behaviours While Using a Robot Controlled Surgery System. , 2017, , .		2
27	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
28	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
29	Role of Unidirectionality and Reverse Path Length on Wireless Sensor Network Lifetime. IEEE Sensors Journal, 2014, 14, 3971-3982.	2.4	2
30	Effects of handshake hop length of unidirectional links on the lifetime of wireless sensor networks. , 2013, , .		0
31	Improving quadrotor 3-axes stabilization results using empirical results and system identification. , 2013, , .		1
32	The impact of link unidirectionality and reverse path length on wireless sensor network lifetime. , 2013, , .		3
33	Quadrotor Roll and Pitch Stabilization using System Identification based Redesign of Empirical Controllers. , 2013, , .		0