

Bernhard E Riecke

List of Publications by Citations

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Version: 2024-04-28

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

114
papers

2,034
citations

26
h-index

40
g-index

146
ext. papers

2,658
ext. citations

2.1
avg, IF

5.42
L-index

#	Paper	IF	Citations
114	Vection and visually induced motion sickness: how are they related?. <i>Frontiers in Psychology</i> , 2015 , 6, 472	3.4	125
113	Visual Homing Is Possible Without Landmarks: A Path Integration Study in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , 2002 , 11, 443-473	2.9	102
112	Do HDR displays support LDR content?. <i>ACM Transactions on Graphics</i> , 2007 , 26, 38	7.6	96
111	Social presence in online discussions as a process predictor of academic performance. <i>Journal of Computer Assisted Learning</i> , 2015 , 31, 638-654	3.8	85
110	Spatial updating in virtual reality: the sufficiency of visual information. <i>Psychological Research</i> , 2007 , 71, 298-313	2.5	79
109	Cognitive factors can influence self-motion perception (vection) in virtual reality. <i>ACM Transactions on Applied Perception</i> , 2006 , 3, 194-216	1.4	76
108	Sonic Cradle 2012 ,		71
107	Local and global reference frames for environmental spaces. <i>Quarterly Journal of Experimental Psychology</i> , 2014 , 67, 542-69	1.8	53
106	Do We Need to Walk for Effective Virtual Reality Navigation? Physical Rotations Alone May Suffice. <i>Lecture Notes in Computer Science</i> , 2010 , 234-247	0.9	52
105	Moving sounds enhance the visually-induced self-motion illusion (circular vection) in virtual reality. <i>ACM Transactions on Applied Perception</i> , 2009 , 6, 1-27	1.4	49
104	Are You Awed Yet? How Virtual Reality Gives Us Awe and Goose Bumps. <i>Frontiers in Psychology</i> , 2018 , 9, 2158	3.4	41
103	Visual cues can be sufficient for triggering automatic, reflexlike spatial updating. <i>ACM Transactions on Applied Perception</i> , 2005 , 2, 183-215	1.4	35
102	Immersive Interactive Technologies for Positive Change: A Scoping Review and Design Considerations. <i>Frontiers in Psychology</i> , 2018 , 9, 1354	3.4	32
101	Interactively mediating experiences of mindfulness meditation. <i>International Journal of Human Computer Studies</i> , 2014 , 72, 674-688	4.6	32
100	To move or not to move 2012 ,		31
99	Auditory self-motion simulation is facilitated by haptic and vibrational cues suggesting the possibility of actual motion. <i>ACM Transactions on Applied Perception</i> , 2009 , 6, 1-22	1.4	29
98	Comparing the effectiveness of different displays in enhancing illusions of self-movement (vection). <i>Frontiers in Psychology</i> , 2015 , 6, 713	3.4	28

97	Technology preferences and routines for sharing health information during the treatment of a chronic illness 2013 ,		28
96	The effect of visual motion stimulus characteristics on vection and visually induced motion sickness. <i>Displays</i> , 2019 , 58, 71-81	3.4	27
95	What is Intuitive Interaction? Balancing Users' Performance and Satisfaction with Natural User Interfaces. <i>Interacting With Computers</i> , 2015 , 27, 357-370	1.6	27
94	Visual control of posture in real and virtual environments. <i>Perception & Psychophysics</i> , 2008 , 70, 158-65		27
93	Do HDR displays support LDR content? 2007 ,		27
92	NaviChair 2015 ,		26
91	On Your Feet! 2016 ,		26
90	Can People Not Tell Left from Right in VR? Point-to-origin Studies Revealed Qualitative Errors in Visual Path Integration 2007 ,		26
89	Embodied mental rotation: a special link between egocentric transformation and the bodily self. <i>Frontiers in Psychology</i> , 2014 , 5, 505	3.4	24
88	Auditory self-motion illusions ("circular vection") can be facilitated by vibrations and the potential for actual motion 2008 ,		24
87	Consistent Left-Right Reversals for Visual Path Integration in Virtual Reality: More than a Failure to Update One's Heading?. <i>Presence: Teleoperators and Virtual Environments</i> , 2008 , 17, 143-175	2.9	24
86	Geocaching with a Beam 2018 ,		24
85	Comparing leaning-based motion cueing interfaces for virtual reality locomotion 2017 ,		20
84	Perceptual and Cognitive Factors for Self-Motion Simulation in Virtual Environments: How Can Self-Motion Illusions (Vection) Be Utilized? 2013 , 27-54		20
83	Simple user-generated motion cueing can enhance self-motion perception (Vection) in virtual reality 2006 ,		19
82	Mediated meditation 2013 ,		18
81	Spatialized sound enhances biomechanically-induced self-motion illusion (vection) 2011 ,		18
80	Enhancing stress management techniques using virtual reality 2016 ,		17

79	Self-motion illusions (vection) in VR Are they good for anything? 2012,		16
78	Perceiving simulated ego-motions in virtual reality: comparing large screen displays with HMDs 2005,		16
77	Scene consistency and spatial presence increase the sensation of self-motion in virtual reality 2005,		15
76	SpaceA Virtual Frontier: How to Design and Evaluate a Virtual Reality Experience of the Overview Effect. <i>Frontiers in Digital Humanities</i> , 2019 , 6,	2.1	14
75	A Review on Research and Evaluation Methods for Investigating Self-Transcendence. <i>Frontiers in Psychology</i> , 2020 , 11, 547687	3-4	14
74	NaviBoard and NaviChair: Limited Translation Combined with Full Rotation for Efficient Virtual Locomotion. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021 , 27, 165-177	4	14
73	The search for instantaneous vection: An oscillating visual prime reduces vection onset latency. <i>PLoS ONE</i> , 2018 , 13, e0195886	3-7	14
72	Walking without optic flow reduces subsequent vection. <i>Experimental Brain Research</i> , 2015 , 233, 275-81	2.3	13
71	Upper Body Leaning can affect Forward Self-Motion Perception in Virtual Environments 2015,		13
70	Switching Spatial Reference Frames for Yaw and Pitch Navigation. <i>Spatial Cognition and Computation</i> , 2012 , 12, 159-194	1.3	13
69	Understanding AWE: Can a Virtual Journey, Inspired by the Overview Effect, Lead to an Increased Sense of Interconnectedness?. <i>Frontiers in Digital Humanities</i> , 2019 , 6,	2.1	12
68	Can walking motions improve visually induced rotational self-motion illusions in virtual reality?. <i>Journal of Vision</i> , 2015 , 15,	0.4	12
67	Moving through virtual reality without moving?. <i>Cognitive Processing</i> , 2012 , 13 Suppl 1, S293-7	1.5	12
66	Dynamic visual information facilitates object recognition from novel viewpoints. <i>Journal of Vision</i> , 2010 , 10, 11	0.4	12
65	"MyEyes" 2017,		11
64	More than a cool illusion? Functional significance of self-motion illusion (circular vection) for perspective switches. <i>Frontiers in Psychology</i> , 2015 , 6, 1174	3-4	11
63	Awestruck: Natural interaction with virtual reality on eliciting awe 2017,		10
62	Moving in a box: Improving spatial orientation in virtual reality using simulated reference frames 2017,		10

61	Comparing input methods and cursors for 3D positioning with head-mounted displays 2018 ,		10
60	Where you are affects what you can easily imagine: Environmental geometry elicits sensorimotor interference in remote perspective taking. <i>Cognition</i> , 2017 , 169, 1-14	3.5	10
59	An Integrative Approach to Presence and Self-Motion Perception Research 2015 , 187-235		10
58	Leaning-Based 360° Interfaces: Investigating Virtual Reality Navigation Interfaces with Leaning-Based-Translation and Full-Rotation. <i>Lecture Notes in Computer Science</i> , 2017 , 15-32	0.9	10
57	The Shepard-Risset glissando: music that moves you. <i>Experimental Brain Research</i> , 2017 , 235, 3111-3127	2.3	9
56	Re-evaluating benefits of body-based rotational cues for maintaining orientation in virtual environments 2014 ,		9
55	Can physical motions prevent disorientation in naturalistic VR? 2012 ,		9
54	Efficiently Simulating the Bokeh of Polygonal Apertures in a Post-Process Depth of Field Shader. <i>Computer Graphics Forum</i> , 2012 , 31, 1810-1822	2.4	8
53	Gathering and Applying Guidelines for Mobile Robot Design for Urban Search and Rescue Application. <i>Lecture Notes in Computer Science</i> , 2017 , 562-581	0.9	8
52	Evaluating affective features of 3D motionscapes 2014 ,		8
51	Display size does not affect egocentric distance perception of naturalistic stimuli 2009 ,		8
50	Simple motion textures for ambient affect 2011 ,		8
49	Measuring vection in a large screen virtual environment 2005 ,		8
48	The Effect of Age, Gender, and Previous Gaming Experience on Game Play Performance. <i>International Federation for Information Processing</i> , 2010 , 293-296		8
47	Transformative Experiences Become More Accessible Through Virtual Reality 2018 ,		8
46	Simulated Reference Frame: A Cost-Effective Solution to Improve Spatial Orientation in VR 2018 ,		8
45	Are You Dreaming? 2018 ,		8
44	Perch to Fly 2019 ,		6

43	Transformative Experience Design 2019 ,		6
42	Lucid Loop 2019 ,		6
41	3D user interfaces for virtual reality and games 2018 ,		6
40	Spatial updating in real and virtual environments 2004 ,		6
39	Inhaling and Exhaling: How Technologies Can Perceptually Extend our Breath Awareness 2020 ,		6
38	Defining Transformative Experiences: A Conceptual Analysis. <i>Frontiers in Psychology</i> ,13,	3.4	6
37	Lean into it: Exploring leaning-based motion cueing interfaces for virtual reality movement 2017 ,		5
36	Poster: Paving the way into virtual reality - A transition in five stages 2013 ,		5
35	The Pulse Breath Water System: Exploring Breathing as an Embodied Interaction for Enhancing the Affective Potential of Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2017 , 153-172	0.9	5
34	Navigation interfaces for virtual reality and gaming: Theory and practice 2017 ,		4
33	Stimulus size matters: do life-sized stimuli induce stronger embodiment effects in mental rotation?. <i>Journal of Cognitive Psychology</i> , 2017 , 29, 701-716	0.9	4
32	Assessing the usability of smartwatches for academic cheating during exams 2017 ,		4
31	Automatic Recognition of Eventfulness and Pleasantness of Soundscape 2015 ,		4
30	JeL 2020 ,		4
29	How real is virtual reality really? Comparing spatial updating using pointing tasks in real and virtual environments. <i>Journal of Vision</i> , 2010 , 1, 321-321	0.4	4
28	How automatic speed control based on distance affects user behaviours in telepresence robot navigation within dense conference-like environments. <i>PLoS ONE</i> , 2020 , 15, e0242078	3.7	4
27	Hacking Alternatives in 21st Century: Designing a Bio-Responsive Virtual Environment for Stress Reduction. <i>Communications in Computer and Information Science</i> , 2016 , 34-39	0.3	4
26	HeadJoystick: Improving Flying in VR using a Novel Leaning-Based Interface. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , PP,	4	4

25	2016,		4
24	The influence of shading, display size and individual differences on navigation in virtual reality 2014 ,		3
23	Does interactive animation control improve exploratory data analysis of animated trend visualization? 2013,		3
22	Exploring the interplay of visual and haptic modalities in a pattern-matching task 2010,		3
21	FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet 2020,		3
20	Are Left-Right Hemisphere Errors in Point-to-Origin Tasks in VR Caused by Failure to Incorporate Heading Changes?. <i>Lecture Notes in Computer Science</i> , 2012 , 143-162	0.9	3
19	Sitting vs. Standing in VR: Towards a Systematic Classification of Challenges and (Dis)Advantages 2020,		3
18	Either Give Me a Reason to Stand or an Opportunity to Sit in VR 2020,		3
17	To Sit or Not to Sit in VR: Analyzing Influences and (Dis)Advantages of Posture and Embodied Interaction. <i>Computers</i> , 2021 , 10, 73	1.9	3
16	Development and evaluation of a hands-free motion cueing interface for ground-based navigation 2017,		2
15	Influence of movement expertise on a virtual point-to-origin task 2015,		2
14	Tangible and body-based interaction with auditory maps 2011,		2
13	Designing Mind(set) and Setting for Profound Emotional Experiences in Virtual Reality 2020,		2
12	Towards an Affordance of Embodied Locomotion Interfaces in VR: How to Know How to Move? 2020,		2
11	Can We Give Seated Users in Virtual Reality the Sensation of Standing or Even Walking? Do We Want To? 2020,		2
10	Creating AWE: Artistic and Scientific Practices in Research-Based Design for Exploring a Profound Immersive Installation 2018,		2
9	Navigation Interfaces for Virtual Reality and Gaming 2018,		2
8	Augmenting visual representation of affectively charged information using sound graphs 2012,		1

7	Comprehending parametric CAD models 2010 ,		1
6	Point-to-origin experiments in VR revealed novel qualitative errors in visual path integration 2006 ,		1
5	The stereoscopic advantage for vection persists despite reversed disparity. <i>Attention, Perception, and Psychophysics</i> , 2020 , 82, 2098-2118	2	1
4	Body RemiXer: Extending Bodies to Stimulate Social Connection in an Immersive Installation. <i>Leonardo</i> , 2020 , 53, 394-400	0.1	1
3	Influence of Ethnicity, Gender and Answering Mode on a Virtual Point-to-Origin Task. <i>Frontiers in Behavioral Neuroscience</i> , 2016 , 10, 22	3.5	1
2	2018 ,		1
1	Pseudoscopic vection: Reversing stereo continues to improve self-motion perception despite increased conflict.. <i>Journal of Vision</i> , 2020 , 20, 339	0.4	