Bernhard E Riecke

List of Publications by Year in Descending Order

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	To Sit or Not to Sit in VR: Analyzing Influences and (Dis)Advantages of Posture and Embodied Interaction. *Computers*, **2021**, 10, 73	1.9	3
113	NaviBoard and NaviChair: Limited Translation Combined with Full Rotation for Efficient Virtual Locomotion. *IEEE Transactions on Visualization and Computer Graphics*, **2021**, 27, 165-177	4	14
112	Inhaling and Exhaling: How Technologies Can Perceptually Extend our Breath Awareness **2020**,		6
111	JeL **2020**,		4
110	Designing Mind(set) and Setting for Profound Emotional Experiences in Virtual Reality **2020**,		2
109	FeetBack: Augmenting Robotic Telepresence with Haptic Feedback on the Feet **2020**,		3
108	How automatic speed control based on distance affects user behaviours in telepresence robot navigation within dense conference-like environments. *PLoS ONE*, **2020**, 15, e0242078	3.7	4
107	Pseudoscopic vection: Reversing stereo continues to improve self-motion perception despite increased conflict.. *Journal of Vision*, **2020**, 20, 339	0.4	
106	The stereoscopic advantage for vection persists despite reversed disparity. *Attention, Perception, and Psychophysics*, **2020**, 82, 2098-2118	2	1
105	Sitting vs. Standing in VR: Towards a Systematic Classification of Challenges and (Dis)Advantages **2020**,		3
104	Either Give Me a Reason to Stand or an Opportunity to Sit in VR **2020**,		3
103	Towards an Affordance of Embodied Locomotion Interfaces in VR: How to Know How to Move? **2020**,		2
102	Can We Give Seated Users in Virtual Reality the Sensation of Standing or Even Walking? Do We Want To? **2020**,		2
101	HeadJoystick: Improving Flying in VR using a Novel Leaning-Based Interface. *IEEE Transactions on Visualization and Computer Graphics*, **2020**, PP,	4	4
100	Body RemiXer: Extending Bodies to Stimulate Social Connection in an Immersive Installation. *Leonardo*, **2020**, 53, 394-400	0.1	1
99	A Review on Research and Evaluation Methods for Investigating Self-Transcendence. *Frontiers in Psychology*, **2020**, 11, 547687	3.4	14
98	Perch to Fly **2019**,		6

79 Awestruck: Natural interaction with virtual reality on eliciting awe **2017**,   10

78 Lean into it: Exploring leaning-based motion cueing interfaces for virtual reality movement **2017**,   5

77 Development and evaluation of a hands-free motion cueing interface for ground-based navigation **2017**,   2

76 Navigation interfaces for virtual reality and gaming: Theory and practice **2017**,   4

75 Stimulus size matters: do life-sized stimuli induce stronger embodiment effects in mental rotation?. *Journal of Cognitive Psychology*, **2017**, 29, 701-716   0.9   4

74 Moving in a box: Improving spatial orientation in virtual reality using simulated reference frames **2017**,   10

73 Assessing the usability of smartwatches for academic cheating during exams **2017**,   4

72 The Shepard-Risset glissando: music that moves you. *Experimental Brain Research*, **2017**, 235, 3111-3127   2.3   9

71 Where you are affects what you can easily imagine: Environmental geometry elicits sensorimotor interference in remote perspective taking. *Cognition*, **2017**, 169, 1-14   3.5   10

70 Gathering and Applying Guidelines for Mobile Robot Design for Urban Search and Rescue Application. *Lecture Notes in Computer Science*, **2017**, 562-581   0.9   8

69 "MyEyes" **2017**,   11

68 The Pulse Breath Water System: Exploring Breathing as an Embodied Interaction for Enhancing the Affective Potential of Virtual Reality. *Lecture Notes in Computer Science*, **2017**, 153-172   0.9   5

67 Leaning-Based 360 Interfaces: Investigating Virtual Reality Navigation Interfaces with Leaning-Based-Translation and Full-Rotation. *Lecture Notes in Computer Science*, **2017**, 15-32   0.9   10

66 Enhancing stress management techniques using virtual reality **2016**,   17

65 On Your Feet! **2016**,   26

64 Hacking Alternatives in 21st Century: Designing a Bio-Responsive Virtual Environment for Stress Reduction. *Communications in Computer and Information Science*, **2016**, 34-39   0.3   4

63 Influence of Ethnicity, Gender and Answering Mode on a Virtual Point-to-Origin Task. *Frontiers in Behavioral Neuroscience*, **2016**, 10, 22   3.5   1

62 **2016**,   4

61	Walking without optic flow reduces subsequent vection. *Experimental Brain Research*, **2015**, 233, 275-81	2.3	13
60	Upper Body Leaning can affect Forward Self-Motion Perception in Virtual Environments **2015**,		13
59	NaviChair **2015**,		26
58	Influence of movement expertise on a virtual point-to-origin task **2015**,		2
57	Automatic Recognition of Eventfulness and Pleasantness of Soundscape **2015**,		4
56	Social presence in online discussions as a process predictor of academic performance. *Journal of Computer Assisted Learning*, **2015**, 31, 638-654	3.8	85
55	Vection and visually induced motion sickness: how are they related?. *Frontiers in Psychology*, **2015**, 6, 472	3.4	125
54	Comparing the effectiveness of different displays in enhancing illusions of self-movement (vection). *Frontiers in Psychology*, **2015**, 6, 713	3.4	28
53	More than a cool illusion? Functional significance of self-motion illusion (circular vection) for perspective switches. *Frontiers in Psychology*, **2015**, 6, 1174	3.4	11
52	Can walking motions improve visually induced rotational self-motion illusions in virtual reality?. *Journal of Vision*, **2015**, 15,	0.4	12
51	What is Intuitive Interaction? Balancing Users' Performance and Satisfaction with Natural User Interfaces. *Interacting With Computers*, **2015**, 27, 357-370	1.6	27
50	An Integrative Approach to Presence and Self-Motion Perception Research **2015**, 187-235		10
49	Local and global reference frames for environmental spaces. *Quarterly Journal of Experimental Psychology*, **2014**, 67, 542-69	1.8	53
48	Interactively mediating experiences of mindfulness meditation. *International Journal of Human Computer Studies*, **2014**, 72, 674-688	4.6	32
47	Embodied mental rotation: a special link between egocentric transformation and the bodily self. *Frontiers in Psychology*, **2014**, 5, 505	3.4	24
46	The influence of shading, display size and individual differences on navigation in virtual reality **2014**,		3
45	Evaluating affective features of 3D motionscapes **2014**,		8
44	Re-evaluating benefits of body-based rotational cues for maintaining orientation in virtual environments **2014**,		9

43 Poster: Paving the way into virtual reality - A transition in five stages **2013**, | 5

42 Does interactive animation control improve exploratory data analysis of animated trend visualization? **2013**, | 3

41 Mediated meditation **2013**, | 18

40 Technology preferences and routines for sharing health information during the treatment of a chronic illness **2013**, | 28

39 Perceptual and Cognitive Factors for Self-Motion Simulation in Virtual Environments: How Can Self-Motion Illusions (Vection) Be Utilized? **2013**, 27-54 | 20

38 Efficiently Simulating the Bokeh of Polygonal Apertures in a Post-Process Depth of Field Shader. *Computer Graphics Forum*, **2012**, 31, 1810-1822 | 2.4 | 8

37 Sonic Cradle **2012**, | 71

36 Can physical motions prevent disorientation in naturalistic VR? **2012**, | 9

35 Augmenting visual representation of affectively charged information using sound graphs **2012**, | 1

34 To move or not to move **2012**, | 31

33 Moving through virtual reality without moving?. *Cognitive Processing*, **2012**, 13 Suppl 1, S293-7 | 1.5 | 12

32 Switching Spatial Reference Frames for Yaw and Pitch Navigation. *Spatial Cognition and Computation*, **2012**, 12, 159-194 | 1.3 | 13

31 Self-motion illusions (vection) in VR - Are they good for anything? **2012**, | 16

30 Are Left-Right Hemisphere Errors in Point-to-Origin Tasks in VR Caused by Failure to Incorporate Heading Changes?. *Lecture Notes in Computer Science*, **2012**, 143-162 | 0.9 | 3

29 Tangible and body-based interaction with auditory maps **2011**, | 2

28 Spatialized sound enhances biomechanically-induced self-motion illusion (vection) **2011**, | 18

27 Simple motion textures for ambient affect **2011**, | 8

26 Dynamic visual information facilitates object recognition from novel viewpoints. *Journal of Vision*, **2010**, 10, 11 | 0.4 | 12

25   Comprehending parametric CAD models **2010**, — 1

24   Exploring the interplay of visual and haptic modalities in a pattern-matching task **2010**, — 3

23   How real is virtual reality really? Comparing spatial updating using pointing tasks in real and virtual environments. *Journal of Vision*, **2010**, 1, 321-321 — 0.4 — 4

22   Do We Need to Walk for Effective Virtual Reality Navigation? Physical Rotations Alone May Suffice. *Lecture Notes in Computer Science*, **2010**, 234-247 — 0.9 — 52

21   The Effect of Age, Gender, and Previous Gaming Experience on Game Play Performance. *International Federation for Information Processing*, **2010**, 293-296 — 8

20   Moving sounds enhance the visually-induced self-motion illusion (circular vection) in virtual reality. *ACM Transactions on Applied Perception*, **2009**, 6, 1-27 — 1.4 — 49

19   Display size does not affect egocentric distance perception of naturalistic stimuli **2009**, — 8

18   Auditory self-motion simulation is facilitated by haptic and vibrational cues suggesting the possibility of actual motion. *ACM Transactions on Applied Perception*, **2009**, 6, 1-22 — 1.4 — 29

17   Auditory self-motion illusions ("circular vection") can be facilitated by vibrations and the potential for actual motion **2008**, — 24

16   Consistent Left-Right Reversals for Visual Path Integration in Virtual Reality: More than a Failure to Update One's Heading?. *Presence: Teleoperators and Virtual Environments*, **2008**, 17, 143-175 — 2.9 — 24

15   Visual control of posture in real and virtual environments. *Perception & Psychophysics*, **2008**, 70, 158-65 — 27

14   Spatial updating in virtual reality: the sufficiency of visual information. *Psychological Research*, **2007**, 71, 298-313 — 2.5 — 79

13   Do HDR displays support LDR content?. *ACM Transactions on Graphics*, **2007**, 26, 38 — 7.6 — 96

12   Do HDR displays support LDR content? **2007**, — 27

11   Can People Not Tell Left from Right in VR? Point-to-origin Studies Revealed Qualitative Errors in Visual Path Integration **2007**, — 26

10   Simple user-generated motion cueing can enhance self-motion perception (Vection) in virtual reality **2006**, — 19

9   Point-to-origin experiments in VR revealed novel qualitative errors in visual path integration **2006**, — 1

8   Cognitive factors can influence self-motion perception (vection) in virtual reality. *ACM Transactions on Applied Perception*, **2006**, 3, 194-216 — 1.4 — 76