

Bernhard Maurer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1613863/publications.pdf>

Version: 2024-02-01

25
papers

226
citations

1683354

5
h-index

1473754

9
g-index

27
all docs

27
docs citations

27
times ranked

111
citing authors

#	ARTICLE	IF	CITATIONS
1	Special Issue HCI Research Games – An Editorial. <i>Simulation and Gaming</i> , 2019, 50, 266-271.	1.2	3
2	Be the Meeple. , 2019, , .		9
3	Dislocated Boardgames: Design Potentials for Remote Tangible Play. <i>Multimodal Technologies and Interaction</i> , 2019, 3, 72.	1.7	14
4	Where the eyes meet: Lessons learned from shared gaze-based interactions in cooperative and competitive online games. <i>Entertainment Computing</i> , 2018, 27, 47-59.	1.8	17
5	EyePlay Revisited. , 2018, , .		7
6	Socialeyes. , 2018, , .		7
7	LaserViz. , 2017, , .		13
8	Eye Contact: Gaze as a Connector Between Spectators and Players in Online Games. <i>Lecture Notes in Computer Science</i> , 2017, , 310-321.	1.0	3
9	Exploring Gaze and Hand Gestures for Non-Verbal In-Game Communication. , 2017, , .		3
10	Reign in blood. , 2017, , .		4
11	Embodied Interaction in Play. , 2017, , .		2
12	An Eye for an Eye. , 2016, , .		24
13	EyeCo: Effects of Shared Gaze on Social Presence in an Online Cooperative Game. <i>Lecture Notes in Computer Science</i> , 2016, , 102-114.	1.0	16
14	Embodied Interaction in Play: Body-Based and Natural Interaction in Games. <i>Lecture Notes in Computer Science</i> , 2016, , 378-401.	1.0	2
15	Game-based HCI Methods. , 2016, , .		5
16	Utilizing a Digital Game as a Mediatory Artifact for Social Persuasion to Prevent Speeding. <i>Lecture Notes in Computer Science</i> , 2016, , 199-210.	1.0	6
17	The Impact of Spatial Properties on Collaboration. , 2016, , .		2
18	LCTNav. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
19	Sounds Like it Works. , 2015, , .		0
20	TorqueScreen. , 2015, , .		16
21	Four Eyes See More Than Two: Shared Gaze in the Car. Lecture Notes in Computer Science, 2015, , 331-348.	1.0	10
22	Gaze-Based Onlooker Integration. , 2015, , .		25
23	"Dad, Stop Crashing My Car!". , 2014, , .		13
24	Shared Gaze in the Car. , 2014, , .		16
25	Improving rehabilitation process after total knee replacement surgery through visual feedback and enhanced communication in a serious game. , 2012, , .		3