

# Frank Steinicke

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2336882/publications.pdf>

Version: 2024-02-01

97  
papers

1,585  
citations

840776

11  
h-index

752698

20  
g-index

99  
all docs

99  
docs citations

99  
times ranked

801  
citing authors

#	ARTICLE	IF	CITATIONS
1	15 Years of Research on Redirected Walking in Immersive Virtual Environments. IEEE Computer Graphics and Applications, 2018, 38, 44-56.	1.2	191
2	Evaluation of Locomotion Techniques for Room-Scale VR. , 2018, , .		115
3	Natural Walking in Virtual Reality. Computers in Entertainment, 2018, 16, 1-22.	1.1	102
4	Bending the Curve: Sensitivity to Bending of Curved Paths and Application in Room-Scale VR. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1389-1398.	4.4	96
5	In the blink of an eye. ACM Transactions on Graphics, 2018, 37, 1-11.	7.2	86
6	Influence of avatar appearance on presence in social VR. , 2017, , .		81
7	Effects of exposure to immersive videos and photo slideshows of forest and urban environments. Scientific Reports, 2021, 11, 3994.	3.3	60
8	Comparison of Multimodal Heading and Pointing Gestures for Co-Located Mixed Reality Human-Robot Interaction. , 2018, , .		42
9	A Comparison of Eye Tracking Latencies Among Several Commercial Head-Mounted Displays. I-Perception, 2021, 12, 204166952098333.	1.4	39
10	Shrinking Circles: Adaptation to Increased Curvature Gain in Redirected Walking. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2032-2039.	4.4	38
11	Gait Training in Virtual Reality: Short-Term Effects of Different Virtual Manipulation Techniques in Parkinsonâ€™s Disease. Cells, 2019, 8, 419.	4.1	36
12	Challenges Using Head-Mounted Displays in Shared and Social Spaces. , 2019, , .		35
13	Augmented Reality for Older Adults: Exploring Acceptability of Virtual Coaches for Home-based Balance Training in an Aging Population. , 2020, , .		35
14	Application of redirected walking in room-scale VR. , 2017, , .		33
15	Effects of virtual agent and object representation on experiencing exhibited artifacts. Computers and Graphics, 2019, 83, 1-10.	2.5	33
16	Walking by Cycling: A Novel In-Place Locomotion User Interface for Seated Virtual Reality Experiences. , 2020, , .		30
17	Detection Thresholds for Rotation and Translation Gains in 360Â° Video-Based Telepresence Systems. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1671-1680.	4.4	25
18	Analyses of Gait Parameters of Younger and Older Adults During (Non-)Isometric Virtual Walking. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2663-2674.	4.4	23

#	ARTICLE	IF	CITATIONS
19	Feels like Team Spirit: Biometric and Strategic Interdependence in Asymmetric Multiplayer VR Games. , 2021, , .		21
20	Triggerwalking. , 2017, , .		20
21	Analysis of Proximity-Based Multimodal Feedback for 3D Selection in Immersive Virtual Environments. , 2018, , .		20
22	A Taxonomy of Interaction Techniques for Immersive Augmented Reality based on an Iterative Literature Review. , 2021, , .		20
23	Scale matters! Analysis of dominant scale estimation in the presence of conflicting cues in multi-scale collaborative virtual environments. , 2016, , .		19
24	Detection Thresholds for Vertical Gains in VR and Drone-based Telepresence Systems. , 2020, , .		18
25	A First Pilot Study to Compare Virtual Group Meetings using Video Conferences and (Immersive) Virtual Reality. , 2020, , .		18
26	Stylo and handifact. , 2017, , .		14
27	The cybersickness susceptibility questionnaire. , 2020, , .		14
28	AnimationVR - Interactive Controller-based Animating in Virtual Reality. , 2018, , .		13
29	Floor-Projected Guidance Cues for Collaborative Exploration of Spatial Augmented Reality Setups. , 2018, , .		13
30	Welcoming a Holographic Virtual Coach for Balance Training at Home: Two Focus Groups with Older Adults. , 2019, , .		13
31	Augmented Reality for Maritime Navigation Assistance - Egocentric Depth Perception in Large Distance Outdoor Environments. , 2021, , .		13
32	Infinity Walk in VR: Effects of Cognitive Load on Velocity during Continuous Long-Distance Walking. , 2019, , .		13
33	Word saber. , 2020, , .		13
34	Camera time warp. , 2018, , .		12
35	Stereoscopic Rendering via Goggles Elicits Higher Functional Connectivity During Virtual Reality Gaming. <i>Frontiers in Human Neuroscience</i> , 2019, 13, 365.	2.0	12
36	Canoe VR: An Immersive Exergame to Support Cognitive and Physical Exercises of Older Adults. , 2022, , .		12

#	ARTICLE	IF	CITATIONS
37	Redirected Spaces: Going Beyond Borders. , 2018, , .		11
38	Detection Thresholds with Joint Horizontal and Vertical Gains in Redirected Jumping. , 2021, , .		10
39	A Review of the Potential of Virtual Walking Techniques for Gait Rehabilitation. Frontiers in Human Neuroscience, 2021, 15, 717291.	2.0	10
40	Control methods in a supernatural flight simulator. , 2016, , .		9
41	Space walk. , 2019, , .		9
42	A Best-Fit Framework and Systematic Review of Asymmetric Gameplay in Multiplayer Virtual Reality Games. Frontiers in Virtual Reality, 2021, 2, .	3.7	9
43	Blended Agents: Manipulation of Physical Objects within Mixed Reality Environments and Beyond. , 2019, , .		8
44	Stimulating the Brain in VR: Effects of Transcranial Direct-Current Stimulation on Redirected Walking. , 2019, , .		8
45	Development of an Optical Tracking Based Teleoperation System with Virtual Reality. , 2019, , .		7
46	Vibrotactile assistance for user guidance towards selection targets in VR and the cognitive resources involved. , 2017, , .		6
47	Intelligent Blended Agents: Realityâ€“Virtuality Interaction with Artificially Intelligent Embodied Virtual Humans. Multimodal Technologies and Interaction, 2020, 4, 85.	2.5	6
48	Depth Perception and Manipulation in Projection-Based Spatial Augmented Reality. Presence: Teleoperators and Virtual Environments, 2020, 27, 242-256.	0.6	6
49	Turn Your Head Half Round. , 2019, , .		6
50	Towards Gamified Alcohol Use Disorder Therapy in Virtual Reality: A Preliminary Usability Study. , 2019, , .		5
51	The Effects of Virtual Audience Size on Social Anxiety during Public Speaking. , 2020, , .		5
52	Memory Journalist: Creating Virtual Reality Exergames for the Treatment of Older Adults with Dementia. , 2020, , .		5
53	Interaction Based Redirected Walking. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2021, 4, 1-16.	1.6	5
54	Conveying perspective in multi-user virtual reality collaborations. , 2020, , .		5

#	ARTICLE	IF	CITATIONS
55	Redirected Walking in VR. Lecture Notes in Computer Science, 2020, , 285-292.	1.3	5
56	Virtual Reality for Individuals with Occasional Paranoid Thoughts. , 2020, , .		5
57	Using Exergames to Train Patients with Dementia to Accomplish Daily Routines. , 2020, , .		5
58	Camera Time Warp: Compensating Latency in Video See-Through Head-Mounted-Displays for Reduced Cybersickness Effects. , 2018, , .		4
59	STIC - Sensory and Tactile Improved Cane. , 2019, , .		4
60	A VR Study on Freehand vs. Widgets for 3D Manipulation Tasks. , 2019, , .		4
61	VITALab.Mobile - A Mobile Living Lab. , 2019, , .		4
62	Evaluation of 3D Pointing Accuracy in the Fovea and Periphery in Immersive Head-Mounted Display Environments. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1929-1936.	4.4	4
63	KiVR Sports. , 2019, , .		3
64	Enabling Patients with Neurological Diseases to perform Motor-Cognitive Exergames under Clinical Supervision for Everyday Usage. , 2020, , .		3
65	Excuse me! Perception of Abrupt Direction Changes Using Body Cues and Paths on Mixed Reality Avatars. , 2018, , .		3
66	Everyday Proxy Objects for Virtual Reality. , 2020, , .		3
67	Biomechanical analysis of (non-)isometric virtual walking of older adults. , 2017, , .		2
68	Fooling your senses. , 2017, , .		2
69	AnimationVR - Interactive Controller-Based Animating in Virtual Reality. , 2018, , .		2
70	Peripersonal Visual-Haptic Size Estimation in Virtual Reality. , 2019, , .		2
71	Seated Immersive Exergaming for Fall Prevention of Older Adults. , 2020, , .		2
72	Corona Beat - Kicking The Sedentary Habit Induced By Prolonged Social Distancing. , 2021, , .		2

#	ARTICLE	IF	CITATIONS
73	Effects of Virtual Environments and Self-representations on Redirected Jumping. , 2021, , .		2
74	New Digital Realities â€“ Blending our Reality with Virtuality. I-com, 2020, 19, 61-65.	1.3	2
75	Taming Cyclops: Mixed Reality Head-Mounted Displays as Laser Safety Goggles for Advanced Optics Laboratories. , 2022, , .		2
76	Applications of visual perception to virtual reality rendering. , 2017, , .		1
77	Applications of vision science to virtual and augmented reality. , 2018, , .		1
78	Classification of Beyond-Reality Interaction Techniques in Spatial Human-Computer Interaction. , 2018, , .		1
79	25th IEEE Conference on Virtual Reality and 3D User Interfaces [Title page]. , 2018, , .		1
80	Think Fast: Rapid Localization of Teleoperator Gaze in 360Â° Hosted Telepresence. International Journal of Humanoid Robotics, 2020, 17, 1950038.	1.1	1
81	Visual-Haptic Size Estimation in Peripersonal Space. Frontiers in Neurorobotics, 2020, 14, 18.	2.8	1
82	KI-SIGS: Artificial Intelligence for the Northern German Health Ecosystem. Digitale Welt, 2020, 4, 49-54.	0.3	1
83	Combining Natural Techniques to Achieve Seamless Locomotion in Consumer VR Spaces. , 2021, , .		1
84	Simulating Human Imprecision in Temporal Statements of Intelligent Virtual Agents. , 2022, , .		1
85	Evaluation of Flick Gestures on Multitouch Tabletop Surfaces. , 2017, , .		0
86	Hybrid Decision Support System for Traffic Engineers. , 2018, , .		0
87	Localizing Teleoperator Gaze in 360Â° Hosted Telepresence. , 2019, , .		0
88	IMPAct: A Holistic Framework for Mixed Reality Robotic User Interface Classification and Design. Multimodal Technologies and Interaction, 2019, 3, 25.	2.5	0
89	Detection Thresholds for Vertical Gains in VR and Drone-based Telepresence Systems. , 2020, , .		0
90	Where are you? Influence of Redirected Walking on Audio-Visual Position Estimation of Co-Located Users. , 2021, , .		0

#	ARTICLE	IF	CITATIONS
91	A Suggestion-Based Interaction System for Spacecraft Design in Augmented Reality. , 2021, , .		0
92	Die Zukunft der erweiterten Realität. , 2018, , 457-468.		0
93	AR Sound Sandbox: A Playful Interface for Musical and Artistic Expression. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 59-76.	0.3	0
94	An Active Tangible Device for Multitouch-Display Interaction. , 2019, , .		0
95	Mensch und Computer 2019 in Hamburg. I-com, 2019, 18, 313-314.	1.3	0
96	Frozen Factory: A Playful Virtual Experience for Multiple Co-Located Redirected Walking Users. , 2020, , .		0
97	Effects of Global Illumination of Virtual Objects in 360° Mixed Reality. , 2022, , .		0