Frank Steinicke

List of Publications by Year
in descending order

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	Effects of Global Illumination of Virtual Objects in 360Âº Mixed Reality. , 2022, , .		0
2	Taming Cyclops: Mixed Reality Head-Mounted Displays as Laser Safety Goggles for Advanced Optics Laboratories. , 2022, , .		2
3	Canoe VR: An Immersive Exergame to Support Cognitive and Physical Exercises of Older Adults. , 2022, , .		12
4	Simulating Human Imprecision in Temporal Statements of Intelligent Virtual Agents. , 2022, , .		1
5	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
6	A Comparison of Eye Tracking Latencies Among Several Commercial Head-Mounted Displays. I-Perception, 2021, 12, 204166952098333.	1.4	39
7	Effects of exposure to immersive videos and photo slideshows of forest and urban environments. Scientific Reports, 2021, 11, 3994.	3.3	60
8	Corona Beat - Kicking The Sedentary Habit Induced By Prolonged Social Distancing. , 2021, , .		2
9	Combining Natural Techniques to Achieve Seamless Locomotion in Consumer VR Spaces. , 2021, , .		1
10	Effects of Virtual Environments and Self-representations on Redirected Jumping. , 2021, , .		2
11	Where are you? Influence of Redirected Walking on Audio-Visual Position Estimation of Co-Located Users. , 2021, , .		0
12	A Suggestion-Based Interaction System for Spacecraft Design in Augmented Reality. , 2021, , .		0
13	Augmented Reality for Maritime Navigation Assistance - Egocentric Depth Perception in Large Distance Outdoor Environments. , 2021, , .		13
14	Detection Thresholds with Joint Horizontal and Vertical Gains in Redirected Jumping. , 2021, , .		10
15	Interaction Based Redirected Walking. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2021, 4, 1-16.	1.6	5
16	Feels like Team Spirit: Biometric and Strategic Interdependence in Asymmetric Multiplayer VR Games. , 2021, , .		21
17	A Best-Fit Framework and Systematic Review of Asymmetric Gameplay in Multiplayer Virtual Reality Games. Frontiers in Virtual Reality, 2021, 2, .	3.7	9
18	A Taxonomy of Interaction Techniques for Immersive Augmented Reality based on an Iterative Literature Review. , 2021, , .		20

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19	A Review of the Potential of Virtual Walking Techniques for Gait Rehabilitation. Frontiers in Human Neuroscience, 2021, 15, 717291.	2.0	10
20	Enabling Patients with Neurological Diseases to perform Motor-Cognitive Exergames under Clinical Supervision for Everyday Usage. , 2020, , .		3
21	Think Fast: Rapid Localization of Teleoperator Gaze in 360° Hosted Telepresence. International Journal of Humanoid Robotics, 2020, 17, 1950038.	1.1	1
22	Detection Thresholds for Vertical Gains in VR and Drone-based Telepresence Systems. , 2020, , .		18
23	The Effects of Virtual Audience Size on Social Anxiety during Public Speaking. , 2020, , .		5
24	Intelligent Blended Agents: Reality–Virtuality Interaction with Artificially Intelligent Embodied Virtual Humans. Multimodal Technologies and Interaction, 2020, 4, 85.	2.5	6
25	Seated Immersive Exergaming for Fall Prevention of Older Adults. , 2020, , .		2
26	Visual-Haptic Size Estimation in Peripersonal Space. Frontiers in Neurorobotics, 2020, 14, 18.	2.8	1
27	Detection Thresholds for Vertical Gains in VR and Drone-based Telepresence Systems. , 2020, , .		0
28	Memory Journalist: Creating Virtual Reality Exergames for the Treatment of Older Adults with Dementia. , 2020, , .		5
29	Depth Perception and Manipulation in Projection-Based Spatial Augmented Reality. Presence: Teleoperators and Virtual Environments, 2020, 27, 242-256.	0.6	6
30	KI-SIGS: Artificial Intelligence for the Northern German Health Ecosystem. Digitale Welt, 2020, 4, 49-54.	0.3	1
31	Augmented Reality for Older Adults: Exploring Acceptability of Virtual Coaches for Home-based Balance Training in an Aging Population. , 2020, , .		35
32	Walking by Cycling: A Novel In-Place Locomotion User Interface for Seated Virtual Reality Experiences. , 2020, , .		30
33	Everyday Proxy Objects for Virtual Reality. , 2020, , .		3
34	A First Pilot Study to Compare Virtual Group Meetings using Video Conferences and (Immersive) Virtual Reality. , 2020, , .		18
35	Word saber. , 2020, , .		13
36	Conveying perspective in multi-user virtual reality collaborations. , 2020, , .		5

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37	The cybersickness susceptibility questionnaire. , 2020, , .		14
38	Redirected Walking in VR. Lecture Notes in Computer Science, 2020, , 285-292.	1.3	5
39	New Digital Realities â€" Blending our Reality with Virtuality. I-com, 2020, 19, 61-65.	1.3	2
40	Virtual Reality for Individuals with Occasional Paranoid Thoughts. , 2020, , .		5
41	Using Exergames to Train Patients with Dementia to Accomplish Daily Routines. , 2020, , .		5
42	Frozen Factory: A Playful Virtual Experience for Multiple Co-Located Redirected Walking Users. , 2020, , .		0
43	Peripersonal Visual-Haptic Size Estimation in Virtual Reality. , 2019, , .		2
44	Localizing Teleoperator Gaze in 360Â° Hosted Telepresence. , 2019, , .		0
45	Space walk. , 2019, , .		9
46	Challenges Using Head-Mounted Displays in Shared and Social Spaces. , 2019, , .		35
47	KiVR Sports. , 2019, , .		3
48	Blended Agents: Manipulation of Physical Objects within Mixed Reality Environments and Beyond. , 2019, , .		8
49	Stereoscopic Rendering via Goggles Elicits Higher Functional Connectivity During Virtual Reality Gaming. Frontiers in Human Neuroscience, 2019, 13, 365.	2.0	12
50	Towards Gamified Alcohol Use Disorder Therapy in Virtual Reality: A Preliminary Usability Study. , 2019, , .		5
51	Welcoming a Holographic Virtual Coach for Balance Training at Home: Two Focus Groups with Older Adults. , 2019, , .		13
52	STIC - Sensory and Tactile Improved Cane. , 2019, , .		4
53	A VR Study on Freehand vs. Widgets for 3D Manipulation Tasks. , 2019, , .		4
54	Effects of virtual agent and object representation on experiencing exhibited artifacts. Computers and Graphics, 2019, 83, 1-10.	2.5	33

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55	Gait Training in Virtual Reality: Short-Term Effects of Different Virtual Manipulation Techniques in Parkinsonâ€™s Disease. Cells, 2019, 8, 419.	4.1	36
56	IMPAct: A Holistic Framework for Mixed Reality Robotic User Interface Classification and Design. Multimodal Technologies and Interaction, 2019, 3, 25.	2.5	0
57	Shrinking Circles: Adaptation to Increased Curvature Gain in Redirected Walking. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2032-2039.	4.4	38
58	Development of an Optical Tracking Based Teleoperation System with Virtual Reality. , 2019, , .		7
59	VITALab.Mobile - A Mobile Living Lab. , 2019, , .		4
60	Infinity Walk in VR: Effects of Cognitive Load on Velocity during Continuous Long-Distance Walking. , 2019, , .		13
61	Turn Your Head Half Round. , 2019, , .		6
62	Stimulating the Brain in VR: Effects of Transcranial Direct-Current Stimulation on Redirected Walking. , 2019, , .		8
63	An Active Tangible Device for Multitouch-Display Interaction. , 2019, , .		0
64	Mensch und Computer 2019 in Hamburg. I-com, 2019, 18, 313-314.	1.3	0
65	Natural Walking in Virtual Reality. Computers in Entertainment, 2018, 16, 1-22.	1.1	102
66	15 Years of Research on Redirected Walking in Immersive Virtual Environments. IEEE Computer Graphics and Applications, 2018, 38, 44-56.	1.2	191
67	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
68	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
69	AnimationVR - Interactive Controller-based Animating in Virtual Reality. , 2018, , .		13
70	Comparison of Multimodal Heading and Pointing Gestures for Co-Located Mixed Reality Human-Robot Interaction. , 2018, , .		42
71	Evaluation of Locomotion Techniques for Room-Scale VR. , 2018, , .		115
72	Applications of vision science to virtual and augmented reality. , 2018, , .		1

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73	Camera Time Warp: Compensating Latency in Video See-Through Head-Mounted-Displays for Reduced Cybersickness Effects. , 2018, , .		4
74	Classification of Beyond-Reality Interaction Techniques in Spatial Human-Computer Interaction. , 2018, , .		1
75	Floor-Projected Guidance Cues for Collaborative Exploration of Spatial Augmented Reality Setups. , 2018, , .		13
76	Hybrid Decision Support System for Traffic Engineers. , 2018, , .		0
77	Analysis of Proximity-Based Multimodal Feedback for 3D Selection in Immersive Virtual Environments. , 2018, , .		20
78	AnimationVR - Interactive Controller-Based Animating in Virtual Reality. , 2018, , .		2
79	Camera time warp. , 2018, , .		12
80	25th IEEE Conference on Virtual Reality and 3D User Interfaces [Title page]. , 2018, , .		1
81	Redirected Spaces: Going Beyond Borders. , 2018, , .		11
82	In the blink of an eye. ACM Transactions on Graphics, 2018, 37, 1-11.	7.2	86
83	Excuse me! Perception of Abrupt Direction Changes Using Body Cues and Paths on Mixed Reality Avatars. , 2018, , .		3
84	Die Zukunft der erweiterten Realität, 2018, , 457-468.		0
85	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
86	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
87	Vibrotactile assistance for user guidance towards selection targets in VR and the cognitive resources involved. , 2017, , .		6
88	Influence of avatar appearance on presence in social VR. , 2017, , .		81
89	Biomechanical analysis of (non-)isometric virtual walking of older adults. , 2017, , .		2
90	Application of redirected walking in room-scale VR. , 2017, , .		33

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91	Stylo and handifact. , 2017, , .		14
92	Applications of visual perception to virtual reality rendering. , 2017, , .		1
93	Triggerwalking. , 2017, , .		20
94	Fooling your senses. , 2017, , .		2
95	Evaluation of Flick Gestures on Multitouch Tabletop Surfaces. , 2017, , .		0
96	Scale matters! Analysis of dominant scale estimation in the presence of conflicting cues in multi-scale collaborative virtual environments. , 2016, , .		19
97	Control methods in a supernatural flight simulator. , 2016, , .		9