

Hannes Kaufmann

List of Publications by Year in descending order

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Version: 2024-02-01

71
papers

1,928
citations

840776

11
h-index

501196

28
g-index

72
all docs

72
docs citations

72
times ranked

1558
citing authors

#	ARTICLE	IF	CITATIONS
1	Mathematics and geometry education with collaborative augmented reality. Computers and Graphics, 2003, 27, 339-345.	2.5	375
2	Construct3D: A Virtual Reality Application for Mathematics and Geometry Education. Education and Information Technologies, 2000, 5, 263-276.	5.7	208
3	Virtual and augmented reality as spatial ability training tools. , 2006, , .		115
4	Mathematics and geometry education with collaborative augmented reality. , 2002, , .		96
5	Summary of Usability Evaluations of an Educational Augmented Reality Application. Lecture Notes in Computer Science, 2007, , 660-669.	1.3	78
6	Simulating educational physical experiments in augmented reality. , 2008, , .		74
7	Chronic pain rehabilitation with a serious game using multimodal input. , 2011, , .		73
8	Flexible spaces: Dynamic layout generation for infinite walking in virtual environments. , 2013, , .		69
9	3DTouch and HOMER-S. , 2013, , .		59
10	Construct3D. , 2002, , .		51
11	HyMoTrack: A Mobile AR Navigation System for Complex Indoor Environments. Sensors, 2016, 16, 17.	3.8	45
12	A Serious Exergame for Patients Suffering from Chronic Musculoskeletal Back and Neck Pain: A Pilot Study. Games for Health Journal, 2013, 2, 299-307.	2.0	41
13	Full body interaction for serious games in motor rehabilitation. , 2011, , .		37
14	Multimodal motion guidance. , 2012, , .		37
15	VRRobot: Robot actuated props in an infinite virtual environment. , 2017, , .		37
16	The VRNetzer platform enables interactive network analysis in Virtual Reality. Nature Communications, 2021, 12, 2432.	12.8	33
17	Improving data fusion in personal positioning systems for outdoor environments. Information Fusion, 2013, 14, 45-56.	19.1	31
18	EarVR: Using Ear Haptics in Virtual Reality for Deaf and Hard-of-Hearing People. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2084-2093.	4.4	23

#	ARTICLE	IF	CITATIONS
19	Towards efficient spatial compression in self-overlapping virtual environments. , 2017, , .		21
20	Immersivedeck: a large-scale wireless VR system for multiple users. , 2016, , .		20
21	DrillSample. , 2013, , .		18
22	Design of a Health Monitoring Toy for Children. , 2016, , .		17
23	VROnSite: Towards immersive training of first responder squad leaders in untethered virtual reality. , 2017, , .		17
24	Co-presence and proxemics in shared walkable virtual environments with mixed colocation. , 2018, , .		17
25	Immersive training of first responder squad leaders in untethered virtual reality. Virtual Reality, 2021, 25, 745-759.	6.1	17
26	A rigid-body target design methodology for optical pose-tracking systems. , 2008, , .		16
27	Automatic Furniture Arrangement Using Greedy Cost Minimization. , 2018, , .		16
28	ARTiFiCe - Augmented Reality Framework for Distributed Collaboration. The International Journal of Virtual Reality, 2019, 11, 1-7.	2.2	16
29	Differential Irradiance Caching for fast high-quality light transport between virtual and real worlds. , 2013, , .		15
30	3D building reconstruction and thermal mapping in fire brigade operations. , 2013, , .		14
31	Extraction of Structural and Semantic Data from 2D Floor Plans for Interactive and Immersive VR Real Estate Exploration. Technologies, 2018, 6, 101.	5.1	14
32	AR Record&Replay. , 2012, , .		13
33	Compressing VR: Fitting Large Virtual Environments within Limited Physical Space. IEEE Computer Graphics and Applications, 2017, 37, 85-91.	1.2	13
34	Automated interior design using a genetic algorithm. , 2017, , .		13
35	The Sorcererâ€™s Apprentice: A serious game aiding rehabilitation in the context of Subacromial Impingement Syndrome. , 2013, , .		13
36	Mutual collision avoidance during walking in real and collaborative virtual environments. , 2018, , .		12

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37	Integrated multi-objective evolutionary optimization of production layout scenarios for parametric structural design of flexible industrial buildings. <i>Journal of Building Engineering</i> , 2022, 46, 103766.	3.4	12
38	Autonomous Flight using a Smartphone as On-Board Processing Unit in GPS-Denied Environments. , 2013, , .		11
39	ACTO. , 2014, , .		10
40	Teaching virtual reality with HTC vive and leap motion. , 2017, , .		10
41	Event-driven body motion analysis for real-time gesture recognition. , 2012, , .		9
42	Effects of Using Vibrotactile Feedback on Sound Localization by Deaf and Hard-of-Hearing People in Virtual Environments. <i>Electronics (Switzerland)</i> , 2021, 10, 2794.	3.1	8
43	FT-RANSAC: Towards robust multi-modal homography estimation. , 2014, , .		7
44	High-Quality Consistent Illumination in Mobile Augmented Reality by Radiance Convolution on the GPU. <i>Lecture Notes in Computer Science</i> , 2015, , 574-585.	1.3	7
45	Analysis of a Kalman Approach for a Pedestrian Positioning System in Indoor Environments. <i>Lecture Notes in Computer Science</i> , 2007, , 931-940.	1.3	7
46	Use of Strategy in a 3-Dimensional Spatial Ability Test. <i>Journal of Individual Differences</i> , 2010, 31, 74-77.	1.0	7
47	The Sorcererâ€™s Apprentice: A serious game aiding rehabilitation in the context of Subacromial Impingement Syndrome. , 2013, , .		7
48	A Hybrid Sound Model for 3D Audio Games with Real Walking. , 2016, , .		6
49	Walking in Virtual Reality: Flexible Spaces and Other Techniques. , 2015, , 81-97.		6
50	Warning: Subtle Aspects of Strategy Assessment May Affect Correlations among Spatial Tests. <i>Perceptual and Motor Skills</i> , 2007, 104, 123-140.	1.3	5
51	DARGS: Dynamic AR Guiding System for Indoor Environments. <i>Computers</i> , 2018, 7, 5.	3.3	5
52	Development of Tests to Evaluate the Sensory Abilities of Children with Autism Spectrum Disorder using Touch and Force Sensors. , 2014, , .		5
53	SmartCopter. <i>International Journal of Pervasive Computing and Communications</i> , 2014, 10, 92-114.	1.3	4
54	Development of Tests to Evaluate the Sensory Abilities of Children with Autism Spectrum Disorder. <i>Procedia Computer Science</i> , 2015, 67, 193-203.	2.0	4

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55	Automatic object annotation in streamed and remotely explored large 3D reconstructions. Computational Visual Media, 2021, 7, 71-86.	17.5	4
56	Colocation for SLAM-Tracked VR Headsets with Hand Tracking. Computers, 2021, 10, 58.	3.3	4
57	Wide area optical user tracking in unconstrained indoor environments. , 2013, , .		3
58	Flexible spaces: A virtual step outside of reality. , 2013, , .		3
59	Physical object interaction in first responder mixed reality training. , 2020, , .		3
60	The Lab@Future Project. , 2004, , 3-18.		2
61	3D building reconstruction and thermal mapping in fire brigade operations. , 2013, , .		2
62	Evaluating RGB+D hand posture detection methods for mobile 3D interaction. , 2014, , .		2
63	StARboard & TrACTOR: Actuated Tangibles in an Educational TAR Application. Multimodal Technologies and Interaction, 2021, 5, 6.	2.5	2
64	Wireless Displays in Educational Augmented Reality Applications. , 2011, , 157-175.		2
65	Differential Progressive Path Tracing for High-Quality Previsualization and Relighting in Augmented Reality. Lecture Notes in Computer Science, 2013, , 328-338.	1.3	2
66	Distributed Virtual Reality in Education. , 2007, , .		1
67	Parallel tracking and mapping in Hofburg Festsaal. , 2013, , .		1
68	Vision-Based Long-Range 3D Tracking, applied to Underground Surveying Tasks. Journal of Applied Geodesy, 2014, 8, .	1.1	1
69	Backward compatible HDR stereo matching: a hybrid tone-mapping-based framework. Eurasip Journal on Image and Video Processing, 2015, 2015, .	2.6	1
70	A Retargeting Approach for Mesopic Vision: Simulation and Compensation. Journal of Imaging Science and Technology, 2016, 60, 010410-1-010410-12.	0.5	1
71	Precomputed fast rejection ray-triangle intersection. Graphics and Visual Computing, 2022, , 200047.	1.1	0