

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	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
2	Precomputed fast rejection ray-triangle intersection. <i>Graphics and Visual Computing</i> , 2022, , 200047.	1.1	0
3	Automatic object annotation in streamed and remotely explored large 3D reconstructions. <i>Computational Visual Media</i> , 2021, 7, 71-86.	17.5	4
4	StARboard & TrACTOR: Actuated Tangibles in an Educational TAR Application. <i>Multimodal Technologies and Interaction</i> , 2021, 5, 6.	2.5	2
5	The VRNetzer platform enables interactive network analysis in Virtual Reality. <i>Nature Communications</i> , 2021, 12, 2432.	12.8	33
6	Colocation for SLAM-Tracked VR Headsets with Hand Tracking. <i>Computers</i> , 2021, 10, 58.	3.3	4
7	Immersive training of first responder squad leaders in untethered virtual reality. <i>Virtual Reality</i> , 2021, 25, 745-759.	6.1	17
8	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
9	EarVR: Using Ear Haptics in Virtual Reality for Deaf and Hard-of-Hearing People. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020, 26, 2084-2093.	4.4	23
10	Physical object interaction in first responder mixed reality training. , 2020, , .		3
11	ARTiFiCe - Augmented Reality Framework for Distributed Collaboration. <i>The International Journal of Virtual Reality</i> , 2019, 11, 1-7.	2.2	16
12	Extraction of Structural and Semantic Data from 2D Floor Plans for Interactive and Immersive VR Real Estate Exploration. <i>Technologies</i> , 2018, 6, 101.	5.1	14
13	Automatic Furniture Arrangement Using Greedy Cost Minimization. , 2018, , .		16
14	Co-presence and proxemics in shared walkable virtual environments with mixed colocation. , 2018, , .		17
15	Mutual collision avoidance during walking in real and collaborative virtual environments. , 2018, , .		12
16	DARGS: Dynamic AR Guiding System for Indoor Environments. <i>Computers</i> , 2018, 7, 5.	3.3	5
17	Towards efficient spatial compression in self-overlapping virtual environments. , 2017, , .		21
18	VRRobot: Robot actuated props in an infinite virtual environment. , 2017, , .		37

#	ARTICLE	IF	CITATIONS
19	VRonSite: Towards immersive training of first responder squad leaders in untethered virtual reality. , 2017, , .		17
20	Compressing VR: Fitting Large Virtual Environments within Limited Physical Space. IEEE Computer Graphics and Applications, 2017, 37, 85-91.	1.2	13
21	Teaching virtual reality with HTC vive and leap motion. , 2017, , .		10
22	Automated interior design using a genetic algorithm. , 2017, , .		13
23	HyMoTrack: A Mobile AR Navigation System for Complex Indoor Environments. Sensors, 2016, 16, 17.	3.8	45
24	A Retargeting Approach for Mesopic Vision: Simulation and Compensation. Journal of Imaging Science and Technology, 2016, 60, 010410-1-010410-12.	0.5	1
25	Immersivedeck: a large-scale wireless VR system for multiple users. , 2016, , .		20
26	A Hybrid Sound Model for 3D Audio Games with Real Walking. , 2016, , .		6
27	Design of a Health Monitoring Toy for Children. , 2016, , .		17
28	Development of Tests to Evaluate the Sensory Abilities of Children with Autism Spectrum Disorder. Procedia Computer Science, 2015, 67, 193-203.	2.0	4
29	Backward compatible HDR stereo matching: a hybrid tone-mapping-based framework. Eurasip Journal on Image and Video Processing, 2015, 2015, .	2.6	1
30	High-Quality Consistent Illumination in Mobile Augmented Reality by Radiance Convolution on the GPU. Lecture Notes in Computer Science, 2015, , 574-585.	1.3	7
31	Walking in Virtual Reality: Flexible Spaces and Other Techniques. , 2015, , 81-97.		6
32	Evaluating RGB+D hand posture detection methods for mobile 3D interaction. , 2014, , .		2
33	FT-RANSAC: Towards robust multi-modal homography estimation. , 2014, , .		7
34	ACTO. , 2014, , .		10
35	Vision-Based Long-Range 3D Tracking, applied to Underground Surveying Tasks. Journal of Applied Geodesy, 2014, 8, .	1.1	1
36	SmartCopter. International Journal of Pervasive Computing and Communications, 2014, 10, 92-114.	1.3	4

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37	Development of Tests to Evaluate the Sensory Abilities of Children with Autism Spectrum Disorder using Touch and Force Sensors. , 2014, , .		5
38	3D building reconstruction and thermal mapping in fire brigade operations. , 2013, , .		2
39	Parallel tracking and mapping in Hofburg Festsaal. , 2013, , .		1
40	Differential Irradiance Caching for fast high-quality light transport between virtual and real worlds. , 2013, , .		15
41	Wide area optical user tracking in unconstrained indoor environments. , 2013, , .		3
42	Flexible spaces: A virtual step outside of reality. , 2013, , .		3
43	Improving data fusion in personal positioning systems for outdoor environments. Information Fusion, 2013, 14, 45-56.	19.1	31
44	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
45	Flexible spaces: Dynamic layout generation for infinite walking in virtual environments. , 2013, , .		69
46	3D building reconstruction and thermal mapping in fire brigade operations. , 2013, , .		14
47	3DTouch and HOMER-S. , 2013, , .		59
48	Autonomous Flight using a Smartphone as On-Board Processing Unit in GPS-Denied Environments. , 2013, , .		11
49	DrillSample. , 2013, , .		18
50	The Sorcererâ€™s Apprentice: A serious game aiding rehabilitation in the context of Subacromial Impingement Syndrome. , 2013, , .		13
51	The Sorcererâ€™s Apprentice: A serious game aiding rehabilitation in the context of Subacromial Impingement Syndrome. , 2013, , .		7
52	Differential Progressive Path Tracing for High-Quality Previsualization and Relighting in Augmented Reality. Lecture Notes in Computer Science, 2013, , 328-338.	1.3	2
53	Multimodal motion guidance. , 2012, , .		37
54	AR Record&Replay. , 2012, , .		13

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55	Event-driven body motion analysis for real-time gesture recognition. , 2012, , .		9
56	Chronic pain rehabilitation with a serious game using multimodal input. , 2011, , .		73
57	Full body interaction for serious games in motor rehabilitation. , 2011, , .		37
58	Wireless Displays in Educational Augmented Reality Applications. , 2011, , 157-175.		2
59	Use of Strategy in a 3-Dimensional Spatial Ability Test. Journal of Individual Differences, 2010, 31, 74-77.	1.0	7
60	Simulating educational physical experiments in augmented reality. , 2008, , .		74
61	A rigid-body target design methodology for optical pose-tracking systems. , 2008, , .		16
62	Warning: Subtle Aspects of Strategy Assessment May Affect Correlations among Spatial Tests. Perceptual and Motor Skills, 2007, 104, 123-140.	1.3	5
63	Distributed Virtual Reality in Education. , 2007, , .		1
64	Summary of Usability Evaluations of an Educational Augmented Reality Application. Lecture Notes in Computer Science, 2007, , 660-669.	1.3	78
65	Analysis of a Kalman Approach for a Pedestrian Positioning System in Indoor Environments. Lecture Notes in Computer Science, 2007, , 931-940.	1.3	7
66	Virtual and augmented reality as spatial ability training tools. , 2006, , .		115
67	The Lab@Future Project. , 2004, , 3-18.		2
68	Mathematics and geometry education with collaborative augmented reality. Computers and Graphics, 2003, 27, 339-345.	2.5	375
69	Mathematics and geometry education with collaborative augmented reality. , 2002, , .		96
70	Construct3D. , 2002, , .		51
71	Construct3D: A Virtual Reality Application for Mathematics and Geometry Education. Education and Information Technologies, 2000, 5, 263-276.	5.7	208