

# David Lindlbauer

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2782576/publications.pdf>

Version: 2024-02-01

31  
papers

598  
citations

2258059

3  
h-index

2550090

3  
g-index

31  
all docs

31  
docs citations

31  
times ranked

325  
citing authors

#	ARTICLE	IF	CITATIONS
1	Context-Aware Online Adaptation of Mixed Reality Interfaces. , 2019, , .		92
2	Remixed Reality. , 2018, , .		82
3	GelTouch. , 2015, , .		39
4	SemanticAdapt: Optimization-based Adaptation of Mixed Reality Layouts Leveraging Virtual-Physical Semantic Connections. , 2021, , .		32
5	Combining Shape-Changing Interfaces and Spatial Augmented Reality Enables Extended Object Appearance. , 2016, , .		28
6	A chair as ubiquitous input device. , 2014, , .		26
7	Tracs. , 2014, , .		26
8	HeatSpace. , 2017, , .		24
9	Understanding Metamaterial Mechanisms. , 2019, , .		24
10	Changing the Appearance of Real-World Objects By Modifying Their Surroundings. , 2017, , .		23
11	TacTiles: Dual-Mode Low-Power Electromagnetic Actuators for Rendering Continuous Contact and Spatial Haptic Patterns in VR. , 2019, , .		23
12	Perceptual grouping. , 2013, , .		20
13	Measuring the Visual Saliency of 3D Printed Objects. IEEE Computer Graphics and Applications, 2016, 36, 46-55.	1.2	19
14	Towards Understanding Diminished Reality. , 2022, , .		17
15	Influence of Display Transparency on Background Awareness and Task Performance. , 2016, , .		16
16	Rotating, tilting, bouncing. , 2013, , .		13
17	Analyzing visual attention during whole body interaction with public displays. , 2015, , .		12
18	The Mental Image Revealed by Gaze Tracking. , 2019, , .		11

#	ARTICLE	IF	CITATIONS
19	Omni. , 2020, , .		11
20	Creature Teacher. , 2015, , .		10
21	A Rapid Tapping Task on Commodity Smartphones to Assess Motor Fatigability. , 2020, , .		9
22	Changing the Appearance of Physical Interfaces Through Controlled Transparency. , 2016, , .		8
23	User Preference for Navigation Instructions in Mixed Reality. , 2022, , .		8
24	Smartphone-Based Tapping Frequency as a Surrogate for Perceived Fatigue. , 2021, 5, 1-30.		7
25	A collaborative see-through display supporting on-demand privacy. , 2014, , .		6
26	Accuracy of Monocular Gaze Tracking on 3D Geometry. Mathematics and Visualization, 2017, , 169-184.	0.6	4
27	Exploring the Use of Distributed Multiple Monitors within an Activity-Promoting Sit-and-Stand Office Workspace. Lecture Notes in Computer Science, 2013, , 476-493.	1.3	4
28	Optimal Control for Electromagnetic Haptic Guidance Systems. , 2020, , .		3
29	Beyond Prototyping. , 2016, , 161-199.		1
30	Optically Dynamic Interfaces. , 2017, , .		0
31	Editorial: Professional Training in Extended Reality: Challenges and Solutions. Frontiers in Virtual Reality, 2021, 2, .	3.7	0