David Lindlbauer

List of Publications by Year
in descending order

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	User Preference for Navigation Instructions in Mixed Reality. , 2022, , .		8
2	Towards Understanding Diminished Reality. , 2022, , .		17
3	Editorial: Professional Training in Extended Reality: Challenges and Solutions. Frontiers in Virtual Reality, 2021, 2, .	3.7	0
4	Smartphone-Based Tapping Frequency as a Surrogate for Perceived Fatigue. , 2021, 5, 1-30.		7
5	SemanticAdapt: Optimization-based Adaptation of Mixed Reality Layouts Leveraging Virtual-Physical Semantic Connections. , 2021, , .		32
6	A Rapid Tapping Task on Commodity Smartphones to Assess Motor Fatigability. , 2020, , .		9
7	Omni. , 2020, , .		11
8	Optimal Control for Electromagnetic Haptic Guidance Systems. , 2020, , .		3
9	TacTiles: Dual-Mode Low-Power Electromagnetic Actuators for Rendering Continuous Contact and Spatial Haptic Patterns in VR. , 2019, , .		23
10	Context-Aware Online Adaptation of Mixed Reality Interfaces. , 2019, , .		92
11	The Mental Image Revealed by Gaze Tracking. , 2019, , .		11
12	Understanding Metamaterial Mechanisms. , 2019, , .		24
13	Remixed Reality. , 2018, , .		82
14	Changing the Appearance of Real-World Objects By Modifying Their Surroundings. , 2017, , .		23
15	HeatSpace. , 2017, , .		24
16	Optically Dynamic Interfaces. , 2017, , .		0
17	Accuracy of Monocular Gaze Tracking on 3D Geometry. Mathematics and Visualization, 2017, , 169-184.	0.6	4
18	Changing the Appearance of Physical Interfaces Through Controlled Transparency. , 2016, , .		8

#	Article	IF	Citations
19	Measuring the Visual Salience of 3D Printed Objects. IEEE Computer Graphics and Applications, 2016, 36, 46-55.	1.2	19
20	Influence of Display Transparency on Background Awareness and Task Performance. , 2016, , .		16
21	Combining Shape-Changing Interfaces and Spatial Augmented Reality Enables Extended Object Appearance. , 2016, , .		28
22	Beyond Prototyping. , 2016, , 161-199.		1
23	Analyzing visual attention during whole body interaction with public displays. , 2015, , .		12
24	Creature Teacher. , 2015, , .		10
25	GelTouch. , 2015, , .		39
26	A chair as ubiquitous input device. , 2014, , .		26
27	Tracs. , 2014, , .		26
28	A collaborative see-through display supporting on-demand privacy. , 2014, , .		6
29	Rotating, tilting, bouncing. , 2013, , .		13
30	Perceptual grouping. , 2013, , .		20
31	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