

# Jan-Niklas Voigt-Antons

## List of Publications by Year in descending order

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Version: 2024-02-01

48  
papers

591  
citations

1040056

9  
h-index

794594

19  
g-index

57  
all docs

57  
docs citations

57  
times ranked

429  
citing authors

#	ARTICLE	IF	CITATIONS
1	Psychophysiology-Based QoE Assessment: A Survey. IEEE Journal on Selected Topics in Signal Processing, 2017, 11, 6-21.	10.8	101
2	Associations of Health App Use and Perceived Effectiveness in People With Cardiovascular Diseases and Diabetes: Population-Based Survey. JMIR MHealth and UHealth, 2019, 7, e12179.	3.7	63
3	Analyzing Speech Quality Perception Using Electroencephalography. IEEE Journal on Selected Topics in Signal Processing, 2012, 6, 721-731.	10.8	60
4	Influence of Hand Tracking as a Way of Interaction in Virtual Reality on User Experience. , 2020, , .		41
5	Perceptual references for independent dimensions of speech quality as measured by electroencephalography. Quality and User Experience, 2017, 2, 1.	3.9	23
6	Using Virtual Reality and Head-Mounted Displays to Increase Performance in Rowing Workouts. , 2018, , .		17
7	Estimation of the Quality of Experience During Video Streaming From Facial Expression and Gaze Direction. IEEE Transactions on Network and Service Management, 2020, 17, 2702-2716.	4.9	17
8	Exploring diverse measures for evaluating QoE in the context of WebRTC. , 2017, , .		14
9	Questionnaires embedded in virtual environments: reliability and positioning of rating scales in virtual environments. Quality and User Experience, 2019, 4, 1.	3.9	14
10	Influence of Interactivity and Social Environments on User Experience and Social Acceptability in Virtual Reality. , 2021, , .		14
11	Affective Visualization in Virtual Reality: An Integrative Review. Frontiers in Virtual Reality, 2021, 2, .	3.7	14
12	Using electroencephalography to analyze sleepiness due to low-quality audiovisual stimuli. Signal Processing: Image Communication, 2016, 42, 120-129.	3.2	13
13	Comparing Emotional States Induced by 360° Videos Via Head-Mounted Display and Computer Screen. , 2020, , .		13
14	Don't Worry be Happy - Using virtual environments to induce emotional states measured by subjective scales and heart rate parameters. , 2021, , .		12
15	Impact of Virtual Environments on Motivation and Engagement During Exergames. , 2018, , .		11
16	User Experience of Reading in Virtual Reality – Finding Values for Text Distance, Size and Contrast. , 2020, , .		11
17	Finding critical features for predicting quality of life in tablet-based serious games for dementia. Quality and User Experience, 2019, 4, 1.	3.9	10
18	Neural correlates of speech quality dimensions analyzed using electroencephalography (EEG). Journal of Neural Engineering, 2019, 16, 036009.	3.5	10

#	ARTICLE	IF	CITATIONS
19	Exploring attitudes of healthcare professionals towards ICT-based interventions for nursing home residents with dementia: a mixed-methods approach. <i>Contemporary Nurse</i> , 2018, 54, 13-25.	1.0	9
20	Influence of UI Complexity and Positioning on User Experience During VR Exergames. , 2019, , .		9
21	P300 indicates context-dependent change in speech quality beyond phonological change. <i>Journal of Neural Engineering</i> , 2019, 16, 066008.	3.5	9
22	A tablet-based intervention for activating nursing home residents with dementia: results from a cluster-randomized controlled trial. <i>International Psychogeriatrics</i> , 2022, 34, 129-141.	1.0	8
23	User Experience of Web Browsing - The Relationship of Usability and Quality of Experience. , 2018, , .		7
24	Predicting personality traits from touchscreen based interactions. , 2018, , .		7
25	Influence of Network Delay in Virtual Reality Multiplayer Exergames: Who is actually delayed?. , 2019, , .		7
26	Impact of Tactile and Visual Feedback on Breathing Rhythm and User Experience in VR Exergaming. , 2020, , .		7
27	Quality of life in people with dementia living in nursing homes: validation of an eight-item version of the QUALIDEM for intensive longitudinal assessment. <i>Quality of Life Research</i> , 2020, 29, 1721-1730.	3.1	7
28	Accuracy Assessment of ARKit 2 Based Gaze Estimation. <i>Lecture Notes in Computer Science</i> , 2020, , 439-449.	1.3	7
29	Effects of delay on perceived quality, behavior and oscillatory brain activity in dyadic telephone conversations. , 2018, , .		6
30	Emotional Impact of Video Quality: Self-Assessment and Facial Expression Recognition. , 2019, , .		6
31	Implementation and Effects of an Information Technologyâ€‘Based Intervention to Support Speech and Language Therapy Among Stroke Patients With Aphasia: Protocol for a Virtual Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2021, 10, e30621.	1.0	6
32	Tablet-Based Outpatient Care for People With Dementia. <i>GeroPsych: the Journal of Gerontopsychology and Geriatric Psychiatry</i> , 2019, 32, 135-144.	0.5	5
33	Working With Environmental Noise and Noise-Cancelation: A Workload Assessment With EEG and Subjective Measures. <i>Frontiers in Neuroscience</i> , 2021, 15, 771533.	2.8	5
34	Influence of Virtual Environments and Conversations on User Engagement During Multiplayer Exergames. , 2018, , .		4
35	Development and Validation of Pictographic Scales for Rapid Assessment of Affective States in Virtual Reality. , 2020, , .		4
36	Did You Notice It?â€‘How Can We Predict the Subjective Detection of Video Quality Changes From Eye Movements?. <i>IEEE Journal on Selected Topics in Signal Processing</i> , 2017, 11, 37-47.	10.8	3

#	ARTICLE	IF	CITATIONS
37	Impact of Constant Visual Biofeedback on User Experience in Virtual Reality Exergames. , 2019, , .		3
38	Dissociating Perceptual Quality Dimensions of Transmitted Speech Using Electroencephalography. , 2018, , .		1
39	Estimating Quality Ratings from Touch Interactions in Mobile Games. , 2018, , .		1
40	Assessing Differences in Flow State Induced by an Adaptive Music Learning Software. , 2020, , .		1
41	DemSelf, A Mobile App for Self-administered Touch-Based Cognitive Screening: Participatory Design with Stakeholders. Lecture Notes in Computer Science, 2021, , 193-209.	1.3	1
42	User-specific touch interfaces: a viable solution for an aging society?. Behaviour and Information Technology, 2022, 41, 1928-1940.	4.0	1
43	Predicting Tap Locations on Touch Screens in the Field Using Accelerometer and Gyroscope Sensor Readings. Lecture Notes in Computer Science, 2020, , 637-651.	1.3	1
44	Towards Prediction of User Experience from Touch Interactions with Mobile Applications. Communications in Computer and Information Science, 2017, , 505-512.	0.5	1
45	Exploring Diachronic Changes of Biomedical Knowledge using Distributed Concept Representations. , 2019, , .		1
46	Automatic Recognition of Experienced Emotional State from Body Movement. Lecture Notes in Computer Science, 2021, , 633-652.	1.3	0
47	User Experience of Connected Services in Cars. Communications in Computer and Information Science, 2021, , 233-240.	0.5	0
48	Exploring Visualisations for Financial Statements in Virtual Reality. , 2020, , .		0