

Daniel Gärlich

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4442782/publications.pdf>

Version: 2024-02-01

12
papers

114
citations

1937685

4
h-index

2053705

5
g-index

12
all docs

12
docs citations

12
times ranked

62
citing authors

#	ARTICLE	IF	CITATIONS
1	The Proteus Effect: How Avatars Influence Their Usersâ€™ Self-perception and Behaviour. Progress in IS, 2021, , 109-122.	0.6	5
2	Infinite Walking in Three Dimensions in Virtual Reality. , 2020, , .		2
3	How Avatars Influence User Behavior. , 2020, , .		20
4	What is Game Balancing? - An Examination of Concepts. , 2020, 1, 22-41.		9
5	Procedural Content Generation for Game Props? A Study on the Effects on User Experience. Computers in Entertainment, 2017, 15, 1-15.	1.1	6
6	Design, Dynamics, Experience (DDE): An Advancement of the MDA Framework for Game Design. , 2017, , 27-45.		37
7	Fourth international workshop on model driven development of advanced user interfaces. , 2009, , .		5
8	Run-Time Adaptation of a Universal User Interface for Ambient Intelligent Production Environments. Lecture Notes in Computer Science, 2009, , 663-672.	1.3	10
9	Personalized Use Models in Ambient Intelligence Environments. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2008, 41, 13785-13790.	0.4	0
10	Third International Workshop on Model Driven Development of Advanced User Interfaces. Lecture Notes in Computer Science, 2008, , 59-64.	1.3	1
11	Demonstrating remote operation of industrial devices using mobile phones. , 2007, , .		13
12	INTELLIGENT TASK-ORIENTED USER INTERFACES IN PRODUCTION ENVIRONMENTS. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2007, 40, 471-476.	0.4	6