Jan Ondrej

List of Publications by Year
in descending order

29 papers	742 citations	1307594 7 h-index	1058476 14 g-index
29 all docs	29 docs citations	29 times ranked	624 citing authors

#	Article	IF	Citations
1	"CityQuest," A Custom-Designed Serious Game, Enhances Spatial Memory Performance in Older Adults. Frontiers in Aging Neuroscience, 2022, 14, 806418.	3.4	5
2	Samuel Beckett in Virtual Reality: Exploring Narrative Using Free Viewpoint Video. Leonardo, 2021, 54, 166-171.	0.3	4
3	Semantic Crowd Re-targeting: Implementation for Real-time Applications and User Evaluations. , 2021, , .		0
4	2DToonShade: A stroke based toon shading system. Computers and Graphics: X, 2019, 1, 100003.	0.6	4
5	Using LSTM for Automatic Classification of Human Motion Capture Data. , 2019, , .		2
6	Crowded environments reduce spatial memory in older but not younger adults. Psychological Research, 2018, 82, 407-428.	1.7	16
7	2D shading for cel animation. , 2018, , .		7
8	Egocentric Gesture Recognition for Head-Mounted AR Devices. , 2018, , .		11
9	Jonathan Swift: Augmented Reality Application for Trinity Library's Long Room. Lecture Notes in Computer Science, 2018, , 348-351.	1.3	2
10	Beckett in VR. , 2018, , .		6
11	Multisensory aversive stimuli differentially modulate negative feelings in near and far space. Psychological Research, 2017, 81, 764-776.	1.7	3
12	Trending Paths: A New Semantic-Level Metric for Comparing Simulated and Real Crowd Data. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1454-1464.	4.4	25
13	Shape up! Perception based body shape variation for data-driven crowds. , 2017, , .		2
14	Judging crowds' size by ear and by eye in virtual reality. Journal on Multimodal User Interfaces, 2017, 11, 57-65.	2.9	1
15	Virtual Play in Free-Viewpoint Video: Reinterpreting Samuel Beckett for Virtual Reality. , 2017, , .		10
16	HI Robot: Human intention-aware robot planning for safe and efficient navigation in crowds. , 2016, , .		16
17	FrankenFolk. ACM Transactions on Applied Perception, 2016, 13, 1-13.	1.9	3
18	Familiar environments enhance object and spatial memory in both younger and older adults. Experimental Brain Research, 2016, 234, 1555-1574.	1.5	30

#	Article	IF	Citations
19	Path patterns. , 2016, , .		20
20	A Feasibility Study with Image-Based Rendered Virtual Reality in Patients with Mild Cognitive Impairment and Dementia. PLoS ONE, 2016, 11, e0151487.	2.5	148
21	Auditory-visual virtual environment for the treatment of fear of crowds. , 2015, , .		1
22	DAVIS. , 2015, , .		13
23	Imperceptible relaxation of collision avoidance constraints in virtual crowds. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	22
24	Online inserting virtual characters into dynamic videoâ€‰scenes. Computer Animation and Virtual Worlds, 2011, 22, 499-510.	1.2	10
25	Imperceptible relaxation of collision avoidance constraints in virtual crowds. , 2011, , .		3
26	A synthetic-vision based steering approach for crowd simulation. , 2010, , .		31
27	A synthetic-vision based steering approach for crowd simulation. ACM Transactions on Graphics, 2010, 29, 1-9.	7.2	204
28	Interaction between real and virtual humans during walking. , 2010, , .		8
29	Experiment-based modeling, simulation and validation of interactions between virtual walkers. , 2009, , .		135