

# Tobias Häjlerer

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5382226/publications.pdf>

Version: 2024-02-01

31  
papers

993  
citations

1306789

7  
h-index

1588620

8  
g-index

31  
all docs

31  
docs citations

31  
times ranked

897  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluation of Interest Point Detectors and Feature Descriptors for Visual Tracking. International Journal of Computer Vision, 2011, 94, 335-360.	10.9	328
2	Handy AR: Markerless Inspection of Augmented Reality Objects Using Fingertip Tracking. , 2007, , .		168
3	TopicNets. ACM Transactions on Intelligent Systems and Technology, 2012, 3, 1-26.	2.9	90
4	SmallWorlds: Visualizing Social Recommendations. Computer Graphics Forum, 2010, 29, 833-842.	1.8	79
5	Simulation of Augmented Reality Systems in Purely Virtual Environments. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	59
6	Hybrid Feature Tracking and User Interaction for Markerless Augmented Reality. , 2008, , .		54
7	Live tracking and mapping from both general and rotation-only camera motion. , 2012, , .		31
8	Fast annotation and modeling with a single-point laser range finder. , 2008, , .		22
9	Characterizing spatial distributions of astrocytes in the mammalian retina. Bioinformatics, 2015, 31, 2024-2031.	1.8	19
10	Evaluating Display Types for AR Selection and Annotation. , 2007, , .		17
11	Believe it or Not? Analyzing Information Credibility in Microblogs. , 2015, , .		17
12	Viewpoint stabilization for live collaborative video augmentations. , 2006, , .		15
13	GroundCam: A Tracking Modality for Mobile Mixed Reality. , 2007, , .		14
14	A Visual Interface for Social Information Filtering. , 2009, , .		14
15	Structure and motion in urban environments using upright panoramas. Virtual Reality, 2013, 17, 147-156.	4.1	12
16	Understanding node-link and matrix visualizations of networks: A large-scale online experiment. Network Science, 2019, 7, 242-264.	0.8	10
17	Decision-making in abstract trust games: A user interface perspective. , 2014, , .		8
18	WiGipedia: A Tool for Improving Structured Data in Wikipedia. , 2011, , .		7

#	ARTICLE	IF	CITATIONS
19	Knowledge Complacency and Decision Support Systems. , 2019, , .		6
20	A setup for evaluating detectors and descriptors for visual tracking. , 2009, , .		5
21	User Perception of Situated Product Recommendations in Augmented Reality. International Journal of Semantic Computing. 2019, 13, 289-310.	0.4	4
22	Fast and scalable keypoint recognition and image retrieval using binary codes. , 2011, , .		3
23	Evaluating the impact of recovery density on augmented reality tracking. , 2011, , .		3
24	Trends in mobile Augmented Reality. , 2012, , .		2
25	Improved outdoor augmented reality through &#x201C;Globalization&#x201D;. , 2013, , .		2
26	Trust and Situation Awareness in a 3-Player Diner's Dilemma game. , 2013, , .		2
27	The Full Story. , 2015, , .		2
28	Outdoor mobile localization from panoramic imagery. , 2011, , .		0
29	Poster: Investigating viewpoint visualizations for click & go navigation. , 2014, , .		0
30	Evaluating the impact of recovery density on augmented reality tracking. , 2011, , .		0
31	Outdoor mobile localization from panoramic imagery. , 2011, , .		0