

Martin Schmitz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5904559/publications.pdf>

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34
papers

601
citations

3310631

1
h-index

3475103

1
g-index

34
all docs

34
docs citations

34
times ranked

220
citing authors

#	ARTICLE	IF	CITATIONS
1	Capricate. , 2015, , .		118
2	Flexibles. , 2017, , .		74
3	Podopotation: Foot-Based Locomotion in Virtual Reality. , 2020, , .		35
4	Mind the Tap. , 2019, , .		34
5	Permulin. , 2014, , .		30
6	Terminator: Understanding the Interdependency of Visual and On-Body Thermal Feedback in Virtual Reality. , 2020, , .		24
7	VRSketchPen: Unconstrained Haptic Assistance for Sketching in Virtual 3D Environments. , 2020, , .		23
8	Off-Line Sensing. , 2018, , .		22
9	BYO*. , 2017, , .		21
10	.trilaterate. , 2019, , .		21
11	Liquido. , 2016, , .		20
12	Palm-based Interaction with Head-mounted Displays. , 2015, , .		19
13	3D-Auth: Two-Factor Authentication with Personalized 3D-Printed Items. , 2020, , .		16
14	CheckMate. , 2018, , .		15
15	Itsy-Bits: Fabrication and Recognition of 3D-Printed Tangibles with Small Footprints on Capacitive Touchscreens. , 2021, , .		14
16	VibroMap. , 2020, 4, 1-16.		14
17	Letâ€™s Frets! Assisting Guitar Students During Practice via Capacitive Sensing. , 2021, , .		13
18	PneumoVolley: Pressure-based Haptic Feedback on the Head through Pneumatic Actuation. , 2020, , .		11

#	ARTICLE	IF	CITATIONS
19	Walk The Line: Leveraging Lateral Shifts of the Walking Path as an Input Modality for Head-Mounted Displays. , 2020, , .		10
20	Oh, Snap! A Fabrication Pipeline to Magnetically Connect Conventional and 3D-Printed Electronics. , 2021, , .		8
21	Squeezy-Feely: Investigating Lateral Thumb-Index Pinching as an Input Modality. , 2022, , .		8
22	Usability of Code Voting Modalities. , 2019, , .		7
23	“Nah, it’s just annoying!” A Deep Dive into User Perceptions of Two-Factor Authentication. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-32.	4.6	7
24	Teachyverse. , 2019, , .		6
25	Let’s Frets! Mastering Guitar Playing with Capacitive Sensing and Visual Guidance. , 2021, , .		6
26	FlowPut. , 2018, 2, 1-23.		5
27	FreeTop. , 2016, , .		3
28	Exploring 3D Printed Interaction. , 2016, , .		3
29	OverTop. , 2018, , .		3
30	CaMea. , 2018, , .		3
31	Personalized User-Carried Single Button Interfaces as Shortcuts for Interacting with Smart Devices. , 2018, , .		2
32	VRTangibles: Assisting Children in Creating Virtual Scenes using Tangible Objects and Touch Input. , 2021, , .		2
33	CameraReady: Assessing the Influence of Display Types and Visualizations on Posture Guidance. , 2021, , .		2
34	Smooth as Steel Wool: Effects of Visual Stimuli on the Haptic Perception of Roughness in Virtual Reality. , 2022, , .		2