

# Martin Schmitz

## List of Publications by Year in descending order

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

Version: 2024-02-01

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	â€œNah, itâ€™s just annoying!â€•A Deep Dive into User Perceptions of Two-Factor Authentication. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-32.	4.6	7
2	Squeezy-Feely: Investigating Lateral Thumb-Index Pinching as an Input Modality. , 2022, , .		8
3	Smooth as Steel Wool: Effects of Visual Stimuli on the Haptic Perception of Roughness in Virtual Reality. , 2022, , .		2
4	Oh, Snap! A Fabrication Pipeline to Magnetically Connect Conventional and 3D-Printed Electronics. , 2021, , .		8
5	VRTangibles: Assisting Children in Creating Virtual Scenes using Tangible Objects and Touch Input. , 2021, , .		2
6	Itsy-Bits: Fabrication and Recognition of 3D-Printed Tangibles with Small Footprints on Capacitive Touchscreens. , 2021, , .		14
7	Letâ€™s Frets! Assisting Guitar Students During Practice via Capacitive Sensing. , 2021, , .		13
8	Letâ€™s Frets! Mastering Guitar Playing with Capacitive Sensing and Visual Guidance. , 2021, , .		6
9	CameraReady: Assessing the Influence of Display Types and Visualizations on Posture Guidance. , 2021, , .		2
10	3D-Auth: Two-Factor Authentication with Personalized 3D-Printed Items. , 2020, , .		16
11	Therminator: Understanding the Interdependency of Visual and On-Body Thermal Feedback in Virtual Reality. , 2020, , .		24
12	Podopotation: Foot-Based Locomotion in Virtual Reality. , 2020, , .		35
13	PneumoVolley: Pressure-based Haptic Feedback on the Head through Pneumatic Actuation. , 2020, , .		11
14	VRSketchPen: Unconstrained Haptic Assistance for Sketching in Virtual 3D Environments. , 2020, , .		23
15	VibroMap. , 2020, 4, 1-16.		14
16	Walk The Line: Leveraging Lateral Shifts of the Walking Path as an Input Modality for Head-Mounted Displays. , 2020, , .		10
17	Mind the Tap. , 2019, , .		34
18	Teachyverse. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
19	Usability of Code Voting Modalities. , 2019, , .		7
20	.trilaterate. , 2019, , .		21
21	Personalized User-Carried Single Button Interfaces as Shortcuts for Interacting with Smart Devices. , 2018, , .		2
22	OverTop. , 2018, , .		3
23	FlowPut. , 2018, 2, 1-23.		5
24	Off-Line Sensing. , 2018, , .		22
25	CheckMate. , 2018, , .		15
26	CaMea. , 2018, , .		3
27	Flexibles. , 2017, , .		74
28	BYO*. , 2017, , .		21
29	Liquido. , 2016, , .		20
30	FreeTop. , 2016, , .		3
31	Exploring 3D Printed Interaction. , 2016, , .		3
32	Palm-based Interaction with Head-mounted Displays. , 2015, , .		19
33	Capricate. , 2015, , .		118
34	Permulin. , 2014, , .		30