

Florian MÃ¼ller

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6999336/publications.pdf>

Version: 2024-02-01

40
papers

564
citations

40
all docs

40
docs citations

40
times ranked

232
citing authors

#	ARTICLE	IF	CITATIONS
1	Squeezy-Feely: Investigating Lateral Thumb-Index Pinching as an Input Modality. , 2022, , .		8
2	Smooth as Steel Wool: Effects of Visual Stimuli on the Haptic Perception of Roughness in Virtual Reality. , 2022, , .		2
3	SkyPort: Investigating 3D Teleportation Methods in Virtual Environments. , 2022, , .		8
4	Oh, Snap! A Fabrication Pipeline to Magnetically Connect Conventional and 3D-Printed Electronics. , 2021, , .		8
5	Itsy-Bits: Fabrication and Recognition of 3D-Printed Tangibles with Small Footprints on Capacitive Touchscreens. , 2021, , .		14
6	ActuBoard: An Open Rapid Prototyping Platform to integrate Hardware Actuators in Remote Applications. , 2021, , .		4
7	Therminator: Understanding the Interdependency of Visual and On-Body Thermal Feedback in Virtual Reality. , 2020, , .		24
8	Podoportation: Foot-Based Locomotion in Virtual Reality. , 2020, , .		35
9	PneumoVolley: Pressure-based Haptic Feedback on the Head through Pneumatic Actuation. , 2020, , .		11
10	VRSketchPen: Unconstrained Haptic Assistance for Sketching in Virtual 3D Environments. , 2020, , .		23
11	VibroMap. , 2020, 4, 1-16.		14
12	Walk The Line: Leveraging Lateral Shifts of the Walking Path as an Input Modality for Head-Mounted Displays. , 2020, , .		10
13	PneumAct. , 2019, , .		18
14	Mind the Tap. , 2019, , .		34
15	You Invaded my Tracking Space! Using Augmented Virtuality for Spotting Passersby in Room-Scale Virtual Reality. , 2019, , .		33
16	Trends on engineering interactive systems. , 2019, , .		0
17	VRChairRacer. , 2019, , .		9
18	Teachyverse. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
19	Slappyfications. , 2019, , .		3
20	Assessing the Accuracy of Point & Teleport Locomotion with Orientation Indication for Virtual Reality using Curved Trajectories. , 2019, , .		45
21	.trilaterate. , 2019, , .		21
22	Personalized User-Carried Single Button Interfaces as Shortcuts for Interacting with Smart Devices. , 2018, , .		2
23	UPA'18. , 2018, , .		0
24	SmartObjects. , 2018, , .		3
25	CheckMate. , 2018, , .		15
26	TactileGlove. , 2018, , .		26
27	CaMea. , 2018, , .		3
28	An Analysis of Language Impact on Augmented Reality Order Picking Training. , 2018, , .		18
29	Cloudbits. , 2017, , .		9
30	BYO*. , 2017, , .		21
31	SmartObjects. , 2017, , .		0
32	An Evaluation of Hybrid Stacking on Interactive Tabletops. , 2017, , .		1
33	ProxiWatch. , 2016, , .		4
34	Liquido. , 2016, , .		20
35	SCWT. , 2016, , .		1
36	FreeTop. , 2016, , .		3

#	ARTICLE	IF	CITATIONS
37	Palm-based Interaction with Head-mounted Displays. , 2015, , .		19
38	A Study on Proximity-based Hand Input for One-handed Mobile Interaction. , 2015, , .		12
39	PalmRC. , 2012, , .		75
40	Leveraging the palm surface as an eyes-free tv remote control. , 2012, , .		2