

# Michael Otto

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7282101/publications.pdf>

Version: 2024-02-01

15  
papers

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citations

1040056

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1281871

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docs citations

15  
times ranked

160  
citing authors

#	ARTICLE	IF	CITATIONS
1	On the Use of Multi-Depth-Camera Based Motion Tracking Systems in Production Planning Environments. <i>Procedia CIRP</i> , 2016, 41, 759-764.	1.9	32
2	Behavior Analysis of Human Locomotion in the Real World and Virtual Reality for the Manufacturing Industry. <i>ACM Transactions on Applied Perception</i> , 2018, 15, 1-19.	1.9	27
3	Using Marker-less Motion Capture Systems for Walk Path Analysis in Paced Assembly Flow Lines. <i>Procedia CIRP</i> , 2016, 54, 152-157.	1.9	25
4	Dual Reality for Production Verification Workshops: A Comprehensive Set of Virtual Methods. <i>Procedia CIRP</i> , 2016, 44, 38-43.	1.9	23
5	Measuring Motion Capture Data Quality for Data Driven Human Motion Synthesis. <i>Procedia CIRP</i> , 2016, 41, 945-950.	1.9	20
6	Applicability Evaluation of Kinect for EAWS Ergonomic Assessments. <i>Procedia CIRP</i> , 2019, 81, 781-784.	1.9	17
7	Presenting a Novel Motion Capture-based Approach for Walk Path Segmentation and Drift Analysis in Manual Assembly. <i>Procedia CIRP</i> , 2016, 52, 286-291.	1.9	14
8	Presenting a Modular Framework for a Holistic Simulation of Manual Assembly Tasks. <i>Procedia CIRP</i> , 2018, 72, 768-773.	1.9	11
9	A Virtual Reality Assembly Assessment Benchmark for Measuring VR Performance & Limitations. <i>Procedia CIRP</i> , 2019, 81, 785-790.	1.9	11
10	Using Scalable, Interactive Floor Projection for Production Planning Scenario. , 2014, , .		9
11	A Motion Reuse Framework for Accelerated Simulation of Manual Assembly Processes. <i>Procedia CIRP</i> , 2018, 72, 398-403.	1.9	4
12	Interactive Simulation for Walk Path Planning within the Automotive Industry. <i>Procedia CIRP</i> , 2018, 72, 285-290.	1.9	3
13	Using large-scale augmented floor surfaces for industrial applications and evaluation on perceived sizes. <i>Personal and Ubiquitous Computing</i> , 2022, 26, 721-736.	2.8	1
14	Evaluation on perceived sizes using large-scale augmented floor visualization devices. , 2019, , .		1
15	Virtuelle Techniken und Semantic-Web. , 2017, , 17-116.		0