

# Philipp Maruhn

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7432360/publications.pdf>

Version: 2024-02-01

12  
papers

100  
citations

1684188

5  
h-index

1720034

7  
g-index

12  
all docs

12  
docs citations

12  
times ranked

77  
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring egocentric distance perception in virtual reality: Influence of methodologies, locomotion and translation gains. PLoS ONE, 2019, 14, e0224651.	2.5	26
2	Implicit Communication of Automated Vehicles in Urban Scenarios: Effects of Pitch and Deceleration on Pedestrian Crossing Behavior. Advances in Intelligent Systems and Computing, 2020, , 176-181.	0.6	17
3	Pedestrian Crossing Decisions in Virtual Environments: Behavioral Validity in CAVEs and Head-Mounted Displays. Human Factors, 2022, 64, 1210-1226.	3.5	12
4	Analyzing Pedestrian Behavior in Augmented Reality – Proof of Concept. , 2020, , .		11
5	Analyzing Pedestrian Behavior in Augmented Reality – Proof of Concept. , 2020, , .		7
6	Analysis of Street-Crossing Behavior: Comparing a CAVE Simulator and a Head-Mounted Display among Younger and Older Adults. Accident Analysis and Prevention, 2021, 152, 106004.	5.7	7
7	Locomotion, Non-Isometric Mapping and Distance Perception in Virtual Reality. , 2018, , .		6
8	Is the street-crossing behavior with a head-mounted display different from that behavior in a CAVE? A study among young adults and children. Transportation Research Part F: Traffic Psychology and Behaviour, 2021, 82, 15-31.	3.7	5
9	The Influence of Robot Designs on Human Compliance and Emotion: A Virtual Reality Study in the Context of Future Public Transport. ACM Transactions on Human-Robot Interaction, 2022, 11, 1-17.	4.1	5
10	CREATIVITY ASSESSMENT VIA NOVELTY AND USEFULNESS (CANU) – APPROACH TO AN EASY TO USE OBJECTIVE TEST TOOL. , 0, , .		3
11	Effects of Avatars on Street Crossing Tasks in Virtual Reality. Lecture Notes in Networks and Systems, 2022, , 215-223.	0.7	1
12	VR Pedestrian Simulator Studies at Home: Comparing Google Cardboards to Simulators in the Lab and Reality. Frontiers in Virtual Reality, 2021, 2, .	3.7	0