

Philipp Maruhn

List of Publications by Year in descending order

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