Gudrun Klinker

List of Publications by Year
in descending order

176 papers	3,246 citations	394286 19 h-index	302012 39 g-index
181 all docs	181 docs citations	181 times ranked	1936 citing authors

#	Article	IF	Citations
1	A physical approach to color image understanding. International Journal of Computer Vision, 1990, 4, 7-38.	10.9	343
2	The measurement of highlights in color images. International Journal of Computer Vision, 1988, 2, 7-32.	10.9	306
3	New likelihood test methods for change detection in image sequences. Computer Vision, Graphics, and Image Processing, 1984, 26, 73-106.	1.1	145
4	Connecting Artificial Brains to Robots in a Comprehensive Simulation Framework: The Neurorobotics Platform. Frontiers in Neurorobotics, 2017, 11, 2.	1.6	102
5	Supporting order picking with Augmented Reality. , 2008, , .		94
6	Real-time vision-based camera tracking for augmented reality applications. , 1997, , .		88
7	Interaction-free calibration for optical see-through head-mounted displays based on 3D Eye localization. , 2014, , .		82
8	Corneal-Imaging Calibration for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 481-490.	2.9	75
9	Pick-by-vision: there is something to pick at the end of the augmented tunnel. Virtual Reality, 2011, 15, 213-223.	4.1	72
10	Pick-by-Vision: A first stress test. , 2009, , .		65
11	Evaluation of an Augmented Reality Supported Picking System Under Practical Conditions. Computer Graphics Forum, 2010, 29, 2-12.	1.8	64
12	Visual Longitudinal and Lateral Driving Assistance in the Head-Up Display of Cars. , 2007, , .		63
13	A multitouch software architecture. , 2008, , .		56
14	Effective control of a car driver's attention for visual and acoustic guidance towards the direction of imminent dangers. , 2006, , .		55
15	Special Section on Mobile Augmented Reality. Computers and Graphics, 2011, 35, vii-viii.	1.4	52
16	Using laser projectors for augmented reality. , 2008, , .		45
17	A rapid prototyping software infrastructure for user interfaces in ubiquitous augmented reality. Personal and Ubiquitous Computing, 2005, 9, 169-185.	1.9	42
18	Shadow tracking on multi-touch tables. , 2008, , .		39

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19	Semi-Parametric Color Reproduction Method for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1269-1278.	2.9	39
20	A System Architecture for Ubiquitous Tracking Environments. , 2007, , .		37
21	Augmented reality as a comparison tool in automotive industry. , 2006, , .		31
22	Defining Extended Reality Training: A Long-Term Definition for All Industries. , 2020, , .		31
23	Light-Field Correction for Spatial Calibration of Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 471-480.	2.9	30
24	Subjective Evaluation of a Semi-Automatic Optical See-Through Head-Mounted Display Calibration Technique. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 491-500.	2.9	28
25	Short-Term Effects of the Serious Game â€œFit, Funâ€•on Nutritional Knowledge: A Pilot Study among Children and Adolescents. Nutrients, 2019, 11, 2031.	1.7	27
26	Augmented Reality in Healthcare. Journal of Healthcare Engineering, 2019, 2019, 1-2.	1.1	26
27	Optimal port placement and enhanced guidance in robotically assisted cardiac surgery. Surgical Endoscopy and Other Interventional Techniques, 2007, 21, 684-687.	1.3	24
28	Acceptance and Effectiveness of a Virtual Reality Public Speaking Training. , 2019, , .		24
29	Online Estimation of the Target Registration Error for n-Ocular Optical Tracking Systems. , 2007, 10, 652-659.		24
30	Performance and sensitivity analysis of INDICA: INteraction-Free DIsplay CAlibration for Optical See-Through Head-Mounted Displays. , 2014, , .		23
31	Pick-by-Vision comes on age. , 2009, , .		22
32	Representing information â€" Classifying the Augmented Reality presentation space. Computers and Graphics, 2013, 37, 997-1011.	1.4	22
33	Mixed Reality for Cultural Heritage. , 2019, , .		22
34	The Intelligent Welding Gun: Augmented Reality for Experimental Vehicle Construction. , 2004, , 333-360.		22
35	Augmented chemical reactions: An augmented reality tool to support chemistry teaching. , 2013, , .		21
36	Augmented Chemical Reactions: 3D Interaction Methods for Chemistry. International Journal of Online and Biomedical Engineering, 2013, 9, 80.	0.9	21

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37	Comparison of a Gamified and Non-Gamified Virtual Reality Training Assembly Task. , 2019, , .		21
38	HieroQuest - A Serious Game for Learning Egyptian Hieroglyphs. Journal on Computing and Cultural Heritage, 2020, 13, 1-20.	1.2	21
39	Predicting and estimating the accuracy of n-occular optical tracking systems. , 2006, , .		20
40	Spatial relationship patterns: elements of reusable tracking and calibration systems. , 2006, , .		20
41	Perception thresholds for augmented reality navigation schemes in large distances. , 2008, , .		20
42	On-Site Semi-Automatic Calibration and Registration of a Projector-Camera System Using Arbitrary Objects with Known Geometry. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1211-1220.	2.9	20
43	Laplacian Vision. , 2016, , .		20
44	Supporting casual interactions between board games on public tabletop displays and mobile devices. Personal and Ubiquitous Computing, 2009, 13, 609-617.	1.9	19
45	Vision enhancement. , 2015, , .		19
46	Sticky Projections-A Model-Based Approach to Interactive Shader Lamps Tracking. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1291-1301.	2.9	19
47	Stable Road Lane Model Based on Clothoids. , 2010, , 133-143.		19
48	The City of Sights: Design, construction, and measurement of an Augmented Reality stage set. , 2010, , .		18
49	Automatic configuration of pervasive sensor networks for augmented reality. IEEE Pervasive Computing, 2011, 10, 68-79.	1.1	18
50	Precise Haptic Device Co-Location for Visuo-Haptic Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1427-1441.	2.9	18
51	Distributed smart space orchestration. , 2016, , .		18
52	Dragon Tale - A Serious Game for Learning Japanese Kanji. , 2018, , .		18
53	Sticky projections &#x2014; A new approach to interactive shader lamp tracking. , 2014, , .		17
54	Automated Spatial Calibration of HMD Systems with Unconstrained Eye-cameras. , 2016, , .		17

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55	Fusion of clothoid segments for a more accurate and updated prediction of the road geometry. , 2010, , .		16
56	Gaussian Light Field: Estimation of Viewpoint-Dependent Blur for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2368-2376.	2.9	16
57	KinectTouch. , 2011, , .		14
58	Stylo and handifact. , 2017, , .		14
59	Virtual Reality Public Speaking Training: Experimental Evaluation of Direct Feedback Technology Acceptance. , 2021, , .		14
60	A Mixed Reality Interface for a Digital Twin Based Crane. Applied Sciences (Switzerland), 2021, 11, 9480.	1.3	14
61	Augmented reality for port placement and navigation in robotically assisted minimally invasive cardiovascular surgery. International Congress Series, 2004, 1268, 735-740.	0.2	13
62	Phone-based motion control in VR. , 2011, , .		13
63	Optical outside-in tracking using unmodified mobile phones. , 2012, , .		13
64	An outdoor ground truth evaluation dataset for sensor-aided visual handheld camera localization. , 2013, , .		13
65	Testing a proximity-based location tracking system with Bluetooth Low Energy tags for future use in the OR. , 2015, , .		13
66	Ethical and Social Aspects of Neurorobotics. Science and Engineering Ethics, 2020, 26, 2533-2546.	1.7	13
67	Beaming into the Rat World: Enabling Real-Time Interaction between Rat and Human Each at Their Own Scale. PLoS ONE, 2012, 7, e48331.	1.1	13
68	Identification of Inaccurate Effort Estimates in Agile Software Development. , 2013, , .		12
69	Mixed Reality in Art Education. , 2019, , .		12
70	Dynamic gyroscope fusion in Ubiquitous Tracking environments. , 2008, , .		11
71	Vision based people tracking for ubiquitous Augmented Reality applications. , 2009, , .		11
72	Oppidum - A Serious-AR-Game About Celtic Life and History. Lecture Notes in Computer Science, 2019, , 550-559.	1.0	11

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73	Automated camera calibration and 3D egomotion estimation for augmented reality applications. Lecture Notes in Computer Science, 1997, , 199-206.	1.0	10
74	Simultaneous Direct and Augmented View Distortion Calibration of Optical See-Through Head-Mounted Displays. , 2015, , .		10
75	Tangible Mixed Reality On-Site: Interactive Augmented Visualisations from Architectural Working Models in Urban Design. Communications in Computer and Information Science, 2015, , 55-74.	0.4	10
76	3D-FRC: Depiction of the future road course in the Head-Up-Display. , 2017, , .		10
77	Mobile Information Presentation Schemes for Supra-adaptive Logistics Applications. Lecture Notes in Computer Science, 2006, , 998-1007.	1.0	10
78	Combining Motivating Strategies with Design Concepts for Mobile Apps to Increase Usability for the Elderly and Alzheimer Patients. Lecture Notes in Computer Science, 2020, , 47-66.	1.0	10
79	Temporal calibration in multisensor tracking setups. , 2009, , .		9
80	Empirical evaluation of mapping functions for navigation in virtual reality using phones with integrated sensors. , 2012, , .		9
81	User awareness of tracking uncertainties in AR navigation scenarios. , 2013, , .		9
82	An Interactive Augmented Reality Chess Game Using Bare-Hand Pinch Gestures. , 2015, , .		9
83	A visual tracking model implemented on the iCub robot as a use case for a novel neurorobotic toolkit integrating brain and physics simulation. , 2015, , .		9
84	OST Rift: Temporally consistent augmented reality with a consumer optical see-through head-mounted display. , 2016, , .		9
85	EnvSLAM: Combining SLAM Systems and Neural Networks to Improve the Environment Fusion in AR Applications. ISPRS International Journal of Geo-Information, 2021, 10, 772.	1.4	9
86	ARsinoÃ« - Learning Egyptian Hieroglyphs with Augmented Reality and Machine Learning. , 2020, , .		9
87	Modeling and analysis of empirical data in collaborative environments. Communications of the ACM, 1992, 35, 74-84.	3.3	8
88	Ontology-Based Pervasive Spatial Knowledge for Car Driver Assistance. , 2007, , .		8
89	Inverted FTIR. , 2009, , .		8
90	Boundary conditions for information visualization with respect to the user's gaze. , 2014, , .		8

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91	Innovative Game Concepts for Alzheimer Patients. Lecture Notes in Computer Science, 2018, , 526-545.	1.0	8
92	Interactive Drinking Gadget for the Elderly and Alzheimer Patients. Lecture Notes in Computer Science, 2019, , 444-463.	1.0	8
93	iFlip. , 2006, , .		7
94	A multi lane Car Following Model for cooperative ADAS. , 2013, , .		7
95	Physical Objects in AR Games â€" Offering a Tangible Experience. , 2019, , .		7
96	Catching the Drone - A Tangible Augmented Reality Game in Superhuman Sports. , 2020, , .		7
97	Interactive prototyping for ubiquitous augmented reality user interfaces. , 2006, , .		6
98	Visualization of Spatial Sensor Data in the Context of Automotive Environment Perception Systems. , 2007, , .		6
99	A short guide to modulated light. , 2009, , .		6
100	What do you do when two hands are not enough? interactive selection of bonds between pairs of tangible molecules. , 2010, , .		6
101	BioTISCH. , 2010, , .		6
102	An LED-based multitouch sensor for LCD screens. , 2010, , .		6
103	A multi-sensor platform for wide-area tracking. , 2010, , .		6
104	Seamless integration of mobile devices into interactive surface environments. , 2012, , .		6
105	Extending AR Interaction through 3D Printed Tangible Interfaces in an Urban Planning Context. , 2019, , .		6
106	THe Innovative Reminder in Senior-Focused Technology (THIRST)â€"Evaluation of Serious Games and Gadgets for Alzheimer Patients. Lecture Notes in Computer Science, 2019, , 135-154.	1.0	6
107	Utilizing RFIDs for Location Aware Computing. Lecture Notes in Computer Science, 2008, , 216-228.	1.0	6
108	Determining the point of minimum error for 6DOF pose uncertainty representation. , 2010, , .		5

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109	[Demo] On-site augmented collaborative architecture visualization. , 2014, , .		5
110	Tangible Chess for Dementia Patients â€" Playing with Conductive 3D Printed Figures on a Touchscreen. Lecture Notes in Computer Science, 2021, , 38-57.	1.0	5
111	Overcoming Location Inaccuracies in Augmented Reality Navigation. Lecture Notes in Computer Science, 2017, , 377-388.	1.0	5
112	Implementation and performance of a complex vision system on a systolic array machine. Future Generation Computer Systems, 1988, 4, 15-29.	4.9	4
113	Mobile augmented reality based 3D snapshots. , 2009, , .		4
114	[POSTER] AR4AR: Using Augmented Reality for guidance in Augmented Reality Systems Setup. , 2015, , .		4
115	Ludus Magnus - A Serious Game for Learning the Latin Language. Lecture Notes in Computer Science, 2021, , 51-61.	1.0	4
116	Capture The Flag. , 2015, , .		4
117	Creating a common operation picture in realtime with user-centered interfaces for mass casualty incidents. , 2012, , .		3
118	[POSTER] Towards Estimating Usability Ratings of Handheld Augmented Reality Using Accelerometer Data. , 2015, , .		3
119	[POSTER] Automated Evaluation and Configuration of Object Tracking for Augmented Reality. , 2017, , .		3
120	Utilizing Multiple Calibrated IMUs for Enhanced Mixed Reality Tracking. , 2019, , .		3
121	Persuasive Mobile Game Mechanics For User Retention. , 2019, , .		3
122	Inspiring healthy Food Choices in a Virtual Reality Supermarket by adding a tangible Dimension in the Form of an Augmented Virtuality Smartphone. , 2021, , .		3
123	Mixed reality. , 1999, , .		3
124	Lessons Learned in Designing Ubiquitous Augmented Reality User Interfaces. , 2007, , 218-235.		3
125	Management of Tracking for Mixed and Augmented Reality Systems. Human-computer Interaction Series, 2010, , 251-273.	0.4	3
126	Frameworks Enabling Ubiquitous Mixed Reality Applications Across Dynamically Adaptable Device Configurations. Frontiers in Virtual Reality, 2022, 3, .	2.5	3

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127	Integrating Gyroscopes into Ubiquitous Tracking Environments. , 2008, , .		2
128	Management of tracking for industrial AR setups. , 2010, , .		2
129	Guest Editors' Introduction: Special Section on the IEEE International Symposium on Mixed and Augmented Reality (ISMAR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1353-1354.	2.9	2
130	User-centered development of UI elements for selecting items on a digital map designed for heavy rugged tablet PCs in mass casualty incidents. , 2012, , .		2
131	[DEMO] INDICA : Interaction-free display calibration for optical see-through head-mounted displays based on 3D eye localization. , 2014, , .		2
132	Adding sensorial capabilities to the augmented chemical reactions application. , 2014, , .		2
133	Semi-automatic calibration of a projector-camera system using arbitrary objects with known geometry. , 2015, , .		2
134	Visualisation of the Electronic Horizon in Head-Up-Displays. , 2016, , .		2
135	Augmenting Mixed Reality Applications with the Vibro Motors Wearable. , 2018, , .		2
136	Gamifying Stereo Camera Registration for Augmented Reality. , 2018, , .		2
137	Investigation into Natural Gestures Using EMG for "SuperNatural" Interaction in VR. , 2018, , .		2
138	Management of Inconsistencies in Domain-Spanning Models â€" An Interactive Visualization Approach. Lecture Notes in Computer Science, 2017, , 71-87.	1.0	2
139	Multi-touch Table as Conventional Input Device. Communications in Computer and Information Science, 2011, , 237-241.	0.4	2
140	Indirect Tracking to Reduce Occlusion Problems. Lecture Notes in Computer Science, 2008, , 224-235.	1.0	2
141	Gestyboard 2.0: A Gesture-Based Text Entry Concept for High Performance Ten-Finger Touch-Typing and Blind Typing on Touchscreens. Lecture Notes in Computer Science, 2013, , 680-691.	1.0	2
142	A Bowl-Shaped Display for Controlling Remote Vehicles. , 2019, , .		2
143	LegionARius - Beyond Limes. Lecture Notes in Computer Science, 2022, , 618-636.	1.0	2
144	GuessingCarbs - A Serious Game About Healthy Nutrition inÂOld Age Combining Virtual andÂTangible Components. Communications in Computer and Information Science, 2022, , 407-415.	0.4	2

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145	Optically based direct manipulation for augmented reality. Computers and Graphics, 1999, 23, 827-830.	1.4	1
146	From the Science and Technology program chairs. , 2009, , .		1
147	Natural interaction for card games on multiple devices. , 2013, , .		1
148	Real-time monocular people tracking by sequential Monte-Carlo filtering. , 2013, , .		1
149	[Demo] Placing information near to the gaze of the user. , 2014, , .		1
150	[DEMO] Comprehensive workspace calibration for visuo-haptic augmented reality. , 2014, , .		1
151	Comprehensive workspace calibration for visuo-haptic augmented reality. , 2014, , .		1
152	AR4AR Based on ARVIDA Reference Architecture: Application Demonstration. , 2016, , .		1
153	In-Game Advertising: Brand Integration and Player Involvement as Key Influencing Factors on Brand Recall. Lecture Notes in Computer Science, 2021, , 352-367.	1.0	1
154	Defining Adverlearning: a Novel Concept to Enhance Learning Using In-Game Advertising. , 2021, , .		1
155	Capture The Flag Demo. , 2015, , .		1
156	Serious Games for Nutritional Education: Online Survey on Preferences, Motives, and Behaviors Among Young Adults at University. JMIR Serious Games, 2020, 8, e16216.	1.7	1
157	Creating Passion for Augmented Reality Applications â€" A Teaching Concept for a Lab Course. Lecture Notes in Computer Science, 2010, , 429-438.	1.0	1
158	TrackSugAR. Lecture Notes in Computer Science, 2020, , 442-459.	1.0	1
159	Ubi-Interact. , 2020, , .		1
160	Augmented 3D Arrows Reach Their Limits In Automotive Environments. , 2009, , 185-202.		1
161	Cloud-Based Cross-Platform Collaborative AR in Flutter. , 2022, , .		1
162	Location aware computing using RFID infrastructure. International Journal of Autonomous and Adaptive Communications Systems, 2010, 3, 23.	0.2	0

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163	Designing and comparing two-handed gestures to confirm links between user controlled objects. , 2010, , .		0
164	Guest Editors' Introduction: Special Section on the IEEE Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1193-1194.	2.9	0
165	[Poster] The posture angle threshold between airplane and window frame metaphors. , 2014, , .		0
166	Dynamic threshold adjustment in a proximity-based location tracking system using reference modules. , 2015, , .		0
167	Human-Computer Interaction Generating Intrinsic Motivation in Educational Applications. , 2017, , 105-112.		0
168	Effects of the Digital Game â€œFit, Food, Funâ€•on Nutritional Knowledge: A Pilot Study among German Children and Adolescents. Proceedings of the Nutrition Society, 2020, 79, .	0.4	0
169	Detecting and Preventing Faked Mixed Reality. , 2021, , .		0
170	SudokuVis How to Explore Relationships of Mutual Exclusion. Lecture Notes in Computer Science, 2008, , 55-64.	1.0	0
171	Common Interaction Schemes for In-Vehicle User-Interfaces. Lecture Notes in Computer Science, 2009, , 159-168.	1.0	0
172	Experiences with a Flexibly Reconfigurable Visualization System on Software Development and Workplace Ergonomics. Lecture Notes in Computational Science and Engineering, 2013, , 223-240.	0.1	0
173	Gestyboard BackTouch 1.0: Two-Handed Backside Blind-Typing on Mobile Touch-Sensitive Surfaces. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , 422-434.	0.2	0
174	Risk Issues in Developing Novel User Interfaces for Human-Computer Interaction. , 2014, , 407-439.		0
175	Recommendations for Building Gamified Calibration Technologies for BCI Applications. , 2017, , .		0
176	VGTC Lifetime Achievement Award. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, xvii-xvii.	2.9	0