Josef Wiemeyer

List of Publications by Year
in descending order

38 papers	**749** citations	932766 **10** h-index	610482 **24** g-index
46 all docs	**46** docs citations	**46** times ranked	**815** citing authors

#	Article	IF	Citations
1	Serious games in prevention and rehabilitation—a new panacea for elderly people?. European Review of Aging and Physical Activity, 2012, 9, 41-50.	1.3	162
2	Quality Criteria for Serious Games: Serious Part, Game Part, and Balance. JMIR Serious Games, 2020, 8, e19037.	1.7	72
3	The structure of performance and training in esports. PLoS ONE, 2020, 15, e0237584.	1.1	71
4	Recommendations for the Optimal Design of Exergame Interventions for Persons with Disabilities: Challenges, Best Practices, and Future Research. Games for Health Journal, 2015, 4, 58-62.	1.1	65
5	Player Experience. , 2016, , 243-271.		54
6	Framework for personalized and adaptive game-based training programs in health sport. Multimedia Tools and Applications, 2015, 74, 5289-5311.	2.6	49
7	Inverse Dynamic Analysis of the Lower Extremities during Nordic Walking, Walking, and Running. Journal of Applied Biomechanics, 2008, 24, 351-359.	0.3	46
8	Measurement, Prediction, and Control of Individual Heart Rate Responses to Exercise—Basics and Options for Wearable Devices. Frontiers in Physiology, 2018, 9, 778.	1.3	27
9	Who should play in which position in soccer? Empirical evidence and unconventional modelling. International Journal of Performance Analysis in Sport, 2003, 3, 1-18.	0.5	19
10	Personalized Adaptive Control of Training Load in Cardio-Exergames—A Feasibility Study. Games for Health Journal, 2015, 4, 470-479.	1.1	17
11	Serious Games and Motor Learning. , 2013, , 197-220.		15
12	Assisting Movement Training and Execution With Visual and Haptic Feedback. Frontiers in Neurorobotics, 2018, 12, 24.	1.6	13
13	Incremental imitation learning of context-dependent motor skills. , 2016, , .		12
14	Performance Assessment in Serious Games. , 2016, , 273-302.		12
15	Visual Exploration of Parameter Influence on Phylogenetic Trees. IEEE Computer Graphics and Applications, 2014, 34, 48-56.	1.0	11
16	Prediction and control of the individual Heart Rate response in Exergames. Advances in Intelligent Systems and Computing, 2016, , 171-178.	0.5	11
17	Evaluation of mobile applications for fitness training and physical activity in healthy low-trained people - A modular interdisciplinary framework. International Journal of Computer Science in Sport, 2019, 18, 12-43.	0.6	7
18	Serious Games in Neurorehabilitation. , 2014, , .		6

#	Article	IF	Citations
19	Serious Games for Solving Protein Sequence Alignments - Combining Citizen Science and Gaming. Lecture Notes in Computer Science, 2014, , 175-185.	1.0	6
20	The pupil response as an indicator of user experience in a digital exercise game. Psychophysiology, 2019, 56, e13418.	1.2	6
21	Edutainment in Sport and Health. , 2017, , 883-908.		6
22	Applying Serious Games to Motor Learning in Sport. International Journal of Game-Based Learning, 2012, 2, 61-73.	0.9	5
23	Physical and motivational effects of Exergames in healthy adults—Protocol for a systematic review and meta-analysis. PLoS ONE, 2022, 17, e0266913.	1.1	5
24	Personalized Adaptive Control of Training Load in Exergames from a Sport-Scientific Perspective. Lecture Notes in Computer Science, 2014, , 129-140.	1.0	4
25	Towards a Generic Framework for Serious Games. Advances in Intelligent Systems and Computing, 2020, , 193-200.	0.5	3
26	The Impact of Different Gaming Interfaces on Spatial Experience and Spatial Presence – A Pilot Study. Lecture Notes in Computer Science, 2012, , 177-182.	1.0	3
27	Edutainment in Sport and Health. , 2016, , 1-26.		2
28	Depth perception and spatial presence experience in stereoscopic 3D sports broadcasts. , 2012, , .		1
29	Movement primitives with multiple phase parameters. , 2016, , .		1
30	Statistical Models for Predicting Short-Term HR Responses to Submaximal Interval Exercise. Advances in Intelligent Systems and Computing, 2018, , 57-68.	0.5	1
31	Körperliche Aktivität. , 2017, , 3-11.		1
32	BIMROB – Bidirectional Interaction Between Human and Robot for the Learning of Movements. Advances in Intelligent Systems and Computing, 2018, , 151-163.	0.5	1
33	Students' Use of and Attitudes Towards Information and Communication Technologies in Sport Education Cross-Sectional Surveys Over the Past 15 Years. Advances in Intelligent Systems and Computing, 2018, , 139-150.	0.5	1
34	Learning with multimedia – concepts and experiences.. International Journal of Performance Analysis in Sport, 2001, 1, 37-51.	0.5	0
35	Perception and prediction of the putting distance of robot putting movements under different visual/viewing conditions. PLoS ONE, 2021, 16, e0249518.	1.1	0
36	Self-regulated multimedia learning in Sport Science Concepts and a field study. Advances in Intelligent Systems and Computing, 2016, , 259-266.	0.5	0

#	Article	IF	Citations
37	Methods to Assess Mental Rotation and Motor Imagery. Advances in Intelligent Systems and Computing, 2016, , 251-258.	0.5	0
38	Visual Perception of Robot Movements â€" How Much Information Is Required?. Advances in Intelligent Systems and Computing, 2020, , 201-209.	0.5	0