Josef Wiemeyer

List of Publications by Year
in descending order

38	749	932766 10	610482 24
papers	citations	h-index	g-index

46	46	46	815
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Physical and motivational effects of Exergames in healthy adultsâ€"Protocol for a systematic review and meta-analysis. PLoS ONE, 2022, 17, e0266913.	1.1	5
2	Perception and prediction of the putting distance of robot putting movements under different visual/viewing conditions. PLoS ONE, 2021, 16, e0249518.	1.1	0
3	The structure of performance and training in esports. PLoS ONE, 2020, 15, e0237584.	1.1	71
4	Towards a Generic Framework for Serious Games. Advances in Intelligent Systems and Computing, 2020, , 193-200.	0.5	3
5	Quality Criteria for Serious Games: Serious Part, Game Part, and Balance. JMIR Serious Games, 2020, 8, e19037.	1.7	72
6	Visual Perception of Robot Movements â€“ How Much Information Is Required?. Advances in Intelligent Systems and Computing, 2020, , 201-209.	0.5	0
7	The pupil response as an indicator of user experience in a digital exercise game. Psychophysiology, 2019, 56, e13418.	1.2	6
8	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
9	Statistical Models for Predicting Short-Term HR Responses to Submaximal Interval Exercise. Advances in Intelligent Systems and Computing, 2018, , 57-68.	0.5	1
10	Measurement, Prediction, and Control of Individual Heart Rate Responses to Exerciseâ€"Basics and Options for Wearable Devices. Frontiers in Physiology, 2018, 9, 778.	1.3	27
11	Assisting Movement Training and Execution With Visual and Haptic Feedback. Frontiers in Neurorobotics, 2018, 12, 24.	1.6	13
12	BIMROB â€“ Bidirectional Interaction Between Human and Robot for the Learning of Movements. Advances in Intelligent Systems and Computing, 2018, , 151-163.	0.5	1
13	Studentsâ€™ 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
14	KÃ¶rperliche AktivitÃt. , 2017, , 3-11.		1
15	Edutainment in Sport and Health. , 2017, , 883-908.		6
16	Movement primitives with multiple phase parameters. , 2016, , .		1
17	Incremental imitation learning of context-dependent motor skills. , 2016, , .		12
18	Player Experience. , 2016, , 243-271.		54

#	Article	IF	Citations
19	Performance Assessment in Serious Games. , 2016, , 273-302.		12
20	Prediction and control of the individual Heart Rate response in Exergames. Advances in Intelligent Systems and Computing, 2016, , 171-178.	0.5	11
21	Edutainment in Sport and Health. , 2016, , 1-26.		2
22	Self-regulated multimedia learning in Sport Science Concepts and a field study. Advances in Intelligent Systems and Computing, 2016, , 259-266.	0.5	0
23	Methods to Assess Mental Rotation and Motor Imagery. Advances in Intelligent Systems and Computing, 2016, , 251-258.	0.5	0
24	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
25	Personalized Adaptive Control of Training Load in Cardio-Exergamesâ€"A Feasibility Study. Games for Health Journal, 2015, 4, 470-479.	1.1	17
26	Framework for personalized and adaptive game-based training programs in health sport. Multimedia Tools and Applications, 2015, 74, 5289-5311.	2.6	49
27	Serious Games in Neurorehabilitation. , 2014, , .		6
28	Serious Games for Solving Protein Sequence Alignments - Combining Citizen Science and Gaming. Lecture Notes in Computer Science, 2014, , 175-185.	1.0	6
29	Visual Exploration of Parameter Influence on Phylogenetic Trees. IEEE Computer Graphics and Applications, 2014, 34, 48-56.	1.0	11
30	Personalized Adaptive Control of Training Load in Exergames from a Sport-Scientific Perspective. Lecture Notes in Computer Science, 2014, , 129-140.	1.0	4
31	Serious Games and Motor Learning. , 2013, , 197-220.		15
32	Depth perception and spatial presence experience in stereoscopic 3D sports broadcasts. , 2012, , .		1
33	Applying Serious Games to Motor Learning in Sport. International Journal of Game-Based Learning, 2012, 2, 61-73.	0.9	5
34	Serious games in prevention and rehabilitationâ€"a new panacea for elderly people?. European Review of Aging and Physical Activity, 2012, 9, 41-50.	1.3	162
35	The Impact of Different Gaming Interfaces on Spatial Experience and Spatial Presence â€“ A Pilot Study. Lecture Notes in Computer Science, 2012, , 177-182.	1.0	3
36	Inverse Dynamic Analysis of the Lower Extremities during Nordic Walking, Walking, and Running. Journal of Applied Biomechanics, 2008, 24, 351-359.	0.3	46

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37	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
38	Learning with multimedia â€“ concepts and experiences.. International Journal of Performance Analysis in Sport, 2001, 1, 37-51.	0.5	0