

Stefan Gäjbel

List of Publications by Year in descending order

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16
papers

357
citations

1307594

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1199594

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17
all docs

17
docs citations

17
times ranked

391
citing authors

#	ARTICLE	IF	CITATIONS
1	Full-Body Motion Recognition in Immersive- Virtual-Reality-Based Exergame. IEEE Transactions on Games, 2022, 14, 243-252.	1.4	7
2	Physical Exercise Quality Assessment Using Wearable Sensors. Lecture Notes in Computer Science, 2021, , 229-243.	1.3	2
3	Recognizing Full-Body Exercise Execution Errors Using the Teslasuit. Sensors, 2021, 21, 8389.	3.8	6
4	Reasons and Responses: A Multimodal Serious Games Evaluation Framework. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 245-255.	4.6	9
5	A Survey of Full-Body Motion Reconstruction in Immersive Virtual Reality Applications. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3089-3108.	4.4	33
6	Become a Scrum Master: Immersive Virtual Reality Training to Learn Scrum Framework. Lecture Notes in Computer Science, 2020, , 34-48.	1.3	5
7	Quality Criteria for Serious Games: Serious Part, Game Part, and Balance. JMIR Serious Games, 2020, 8, e19037.	3.1	72
8	Recent advances in rehabilitation for Parkinsonâ€™s Disease with Exergames: A Systematic Review. Journal of NeuroEngineering and Rehabilitation, 2019, 16, 17.	4.6	98
9	The pupil response as an indicator of user experience in a digital exercise game. Psychophysiology, 2019, 56, e13418.	2.4	6
10	Development of a Directed Teleport Function for Immersive Training in Virtual Reality. , 2019, , .		6
11	Effects of End-to-end Latency on User Experience and Performance in Immersive Virtual Reality Applications. Lecture Notes in Computer Science, 2019, , 57-69.	1.3	24
12	Personalized Adaptive Control of Training Load in Cardio-Exergamesâ€™ A Feasibility Study. Games for Health Journal, 2015, 4, 470-479.	2.0	17
13	Framework for personalized and adaptive game-based training programs in health sport. Multimedia Tools and Applications, 2015, 74, 5289-5311.	3.9	49
14	Adaptable and personalized game-based training system for fall prevention. , 2013, , .		6
15	Evaluation of Serious Games. , 2013, , 105-115.		8
16	Knowledge Sharing in the Classroom: A Social Network Approach for Diagnostic Assessment and Learning Together. , 2011, , .		7