Hendrik Ole Knoche

List of Publications by Year
in descending order

55 papers	516 citations	1163117 8 h-index	1125743 13 g-index
58 all docs	58 docs citations	58 times ranked	336 citing authors

#	Article	IF	Citations
1	Can small be beautiful?. , 2005, , .		81
2	Enhancing social sharing of videos. , 2008, , .		46
3	Fragment, tag, enrich, and send. ACM Transactions on Multimedia Computing, Communications and Applications, 2009, 5, 1-27.	4.3	43
4	How low can you go? The effect of low resolutions on shot types in mobile TV. Multimedia Tools and Applications, 2008, 36, 145-166.	3.9	28
5	Knowing You, Seeing Me. , 2018, , .		27
6	Getting in touch with text. , 2012, , .		25
7	The kindest cut. , 2007, , .		22
8	Evaluation of EEG Headset Mounting for Brain-Computer Interface-Based Stroke Rehabilitation by Patients, Therapists, and Relatives. Frontiers in Human Neuroscience, 2020, 14, 13.	2.0	20
9	ShadowLamp. , 2019, , .		19
10	A high-resolution tongue-based joystick to enable robot control for individuals with severe disabilities. , 2019, 2019, 1043-1048.		15
11	EEG Headset Evaluation for Detection of Single-Trial Movement Intention for Brain-Computer Interfaces. Sensors, 2020, 20, 2804.	3.8	15
12	Continuous Tongue Robot Mapping for Paralyzed Individuals Improves the Functional Performance of Tongue-Based Robotic Assistance. IEEE Transactions on Biomedical Engineering, 2021, 68, 2552-2562.	4.2	13
13	Getting the Big Picture on Small Screens. , 2007, , 242-260.		11
14	Eyes-Free Tongue Gesture and Tongue Joystick Control of a Five DOF Upper-Limb Exoskeleton for Severely Disabled Individuals. Frontiers in Neuroscience, 2021, 15, 739279.	2.8	11
15	Virtual Reality and Eye-Tracking Assessment, and Treatment of Unilateral Spatial Neglect: Systematic Review and Future Prospects. Frontiers in Psychology, 2022, 13, 787382.	2.1	11
16	Spatial Neglect Midline Diagnostics From Virtual Reality and Eye Tracking in a Free-Viewing Environment. Frontiers in Psychology, 2021, 12, 742445.	2.1	10
17	Do interactions speak louder than words?. , 2014, , .		9
18	Designing a Vibrotactile Language for a Wearable Vest. Lecture Notes in Computer Science, 2015, , 655-666.	1.3	9

#	Article	IF	Citations
19	â€œMine Works Betterâ€ Examining the Influence of Embodiment in Virtual Reality on the Sense of Agency During a Binary Motor Imagery Task With a Brain-Computer Interface. Frontiers in Psychology, 2021, 12, 806424.	2.1	9
20	"Do you think it is going to be the cock?". , 2020, , .		8
21	Actions and advice in coli. , 2015, , .		7
22	From One to Many Boxes: Mobile Devices as Primary and Secondary Screens. Human-computer Interaction Series, 2010, , 327-348.	0.6	7
23	Vibrotactile Vest and The Humming Wall. , 2015, , .		6
24	Controlling a Drone by the Tongue â€" A Pilot Study on Drone Based Facilitation of Social Activities and Sports for People with Complete Tetraplegia. Biosystems and Biorobotics, 2019, , 523-527.	0.3	5
25	Getting the Big Picture on Small Screens. , 0, , 31-46.		5
26	A pilot study on a novel gesture-based tongue interface for robot and computer control. , 2020, , .		5
27	Vibrotactile and vibroacoustic interventions into health and well-being. Universal Access in the Information Society, 2018, 17, 5-20.	3.0	4
28	Telling the Story Right. , 2019, , .		4
29	Playing to (Self-)Rehabilitate: A Month-Long Randomized Control Trial with Brain Lesion Patients and a Tablet Game. , 2016, , .		4
30	Am I Coughing More Than Usual?. , 2019, , .		4
31	Thinking beyond the box: designing interactive TV across different devices. Behaviour and Information Technology, 2014, 33, 781-783.	4.0	3
32	Modulating Frustration and Agency Using Fabricated Input for Motor Imagery BCIs in Stroke Rehabilitation. IEEE Access, 2022, 10, 72312-72327.	4.2	3
33	Tracking rehabilitative progress with Fitts and starts Performance measures in a tablet game for hemi-spatial neglect patients.. , 2015, , .		2
34	Getting Crevices, Cracks, and Grooves in Line: Anomaly Categorization for AQC Judgment Models. , 2018, , .		2
35	How can we help? Towards a design framework for performance-accommodation mechanisms for users struggling with input. , 2021, , .		2
36	A Comparison of Gamified HCI Studies with Lab and Crowd Participants. EAI Endorsed Transactions on Creative Technologies, 2017, 4, 153058.	1.2	2

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37	What Is the Cat Doing? Supporting Adults in Using Interactive E-Books for Dialogic Reading. Smart Innovation, Systems and Technologies, 2019, , 146-158.	0.6	2
38	Stars, Crests and Medals: Visual Badge Design Framework to Gamify and Certify Online Learning. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 406-414.	0.3	2
39	Renoir in VR: Comparing the Relaxation from Artworks Inside and Outside of Virtual Reality. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 217-228.	0.3	2
40	Special Issue on Social Recommendation and Delivery Systems for Video and TV Content. Multimedia Systems, 2013, 19, 475-476.	4.7	1
41	Design transformations: teaching design through evaluations. Kybernetes, 2014, 43, 1372-1380.	2.2	1
42	Vibrotactile and vibroacoustic communications: pairs in interaction and playâ€"an interactive structure and bodies in an urban environment. Universal Access in the Information Society, 2018, 17, 585-605.	3.0	1
43	Fantastic plastic? An image-based test method to detect aesthetic defects in batches based on reference samples. Polymer Testing, 2020, 89, 106585.	4.8	1
44	Machine Vision for Aesthetic Quality Control of Reflective Surfaces. Advances in Intelligent Systems and Computing, 2021, , 389-401.	0.6	1
45	Self-rehabilitation with a game. EAI Endorsed Transactions on Pervasive Health and Technology, 2017, 3, 152895.	0.9	1
46	How annotated visualizations in self-care technology supported a stroke survivor in goal setting and reflection. EAI Endorsed Transactions on Serious Games, 2017, 4, 153400.	0.3	1
47	â€œI Didnâ€™t Know, You Could Do Thatâ€• Affordance Signifiers for Touch Gestures on Mobile Devices. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 206-212.	0.3	1
48	Challenges for Designing Adaptive Gamification in Telerehabilitation Systems for Heart Failure Patientsâ€™ Self-management. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 370-378.	0.3	1
49	â€œBut Wait, Thereâ€™s More!â€•a Deeper Look into Temporally Placing Touch Gesture Signifiers. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 290-308.	0.3	1
50	Of Leaders and Directors: A visual model to describe and analyse persistent visual cues directing to single out-of view targets. , 2021, , .		1
51	Defect or Design? Leveraging the Angle of Opportunity for Detecting Scratches on Brushed Aluminium Surfaces. IEEE Access, 2021, 9, 99526-99538.	4.2	0
52	Pandemic as Game Mechanic: Simulation of Infection Spread for the Classroom.. , 2021, , .		0
53	Using Spatio-Temporal Data from Trail-Making Tests to Assess Neglect. , 2016, , .		0
54	Gamify HCI: Deviceâ€™s Human Resolution for Dragging on Touch Screens in a Game with Lab and Crowd Participants. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 47-54.	0.3	0

#	Article	IF	Citations
55	Human-Centered Design for Development. , 0, , 155-167.		0