

Hendrik Ole Knoche

List of Publications by Year in descending order

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Version: 2024-02-01

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	Virtual Reality and Eye-Tracking Assessment, and Treatment of Unilateral Spatial Neglect: Systematic Review and Future Prospects. <i>Frontiers in Psychology</i> , 2022, 13, 787382.	2.1	11
2	Modulating Frustration and Agency Using Fabricated Input for Motor Imagery BCIs in Stroke Rehabilitation. <i>IEEE Access</i> , 2022, 10, 72312-72327.	4.2	3
3	Machine Vision for Aesthetic Quality Control of Reflective Surfaces. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 389-401.	0.6	1
4	Defect or Design? Leveraging the Angle of Opportunity for Detecting Scratches on Brushed Aluminium Surfaces. <i>IEEE Access</i> , 2021, 9, 99526-99538.	4.2	0
5	Pandemic as Game Mechanic: Simulation of Infection Spread for the Classroom.. , 2021, , .		0
6	Continuous Tongue Robot Mapping for Paralyzed Individuals Improves the Functional Performance of Tongue-Based Robotic Assistance. <i>IEEE Transactions on Biomedical Engineering</i> , 2021, 68, 2552-2562.	4.2	13
7	How can we help? Towards a design framework for performance-accommodation mechanisms for users struggling with input. , 2021, , .		2
8	Spatial Neglect Midline Diagnostics From Virtual Reality and Eye Tracking in a Free-Viewing Environment. <i>Frontiers in Psychology</i> , 2021, 12, 742445.	2.1	10
9	Of Leaders and Directors: A visual model to describe and analyse persistent visual cues directing to single out-of view targets. , 2021, , .		1
10	Eyes-Free Tongue Gesture and Tongue Joystick Control of a Five DOF Upper-Limb Exoskeleton for Severely Disabled Individuals. <i>Frontiers in Neuroscience</i> , 2021, 15, 739279.	2.8	11
11	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. <i>Frontiers in Psychology</i> , 2021, 12, 806424.	2.1	9
12	EEG Headset Evaluation for Detection of Single-Trial Movement Intention for Brain-Computer Interfaces. <i>Sensors</i> , 2020, 20, 2804.	3.8	15
13	Evaluation of EEG Headset Mounting for Brain-Computer Interface-Based Stroke Rehabilitation by Patients, Therapists, and Relatives. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 13.	2.0	20
14	Fantastic plastic? An image-based test method to detect aesthetic defects in batches based on reference samples. <i>Polymer Testing</i> , 2020, 89, 106585.	4.8	1
15	"Do you think it is going to be the cock?". , 2020, , .		8
16	Stars, Crests and Medals: Visual Badge Design Framework to Gamify and Certify Online Learning. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2020, , 406-414.	0.3	2
17	Renoir in VR: Comparing the Relaxation from Artworks Inside and Outside of Virtual Reality. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2020, , 217-228.	0.3	2
18	Challenges for Designing Adaptive Gamification in Telerehabilitation Systems for Heart Failure Patientsâ€™ Self-management. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2020, , 370-378.	0.3	1

#	ARTICLE	IF	CITATIONS
19	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
20	A pilot study on a novel gesture-based tongue interface for robot and computer control. , 2020, , .		5
21	ShadowLamp. , 2019, , .		19
22	A high-resolution tongue-based joystick to enable robot control for individuals with severe disabilities. , 2019, 2019, 1043-1048.		15
23	Telling the Story Right. , 2019, , .		4
24	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
25	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
26	Am I Coughing More Than Usual?. , 2019, , .		4
27	â€œI Didnâ€™t Know, You Could Do That!â€• 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
28	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
29	Vibrotactile and vibroacoustic interventions into health and well-being. Universal Access in the Information Society, 2018, 17, 5-20.	3.0	4
30	Getting Crevices, Cracks, and Grooves in Line: Anomaly Categorization for AQC Judgment Models. , 2018, , .		2
31	Knowing You, Seeing Me. , 2018, , .		27
32	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
33	Self-rehabilitation with a game. EAI Endorsed Transactions on Pervasive Health and Technology, 2017, 3, 152895.	0.9	1
34	A Comparison of Gamified HCI Studies with Lab and Crowd Participants. EAI Endorsed Transactions on Creative Technologies, 2017, 4, 153058.	1.2	2
35	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
36	Playing to (Self-)Rehabilitate: A Month-Long Randomized Control Trial with Brain Lesion Patients and a Tablet Game. , 2016, , .		4

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37	Using Spatio-Temporal Data from Trail-Making Tests to Assess Neglect. , 2016, , .		0
38	Vibrotactile Vest and The Humming Wall. , 2015, , .		6
39	Actions and advice in coli. , 2015, , .		7
40	Tracking rehabilitative progress with Fitts and starts Performance measures in a tablet game for hemi-spatial neglect patients.. , 2015, , .		2
41	Designing a Vibrotactile Language for a Wearable Vest. Lecture Notes in Computer Science, 2015, , 655-666.	1.3	9
42	Design transformations: teaching design through evaluations. Kybernetes, 2014, 43, 1372-1380.	2.2	1
43	Do interactions speak louder than words?. , 2014, , .		9
44	Thinking beyond the box: designing interactive TV across different devices. Behaviour and Information Technology, 2014, 33, 781-783.	4.0	3
45	Special Issue on Social Recommendation and Delivery Systems for Video and TV Content. Multimedia Systems, 2013, 19, 475-476.	4.7	1
46	Getting in touch with text. , 2012, , .		25
47	From One to Many Boxes: Mobile Devices as Primary and Secondary Screens. Human-computer Interaction Series, 2010, , 327-348.	0.6	7
48	Fragment, tag, enrich, and send. ACM Transactions on Multimedia Computing, Communications and Applications, 2009, 5, 1-27.	4.3	43
49	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
50	Enhancing social sharing of videos. , 2008, , .		46
51	The kindest cut. , 2007, , .		22
52	Getting the Big Picture on Small Screens. , 2007, , 242-260.		11
53	Can small be beautiful?. , 2005, , .		81
54	Getting the Big Picture on Small Screens. , 0, , 31-46.		5

#	ARTICLE	IF	CITATIONS
55	Human-Centered Design for Development. , 0, , 155-167.		0