

Betty J Mohler

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11785979/publications.pdf>

Version: 2024-02-01

40
papers

1,574
citations

430874

18
h-index

501196

28
g-index

40
all docs

40
docs citations

40
times ranked

1266
citing authors

#	ARTICLE	IF	CITATIONS
1	Visual flow influences gait transition speed and preferred walking speed. <i>Experimental Brain Research</i> , 2007, 181, 221-228.	1.5	236
2	The Effect of Viewing a Self-Avatar on Distance Judgments in an HMD-Based Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , 2010, 19, 230-242.	0.6	164
3	Owning an Overweight or Underweight Body: Distinguishing the Physical, Experienced and Virtual Body. <i>PLoS ONE</i> , 2014, 9, e103428.	2.5	122
4	Welcome to Wonderland: The Influence of the Size and Shape of a Virtual Hand On the Perceived Size and Shape of Virtual Objects. <i>PLoS ONE</i> , 2013, 8, e68594.	2.5	106
5	Depictive and metric body size estimation in anorexia nervosa and bulimia nervosa: A systematic review and meta-analysis. <i>Clinical Psychology Review</i> , 2017, 57, 21-31.	11.4	105
6	Calibration of locomotion resulting from visual motion in a treadmill-based virtual environment. <i>ACM Transactions on Applied Perception</i> , 2007, 4, 4.	1.9	71
7	The influence of avatar (self and character) animations on distance estimation, object interaction and locomotion in immersive virtual environments. , 2011, , .		62
8	Virtual arm ^s reach influences perceived distances but only after experience reaching. <i>Neuropsychologia</i> , 2015, 70, 393-401.	1.6	60
9	The perceptual homunculus: The perception of the relative proportions of the human body.. <i>Journal of Experimental Psychology: General</i> , 2015, 144, 103-113.	2.1	54
10	Talk to the Virtual Hands: Self-Animated Avatars Improve Communication in Head-Mounted Display Virtual Environments. <i>PLoS ONE</i> , 2011, 6, e25759.	2.5	52
11	Visual capture and the experience of having two bodies “ Evidence from two different virtual reality techniques. <i>Frontiers in Psychology</i> , 2013, 4, 946.	2.1	51
12	Body size estimation of self and others in females varying in BMI. <i>PLoS ONE</i> , 2018, 13, e0192152.	2.5	48
13	Egocentric distance perception in large screen immersive displays. <i>Displays</i> , 2013, 34, 153-164.	3.7	43
14	Imagined Self-Motion Differs from Perceived Self-Motion: Evidence from a Novel Continuous Pointing Method. <i>PLoS ONE</i> , 2009, 4, e7793.	2.5	38
15	Can I Recognize My Body's Weight? The Influence of Shape and Texture on the Perception of Self. <i>ACM Transactions on Applied Perception</i> , 2014, 11, 1-18.	1.9	38
16	Enhancing stress management techniques using virtual reality. , 2016, , .		38
17	Measurement of instantaneous perceived self-motion using continuous pointing. <i>Experimental Brain Research</i> , 2009, 195, 429-444.	1.5	37
18	Egocentric distance judgments in a large screen display immersive virtual environment. , 2010, , .		29

#	ARTICLE	IF	CITATIONS
19	Visual Perception and Evaluation of Photo-Realistic Self-Avatars From 3D Body Scans in Males and Females. <i>Frontiers in ICT</i> , 2018, 5, .	3.6	26
20	Eye Height Manipulations. <i>ACM Transactions on Applied Perception</i> , 2015, 12, 1-23.	1.9	24
21	The Importance of Postural Cues for Determining Eye Height in Immersive Virtual Reality. <i>PLoS ONE</i> , 2015, 10, e0127000.	2.5	23
22	Effect of Display Technology on Perceived Scale of Space. <i>Human Factors</i> , 2015, 57, 1235-1247.	3.5	19
23	Evidence for Hand-Size Constancy: The Dominant Hand as a Natural Perceptual Metric. <i>Psychological Science</i> , 2014, 25, 2086-2094.	3.3	15
24	Where am I in virtual reality?. <i>PLoS ONE</i> , 2018, 13, e0204358.	2.5	14
25	Face recognition of full-bodied avatars by active observers in a virtual environment. <i>Vision Research</i> , 2019, 157, 242-251.	1.4	13
26	The Influence of Visual Perspective on Body Size Estimation in Immersive Virtual Reality. , 2019, , .		11
27	Appealing Female Avatars from 3D Body Scans: Perceptual Effects of Stylization. , 2016, , .		11
28	Intersegmental Eye-Head-Body Interactions during Complex Whole Body Movements. <i>PLoS ONE</i> , 2014, 9, e95450.	2.5	9
29	Decoding subcategories of human bodies from both body- and face-responsive cortical regions. <i>NeuroImage</i> , 2019, 202, 116085.	4.2	8
30	Self and Body Part Localization in Virtual Reality: Comparing a Headset and a Large-Screen Immersive Display. <i>Frontiers in Robotics and AI</i> , 2019, 6, 33.	3.2	8
31	The Role of Visual Information in Body Size Estimation. <i>I-Perception</i> , 2018, 9, 204166951879685.	1.4	7
32	Visual perception of one's own body under vestibular stimulation using biometric self-avatars in virtual reality. <i>PLoS ONE</i> , 2019, 14, e0213944.	2.5	6
33	Body size perception in stroke patients with paresis. <i>PLoS ONE</i> , 2021, 16, e0252596.	2.5	6
34	Evoking and assessing vastness in virtual environments. , 2015, , .		5
35	Perception of strength and power of realistic male characters. , 2015, , .		5
36	The Influence of the Viewpoint in a Self-Avatar on Body Part and Self-Localization. , 2019, , .		5

#	ARTICLE	IF	CITATIONS
37	The influence of shape and culture on visual volume perception of virtual rooms. , 2013, , .		2
38	The role of avatar fidelity and sex on self-motion recognition. , 2018, , .		2
39	Perception of emotional body expressions in narrative scenarios. , 2013, , .		1
40	Caloric vestibular stimulation has no effect on perceived body size. Scientific Reports, 2019, 9, 11411.	3.3	0