Robin Wolff

List of Publications by Year
in descending order

17 papers	**322** citations	1307594 **7** h-index	1720034 **7** g-index
17 all docs	**17** docs citations	**17** times ranked	**222** citing authors

#	ARTICLE	IF	CITATIONS
1	Constructing a Gazebo: Supporting Teamwork in a Tightly Coupled, Distributed Task in Virtual Reality. Presence: Teleoperators and Virtual Environments, 2003, 12, 644-657.	0.6	65
2	A review of telecollaboration technologies with respect to closely coupled collaboration. International Journal of Computer Applications in Technology, 2007, 29, 11.	0.5	36
3	Eye Tracking for Avatar Eye Gaze Control During Object-Focused Multiparty Interaction in Immersive Collaborative Virtual Environments. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	32
4	Communicating Eye-gaze Across a Distance: Comparing an Eye-gaze enabled Immersive Collaborative Virtual Environment, Aligned Video Conferencing, and Being Together. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	30
5	Factors influencing flow of object focussed collaboration in collaborative virtual environments. Virtual Reality, 2006, 10, 119-133.	6.1	24
6	VR-OOS: The DLR's virtual reality simulator for telerobotic on-orbit servicing with haptic feedback. , 2015, , .		23
7	A lightweight electrotactile feedback device for grasp improvement in immersive virtual environments. , 2016, , .		20
8	A Study of Event Traffic During the Shared Manipulation of Objects Within a Collaborative Virtual Environment. Presence: Teleoperators and Virtual Environments, 2004, 13, 251-262.	0.6	18
9	Communicating Eye Gaze across a Distance without Rooting Participants to the Spot. , 2008, , .		18
10	An evaluation of two simple methods for representing heaviness in immersive virtual environments. , 2013, , .		15
11	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
12	A Modular Architecture for an Interactive Real-Time Simulation and Training Environment for Satellite On-Orbit Servicing. , 2011, , .		8
13	A modular architecture for an interactive real-time simulation and training environment for satellite on-orbit servicing. Journal of Simulation, 2014, 8, 50-63.	1.5	7
14	Collaborative satellite configuration supported by interactive visualization. , 2012, , .		4
15	The Impact of Display System and Embodiment on Closely Coupled Collaboration Between Remote Users. , 2006, , 131-149.		4
16	Presence, Creativity and Collaborative Work in Virtual Environments. , 2007, , 802-811.		4
17	TelethroneÂReconstructed; Ongoing Testing Toward a More Natural Situated Display. Progress in IS, 2018, , 323-337.	0.6	0