

Robin Wolff

List of Publications by Year in descending order

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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	TelethronerêReconstructed; Ongoing Testing Toward a More Natural Situated Display. Progress in IS, 2018, , 323-337.	0.6	0
2	A lightweight electrotactile feedback device for grasp improvement in immersive virtual environments. , 2016, , .		20
3	VR-OOS: The DLR's virtual reality simulator for telerobotic on-orbit servicing with haptic feedback. , 2015, , .		23
4	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
5	An evaluation of two simple methods for representing heaviness in immersive virtual environments. , 2013, , .		15
6	Collaborative satellite configuration supported by interactive visualization. , 2012, , .		4
7	A Modular Architecture for an Interactive Real-Time Simulation and Training Environment for Satellite On-Orbit Servicing. , 2011, , .		8
8	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
9	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
10	Communicating Eye Gaze across a Distance without Rooting Participants to the Spot. , 2008, , .		18
11	A review of telecollaboration technologies with respect to closely coupled collaboration. International Journal of Computer Applications in Technology, 2007, 29, 11.	0.5	36
12	Presence, Creativity and Collaborative Work in Virtual Environments. , 2007, , 802-811.		4
13	Factors influencing flow of object focussed collaboration in collaborative virtual environments. Virtual Reality, 2006, 10, 119-133.	6.1	24
14	The Impact of Display System and Embodiment on Closely Coupled Collaboration Between Remote Users. , 2006, , 131-149.		4
15	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
16	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
17	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