William Steptoe

List of Publications by Year
in descending order

14 papers	569 citations	1307594 7 h-index	1588992 8 g-index
14 all docs	14 docs citations	14 times ranked	419 citing authors

#	ARTICLE	IF	CITATIONS
1	The Ethics of Realism in Virtual and Augmented Reality. Frontiers in Virtual Reality, 2020, 1, .	3.7	186
2	Human Tails: Ownership and Control of Extended Humanoid Avatars. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 583-590.	4.4	144
3	A Fully Immersive Set-Up for Remote Interaction and Neurorehabilitation Based on Virtual Body Ownership. Frontiers in Neurology, 2012, 3, 110.	2.4	49
4	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
5	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
6	SphereAvatar. , 2012, , .		26
7	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
8	High-Fidelity Avatar Eye-Representation. , 2008, , .		15
9	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10
10	Multimodal Data Capture and Analysis of Interaction in Immersive Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 388-405.	0.6	10
11	Panoinserts. , 2013, , .		10
12	Eyelid kinematics for virtual characters. Computer Animation and Virtual Worlds, 2010, 21, 161-171.	1.2	7
13	Some Implications of Eye Gaze Behavior and Perception for the Design of Immersive Telecommunication Systems. , 2011, , .		7
14	Poster: Using the whole body for multi-channel gestural interface. , 2013, , .		1