

William Steptoe

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12084052/publications.pdf>

Version: 2024-02-01

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. <i>Frontiers in Virtual Reality</i> , 2020, 1, .	3.7	186
2	Poster: Using the whole body for multi-channel gestural interface. , 2013, , .		1
3	Human Tails: Ownership and Control of Extended Humanoid Avatars. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013, 19, 583-590.	4.4	144
4	Panoinserts. , 2013, , .		10
5	A Fully Immersive Set-Up for Remote Interaction and Neurorehabilitation Based on Virtual Body Ownership. <i>Frontiers in Neurology</i> , 2012, 3, 110.	2.4	49
6	SphereAvatar. , 2012, , .		26
7	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 406-422.	0.6	25
8	Multimodal Data Capture and Analysis of Interaction in Immersive Collaborative Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 388-405.	0.6	10
9	Beaming: An Asymmetric Telepresence System. <i>IEEE Computer Graphics and Applications</i> , 2012, 32, 10-17.	1.2	47
10	Some Implications of Eye Gaze Behavior and Perception for the Design of Immersive Telecommunication Systems. , 2011, , .		7
11	Eyelid kinematics for virtual characters. <i>Computer Animation and Virtual Worlds</i> , 2010, 21, 161-171.	1.2	7
12	Eye Tracking for Avatar Eye Gaze Control During Object-Focused Multiparty Interaction in Immersive Collaborative Virtual Environments. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	32
13	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10
14	High-Fidelity Avatar Eye-Representation. , 2008, , .		15