Gudrun Klinker

List of Publications by Year
in descending order

176 papers	3,246 citations	394421 19 h-index	302126 39 g-index
181 all docs	181 docs citations	181 times ranked	1936 citing authors

#	Article	IF	Citations
1	Frameworks Enabling Ubiquitous Mixed Reality Applications Across Dynamically Adaptable Device Configurations. Frontiers in Virtual Reality, 2022, 3, .	3.7	3
2	VGTC Lifetime Achievement Award. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, xvii-xvii.	4.4	0
3	Cloud-Based Cross-Platform Collaborative AR in Flutter. , 2022, , .		1
4	LegionARius - Beyond Limes. Lecture Notes in Computer Science, 2022, , 618-636.	1.3	2
5	GuessingCarbs - A Serious Game About Healthy Nutrition inÂOld Age Combining Virtual andÂTangible Components. Communications in Computer and Information Science, 2022, , 407-415.	0.5	2
6	Ludus Magnus - A Serious Game for Learning the Latin Language. Lecture Notes in Computer Science, 2021, , 51-61.	1.3	4
7	In-Game Advertising: Brand Integration and Player Involvement as Key Influencing Factors on Brand Recall. Lecture Notes in Computer Science, 2021, , 352-367.	1.3	1
8	Tangible Chess for Dementia Patients â€" Playing with Conductive 3D Printed Figures on a Touchscreen. Lecture Notes in Computer Science, 2021, , 38-57.	1.3	5
9	Virtual Reality Public Speaking Training: Experimental Evaluation of Direct Feedback Technology Acceptance. , 2021, , .		14
10	Inspiring healthy Food Choices in a Virtual Reality Supermarket by adding a tangible Dimension in the Form of an Augmented Virtuality Smartphone. , 2021, , .		3
11	Defining Adverlearning: a Novel Concept to Enhance Learning Using In-Game Advertising. , 2021, , .		1
12	Detecting and Preventing Faked Mixed Reality. , 2021, , .		0
13	A Mixed Reality Interface for a Digital Twin Based Crane. Applied Sciences (Switzerland), 2021, 11, 9480.	2.5	14
14	EnvSLAM: Combining SLAM Systems and Neural Networks to Improve the Environment Fusion in AR Applications. ISPRS International Journal of Geo-Information, 2021, 10, 772.	2.9	9
15	Defining Extended Reality Training: A Long-Term Definition for All Industries. , 2020, , .		31
16	Ethical and Social Aspects of Neurorobotics. Science and Engineering Ethics, 2020, 26, 2533-2546.	2.9	13
17	Effects of the Digital Game â€œFit, Funâ€•on Nutritional Knowledge: A Pilot Study among German Children and Adolescents. Proceedings of the Nutrition Society, 2020, 79, .	1.0	0
18	Combining Motivating Strategies with Design Concepts for Mobile Apps to Increase Usability for the Elderly and Alzheimer Patients. Lecture Notes in Computer Science, 2020, , 47-66.	1.3	10

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19	HieroQuest - A Serious Game for Learning Egyptian Hieroglyphs. Journal on Computing and Cultural Heritage, 2020, 13, 1-20.	2.1	21
20	Serious Games for Nutritional Education: Online Survey on Preferences, Motives, and Behaviors Among Young Adults at University. JMIR Serious Games, 2020, 8, e16216.	3.1	1
21	TrackSugAR. Lecture Notes in Computer Science, 2020, , 442-459.	1.3	1
22	Ubi-Interact. , 2020, , .		1
23	ARsinoÃ« - Learning Egyptian Hieroglyphs with Augmented Reality and Machine Learning. , 2020, , .		9
24	Catching the Drone - A Tangible Augmented Reality Game in Superhuman Sports. , 2020, , .		7
25	Mixed Reality for Cultural Heritage. , 2019, , .		22
26	Augmented Reality in Healthcare. Journal of Healthcare Engineering, 2019, 2019, 1-2.	1.9	26
27	Extending AR Interaction through 3D Printed Tangible Interfaces in an Urban Planning Context. , 2019, , .		6
28	Comparison of a Gamified and Non-Gamified Virtual Reality Training Assembly Task. , 2019, , .		21
29	Mixed Reality in Art Education. , 2019, , .		12
30	Physical Objects in AR Games â€" Offering a Tangible Experience. , 2019, , .		7
31	Short-Term Effects of the Serious Game â€œFit, Food, Funâ€•on Nutritional Knowledge: A Pilot Study among Children and Adolescents. Nutrients, 2019, 11, 2031.	4.1	27
32	Utilizing Multiple Calibrated IMUs for Enhanced Mixed Reality Tracking. , 2019, , .		3
33	Persuasive Mobile Game Mechanics For User Retention. , 2019, , .		3
34	Acceptance and Effectiveness of a Virtual Reality Public Speaking Training. , 2019, , .		24
35	THe Innovative Reminder in Senior-Focused Technology (THIRST)â€"Evaluation of Serious Games and Gadgets for Alzheimer Patients. Lecture Notes in Computer Science, 2019, , 135-154.	1.3	6
36	Interactive Drinking Gadget for the Elderly and Alzheimer Patients. Lecture Notes in Computer Science, 2019, , 444-463.	1.3	8

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37	Oppidum - A Serious-AR-Game About Celtic Life and History. Lecture Notes in Computer Science, 2019, , 550-559.	1.3	11
38	A Bowl-Shaped Display for Controlling Remote Vehicles. , 2019, , .		2
39	Augmenting Mixed Reality Applications with the Vibro Motors Wearable. , 2018, , .		2
40	Dragon Tale - A Serious Game for Learning Japanese Kanji. , 2018, , .		18
41	Gamifying Stereo Camera Registration for Augmented Reality. , 2018, , .		2
42	Investigation into Natural Gestures Using EMG for "SuperNatural" Interaction in VR. , 2018, , .		2
43	Innovative Game Concepts for Alzheimer Patients. Lecture Notes in Computer Science, 2018, , 526-545.	1.3	8
44	Human-Computer Interaction Generating Intrinsic Motivation in Educational Applications. , 2017, , 105-112.		0
45	Stylo and handifact. , 2017, , .		14
46	3D-FRC: Depiction of the future road course in the Head-Up-Display. , 2017, , .		10
47	[POSTER] Automated Evaluation and Configuration of Object Tracking for Augmented Reality. , 2017, , .		3
48	Connecting Artificial Brains to Robots in a Comprehensive Simulation Framework: The Neurorobotics Platform. Frontiers in Neurorobotics, 2017, 11, 2.	2.8	102
49	Management of Inconsistencies in Domain-Spanning Models â€" An Interactive Visualization Approach. Lecture Notes in Computer Science, 2017, , 71-87.	1.3	2
50	Overcoming Location Inaccuracies in Augmented Reality Navigation. Lecture Notes in Computer Science, 2017, , 377-388.	1.3	5
51	Recommendations for Building Gamified Calibration Technologies for BCI Applications. , 2017, , .		0
52	Laplacian Vision. , 2016, , .		20
53	AR4AR Based on ARVIDA Reference Architecture: Application Demonstration. , 2016, , .		1
54	Visualisation of the Electronic Horizon in Head-Up-Displays. , 2016, , .		2

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55	Distributed smart space orchestration. , 2016, , .		18
56	Automated Spatial Calibration of HMD Systems with Unconstrained Eye-cameras. , 2016, , .		17
57	OST Rift: Temporally consistent augmented reality with a consumer optical see-through head-mounted display. , 2016, , .		9
58	Gaussian Light Field: Estimation of Viewpoint-Dependent Blur for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2368-2376.	4.4	16
59	Sticky Projections-A Model-Based Approach to Interactive Shader Lamps Tracking. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1291-1301.	4.4	19
60	Testing a proximity-based location tracking system with Bluetooth Low Energy tags for future use in the OR. , 2015, , .		13
61	[POSTER] Towards Estimating Usability Ratings of Handheld Augmented Reality Using Accelerometer Data. , 2015, , .		3
62	Corneal-Imaging Calibration for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 481-490.	4.4	75
63	Subjective Evaluation of a Semi-Automatic Optical See-Through Head-Mounted Display Calibration Technique. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 491-500.	4.4	28
64	Simultaneous Direct and Augmented View Distortion Calibration of Optical See-Through Head-Mounted Displays. , 2015, , .		10
65	An Interactive Augmented Reality Chess Game Using Bare-Hand Pinch Gestures. , 2015, , .		9
66	[POSTER] AR4AR: Using Augmented Reality for guidance in Augmented Reality Systems Setup. , 2015, , .		4
67	Dynamic threshold adjustment in a proximity-based location tracking system using reference modules. , 2015, , .		0
68	A visual tracking model implemented on the iCub robot as a use case for a novel neurorobotic toolkit integrating brain and physics simulation. , 2015, , .		9
69	Semi-Parametric Color Reproduction Method for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1269-1278.	4.4	39
70	Tangible Mixed Reality On-Site: Interactive Augmented Visualisations from Architectural Working Models in Urban Design. Communications in Computer and Information Science, 2015, , 55-74.	0.5	10
71	Light-Field Correction for Spatial Calibration of Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 471-480.	4.4	30
72	Vision enhancement. , 2015, , .		19

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73	Precise Haptic Device Co-Location for Visuo-Haptic Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1427-1441.	4.4	18
74	On-Site Semi-Automatic Calibration and Registration of a Projector-Camera System Using Arbitrary Objects with Known Geometry. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1211-1220.	4.4	20
75	Semi-automatic calibration of a projector-camera system using arbitrary objects with known geometry. , 2015, , .		2
76	Capture The Flag Demo. , 2015, , .		1
77	Capture The Flag. , 2015, , .		4
78	[DEMO] INDICA : Interaction-free display calibration for optical see-through head-mounted displays based on 3D eye localization. , 2014, , .		2
79	Performance and sensitivity analysis of INDICA: INteraction-Free DIsplay CAlibration for Optical See-Through Head-Mounted Displays. , 2014, , .		23
80	[Demo] Placing information near to the gaze of the user. , 2014, , .		1
81	Sticky projections &#x2014; A new approach to interactive shader lamp tracking. , 2014, , .		17
82	[DEMO] Comprehensive workspace calibration for visuo-haptic augmented reality. , 2014, , .		1
83	Boundary conditions for information visualization with respect to the user's gaze. , 2014, , .		8
84	Interaction-free calibration for optical see-through head-mounted displays based on 3D Eye localization. , 2014, , .		82
85	Adding sensorial capabilities to the augmented chemical reactions application. , 2014, , .		2
86	[Demo] On-site augmented collaborative architecture visualization. , 2014, , .		5
87	[Poster] The posture angle threshold between airplane and window frame metaphors. , 2014, , .		0
88	Comprehensive workspace calibration for visuo-haptic augmented reality. , 2014, , .		1
89	Gestyboard BackTouch 1.0: Two-Handed Backside Blind-Typing on Mobile Touch-Sensitive Surfaces. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , 422-434.	0.3	0
90	Risk Issues in Developing Novel User Interfaces for Human-Computer Interaction. , 2014, , 407-439.		0

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91	An outdoor ground truth evaluation dataset for sensor-aided visual handheld camera localization. , 2013, , .		13
92	Augmented chemical reactions: An augmented reality tool to support chemistry teaching. , 2013, , .		21
93	User awareness of tracking uncertainties in AR navigation scenarios. , 2013, , .		9
94	Representing information â€" Classifying the Augmented Reality presentation space. Computers and Graphics, 2013, 37, 997-1011.	2.5	22
95	Identification of Inaccurate Effort Estimates in Agile Software Development. , 2013, , .		12
96	Natural interaction for card games on multiple devices. , 2013, , .		1
97	A multi lane Car Following Model for cooperative ADAS. , 2013, , .		7
98	Augmented Chemical Reactions: 3D Interaction Methods for Chemistry. International Journal of Online and Biomedical Engineering, 2013, 9, 80.	1.4	21
99	Real-time monocular people tracking by sequential Monte-Carlo filtering. , 2013, , .		1
100	Experiences with a Flexibly Reconfigurable Visualization System on Software Development and Workplace Ergonomics. Lecture Notes in Computational Science and Engineering, 2013, , 223-240.	0.3	0
101	Gestyboard 2.0: A Gesture-Based Text Entry Concept for High Performance Ten-Finger Touch-Typing and Blind Typing on Touchscreens. Lecture Notes in Computer Science, 2013, , 680-691.	1.3	2
102	Seamless integration of mobile devices into interactive surface environments. , 2012, , .		6
103	Empirical evaluation of mapping functions for navigation in virtual reality using phones with integrated sensors. , 2012, , .		9
104	Creating a common operation picture in realtime with user-centered interfaces for mass casualty incidents. , 2012, , .		3
105	User-centered development of UI elements for selecting items on a digital map designed for heavy rugged tablet PCs in mass casualty incidents. , 2012, , .		2
106	Optical outside-in tracking using unmodified mobile phones. , 2012, , .		13
107	Beaming into the Rat World: Enabling Real-Time Interaction between Rat and Human Each at Their Own Scale. PLoS ONE, 2012, 7, e48331.	2.5	13
108	Automatic configuration of pervasive sensor networks for augmented reality. IEEE Pervasive Computing, 2011, 10, 68-79.	1.3	18

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109	KinectTouch. , 2011, , .		14
110	Guest Editors' Introduction: Special Section on the IEEE International Symposium on Mixed and Augmented Reality (ISMAR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1353-1354.	4.4	2
111	Guest Editors' Introduction: Special Section on the IEEE Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1193-1194.	4.4	0
112	Special Section on Mobile Augmented Reality. Computers and Graphics, 2011, 35, vii-viii.	2.5	52
113	Pick-by-vision: there is something to pick at the end of the augmented tunnel. Virtual Reality, 2011, 15, 213-223.	6.1	72
114	Phone-based motion control in VR. , 2011, , .		13
115	Multi-touch Table as Conventional Input Device. Communications in Computer and Information Science, 2011, , 237-241.	0.5	2
116	Location aware computing using RFID infrastructure. International Journal of Autonomous and Adaptive Communications Systems, 2010, 3, 23.	0.3	0
117	What do you do when two hands are not enough? interactive selection of bonds between pairs of tangible molecules. , 2010, , .		6
118	Evaluation of an Augmented Reality Supported Picking System Under Practical Conditions. Computer Graphics Forum, 2010, 29, 2-12.	3.0	64
119	Designing and comparing two-handed gestures to confirm links between user controlled objects. , 2010, , .		0
120	Fusion of clothoid segments for a more accurate and updated prediction of the road geometry. , 2010, , .		16
121	BioTISCH. , 2010, , .		6
122	An LED-based multitouch sensor for LCD screens. , 2010, , .		6
123	Determining the point of minimum error for 6DOF pose uncertainty representation. , 2010, , .		5
124	The City of Sights: Design, construction, and measurement of an Augmented Reality stage set. , 2010, , .		18
125	Management of tracking for industrial AR setups. , 2010, , .		2
126	A multi-sensor platform for wide-area tracking. , 2010, , .		6

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127	Stable Road Lane Model Based on Clothoids. , 2010, , 133-143.		19
128	Management of Tracking for Mixed and Augmented Reality Systems. Human-computer Interaction Series, 2010, , 251-273.	0.6	3
129	Creating Passion for Augmented Reality Applications â€" A Teaching Concept for a Lab Course. Lecture Notes in Computer Science, 2010, , 429-438.	1.3	1
130	A short guide to modulated light. , 2009, , .		6
131	Inverted FTIR. , 2009, , .		8
132	Pick-by-Vision comes on age. , 2009, , .		22
133	Supporting casual interactions between board games on public tabletop displays and mobile devices. Personal and Ubiquitous Computing, 2009, 13, 609-617.	2.8	19
134	Temporal calibration in multisensor tracking setups. , 2009, , .		9
135	Mobile augmented reality based 3D snapshots. , 2009, , .		4
136	Vision based people tracking for ubiquitous Augmented Reality applications. , 2009, , .		11
137	Pick-by-Vision: A first stress test. , 2009, , .		65
138	From the Science and Technology program chairs. , 2009, , .		1
139	Common Interaction Schemes for In-Vehicle User-Interfaces. Lecture Notes in Computer Science, 2009, , 159-168.	1.3	0
140	Augmented 3D Arrows Reach Their Limits In Automotive Environments. , 2009, , 185-202.		1
141	Integrating Gyroscopes into Ubiquitous Tracking Environments. , 2008, , .		2
142	Supporting order picking with Augmented Reality. , 2008, , .		94
143	Perception thresholds for augmented reality navigation schemes in large distances. , 2008, , .		20
144	Dynamic gyroscope fusion in Ubiquitous Tracking environments. , 2008, , .		11

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145	Shadow tracking on multi-touch tables. , 2008, , .		39
146	Using laser projectors for augmented reality. , 2008, , .		45
147	A multitouch software architecture. , 2008, , .		56
148	SudokuVis How to Explore Relationships of Mutual Exclusion. Lecture Notes in Computer Science, 2008, , 55-64.	1.3	0
149	Indirect Tracking to Reduce Occlusion Problems. Lecture Notes in Computer Science, 2008, , 224-235.	1.3	2
150	Utilizing RFIDs for Location Aware Computing. Lecture Notes in Computer Science, 2008, , 216-228.	1.3	6
151	A System Architecture for Ubiquitous Tracking Environments. , 2007, , .		37
152	Ontology-Based Pervasive Spatial Knowledge for Car Driver Assistance. , 2007, , .		8
153	Visual Longitudinal and Lateral Driving Assistance in the Head-Up Display of Cars. , 2007, , .		63
154	Visualization of Spatial Sensor Data in the Context of Automotive Environment Perception Systems. , 2007, , .		6
155	Optimal port placement and enhanced guidance in robotically assisted cardiac surgery. Surgical Endoscopy and Other Interventional Techniques, 2007, 21, 684-687.	2.4	24
156	Online Estimation of the Target Registration Error for n-Ocular Optical Tracking Systems. , 2007, 10, 652-659.		24
157	Lessons Learned in Designing Ubiquitous Augmented Reality User Interfaces. , 2007, , 218-235.		3
158	Predicting and estimating the accuracy of n-occular optical tracking systems. , 2006, , .		20
159	Augmented reality as a comparison tool in automotive industry. , 2006, , .		31
160	Effective control of a car driver's attention for visual and acoustic guidance towards the direction of imminent dangers. , 2006, , .		55
161	Spatial relationship patterns: elements of reusable tracking and calibration systems. , 2006, , .		20
162	iFlip. , 2006, , .		7

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163	Interactive prototyping for ubiquitous augmented reality user interfaces. , 2006, , .		6
164	Mobile Information Presentation Schemes for Supra-adaptive Logistics Applications. Lecture Notes in Computer Science, 2006, , 998-1007.	1.3	10
165	A rapid prototyping software infrastructure for user interfaces in ubiquitous augmented reality. Personal and Ubiquitous Computing, 2005, 9, 169-185.	2.8	42
166	Augmented reality for port placement and navigation in robotically assisted minimally invasive cardiovascular surgery. International Congress Series, 2004, 1268, 735-740.	0.2	13
167	The Intelligent Welding Gun: Augmented Reality for Experimental Vehicle Construction. , 2004, , 333-360.		22
168	Optically based direct manipulation for augmented reality. Computers and Graphics, 1999, 23, 827-830.	2.5	1
169	Mixed reality. , 1999, , .		3
170	Real-time vision-based camera tracking for augmented reality applications. , 1997, , .		88
171	Automated camera calibration and 3D egomotion estimation for augmented reality applications. Lecture Notes in Computer Science, 1997, , 199-206.	1.3	10
172	Modeling and analysis of empirical data in collaborative environments. Communications of the ACM, 1992, 35, 74-84.	4.5	8
173	A physical approach to color image understanding. International Journal of Computer Vision, 1990, 4, 7-38.	15.6	343
174	The measurement of highlights in color images. International Journal of Computer Vision, 1988, 2, 7-32.	15.6	306
175	Implementation and performance of a complex vision system on a systolic array machine. Future Generation Computer Systems, 1988, 4, 15-29.	7.5	4
176	New likelihood test methods for change detection in image sequences. Computer Vision, Graphics, and Image Processing, 1984, 26, 73-106.	1.0	145