

2019 / 2020

Data Source

The Journal of Virtual Reality and Broadcasting has evaluated the number of citations for the articles that have been published since 2004. As data source we used Google Scholar and searched for the article titles. In case, the source was clearly identifiable as JVRB, we noted the number of citations. If that was not the case (e.g. the entry was ambiguous due to a former conference publication with the same title) we counted 0 citations for the article.

We examined 115 articles that were published in the JVRB Volumes from 2004 to 2020. We reached 1685 citations in total. A summary of all articles and their citation count is attached to this document.

We derived the following bibliometric indices for JVRB:

h-index: 23

A publication with an index of h has published h papers each of which has been cited in other papers at least h times.

We clearly point out that JVRB is not indexed by Clarivate Analytics' Web of Science. The bibliometric indices have been calculated by the editorial team based on the data from google scholar.

We would like to share this information to illustrate that the articles published by JVRB are cited and read by broad range of scientists and influence discussion and research.

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Title	Issue	Citations
ARTHUR: A Collaborative Augmented Environment for Architectural Design and Urban Planning	1.2004, No. 1	135
Interactive Ray Tracing for Virtual TV Studio Applications	2.2005, No. 1	19
Content Classification of Multimedia Documents using Partitions of Low-Level Features	3.2006, no. 6	11
Precise Near-to-Head Acoustics with Binaural Synthesis	3.2006, no.2	32
Automatic Data Normalization and Parameterization for Optical Motion Tracking	3.2006, no. 3	3
Playing with the Real World	3.2006, no.1	32
Video Search: New Challenges in the Pervasive Digital Video Era	3.2006, no.11	8
Digital Illumination for Augmented Studios	3.2006, no.8	12
An Architecture for End-User TV Content Enrichment	3.2006, No.9	40
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High level methods for scene exploration	3.2006, no. 12	16
Exploring Urban Environments Using Virtual and Augmented Reality	3.2006, No.5	37
View-Dependent Extraction of Contours with Distance Transforms for adaptive polygonal Mesh-Simplification	3.2006, No.4	0
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3-D Audio in Mobile Communication Devices: Methods for Mobile Head-Tracking	4.2007, No. 13	11
Why Death Matters: Understanding Gameworld Experience	4.2007, No. 3	0
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How to Improve the Production Process for interactive TV with semi-formal Methods	4.2007, No. 8	0
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Passive-Active Geometric Calibration for View-Dependent Projections onto Arbitrary Surfaces	4.2007, No. 6	51
Tracking of industrial objects by using CAD models	4.2007, no. 1	56
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Topologically Accurate Dual Isosurfacing Using Ray Intersection	4.2007, no. 4	3

High-Level Modeling of Multimodal Interaction Techniques Using NiMMiT	4.2007, no. 2	38
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Fitting 3D morphable models using implicit representations	4.2007, no. 18	18
The art to keep in touch The good use of Lagrange multipliers	4.2007, No. 15	1
Presence in a Three-Dimensional Test Environment: Benefit or Threat to Market Research?	5.2008, no. 1	11
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Articulated Narrowcasting for Privacy and Awareness in Multimedia Conferencing Systems and Design for Im	5.2008, no. 14	10
Characterizing full-body reach duration across task and viewpoint modalities	5.2008, no. 15	5
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Transfer of spatial knowledge from a virtual environment to reality: Impact of route complexity and subject's	6.2009, no. 4	44
Gaze behavior nonlinear dynamics assessed in virtual immersion as a diagnostic index of sexual deviancy: pre	6.2009, no. 3	39
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Virtual Reality as a Support Tool for Ergonomic-Style Convergence	11.2014, no. 5	18
Collision Detection: Broad Phase Adaptation from Multi-Core to Multi-GPU Architecture	11.2014, no. 6	5
A user supported object tracking framework for interactive video production	11.2014, no. 9	1
A Comparative Evaluation of Three Skin Color Detection Approaches	12.2015, no. 1	5
Influence of Information and Instructions on Human Behavior in Tunnel Accidents: A Virtual Reality Study	12.2015, no. 3	12
Influence of Comfort on 3D Selection Task Performance in Immersive Desktop Setups	12.2015, no. 2	10
Advanced luminance control and black offset correction for multi-projector display systems	12.2015, no. 4	0
Real-time depth camera tracking with CAD models and ICP	13.2016, no. 1	2
A Comprehensive Framework for Evaluation of Stereo Correspondence Solutions in Immersive Augmented an	13.2016, no. 2	2
Presenting a Holistic Framework for Scalable, Marker-less Motion Capturing: Skeletal Tracking Performance A	13.2016, no. 3	5
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The Influence of Autonomous Movement on Adverse Events in Relaxing Virtual Environments Using a Head-M	15.2018, no. 1	0
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Efficient Error-bounded Curvature Optimization for Smooth Machining Paths	15.2018, no. 2	0
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Designing Mobile Multimodal Interaction for Visually Impaired and Older Adults: Challenges and Possible Solu	16.2019, no. 2	0