# Citations

## 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 ambiguos due to a former conference publication with the same title) we counted 0 citations for the article.

We examined 104 articles that were published in the JVRB-Volumes from 2004 to 2016. We reached 1061 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: 20

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

## Impact factor: 5.71

IF = citations(year-1)+citations(year-2) divided by publications(year-1)+publications(year-2)
year = JVRB-Volume

We clearly point out that JVRB is not indexed in Thomson Reuter's 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.

## JVRB Team

Jens Herder (Editor in Chief)
Michael Möbius
Katharina Regulski

| Issue | Year | Number | Title | Main Author | Citations |
|---|---|---|---|---|---|
| 1 | 2.004 | 1 | ARTHUR: A Collaborative Augmented Environment for Architectural Design and Urban Planning | Broll | 91 |
| 2 | 2.005 | 1 | Interactive Ray Tracing for Virtual TV Studio Applications | Pomi | 11 |
| 3 | 2.006 | 1 | Playing with the Real World | Holleis | 26 |
| 3 | 2.006 | 2 | Precise Near-to-Head Acoustics with Binaural Synthesis | Lentz | 21 |
| 3 | 2.006 | 3 | Automatic Data Normalization and Parameterization for Optical Motion Tracking | Dessai | 3 |
| 3 | 2.006 | 4 | View-Dependent Extraction of Contours with Distance Transforms for adaptive polygonal Mesh-Simp | Mata | 0 |
| 3 | 2.006 | 5 | Exploring Urban Environments Using Virtual and Augmented Reality | Liarokapis | 30 |
| 3 | 2.006 | 6 | Content Classification of Multimedia Documents using Partitions of Low-Level Features | Leopold | 8 |
| 3 | 2.006 | 7 | System Architecture of a Mixed Reality Framework | Seibert | 8 |
| 3 | 2.006 | 8 | Digital Illumination for Augmented Studios | Bimber | 8 |
| 3 | 2.006 | 9 | An Architecture for End-User TV Content Enrichment | Cesar | 37 |
| 3 | 2.006 | 10 | Lag Camera: A Moving Multi-Camera Array for Scence-Acquisition | Aliaga | 5 |
| 3 | 2.006 | 11 | Video Search: New Challenges in the Pervasive Digital Video Era | Pastra | 8 |
| 3 | 2.006 | 12 | High level methods for scene exploration | Sokolov | 12 |
| 3 | 2.006 | 13 | MHP Oriented Interactive Augmented Reality System for Sports Broadcasting Environments | Olaizola | 3 |
| 4 | 2.007 | 1 | Tracking of industrial objects by using CAD models | Wuest | 42 |
| 4 | 2.007 | 2 | High-Level Modeling of Multimodal Interaction Techniques Using NiMMiT | De Boeck | 41 |
| 4 | 2.007 | 3 | Why Death Matters: Understanding Gameworld Experience | Klastrup | 0 |
| 4 | 2.007 | 4 | Topologically Accurate Dual Isosurfacing Using Ray Intersection | Sreevalsan-Nair | 3 |
| 4 | 2.007 | 5 | Marker-Based Embodied Interaction for Handheld Augmented Reality Games | Rohs | 53 |
| 4 | 2.007 | 6 | Passive-Active Geometric Calibration for View-Dependent Projections onto Arbitrary Surfaces | Zollmann | 43 |
| 4 | 2.007 | 7 | A Survey of Image-based Relighting Techniques | Choudhury | 23 |
| 4 | 2.007 | 8 | How to Improve the Production Process for interactive TV with semi-formal Methods | Rauterberg | 0 |
| 4 | 2.007 | 10 | Video Composer and Live Video Conductor: Future Professions for the Interactive Digital Broadcasting | Wages | 5 |
| 4 | 2.007 | 12 | Interactive Augmentation of Live Images using a HDR Stereo Camera | Korn | 20 |
| 4 | 2.007 | 13 | 3-D Audio in Mobile Communication Devices: Methods for Mobile Head-Tracking | Pörschmann | 9 |
| 4 | 2.007 | 14 | Augmenting a Laser Pointer with a Diffraction Grating for Monoscopic 6DOF Detection | Latoschik | 13 |
| 4 | 2.007 | 15 | The art to keep in touch The good use of Lagrange multipliers | Jonquet | 1 |
| 4 | 2.007 | 16 | Exploiting OSGi capabilities from MHP applications | Redondo | 21 |
| 4 | 2.007 | 17 | Semi-Automated Creation of Converged iTV Services: From Macromedia Director Simulations to Servi | Tsekleves | 6 |
| 4 | 2.007 | 18 | Fitting 3D morphable models using implicit representations | Basso | 10 |
| 4 | 2.007 | 19 | Methods and Applications in Interactive Broadcasting | Chorianopolous | 3 |

| 5 | 2.008 | 1 | Presence in a Three-Dimensional Test Environment: Benefit or Threat to Market Research? | Berneburg | 3 |
|---|---|---|---|---|---|
| 5 | 2.008 | 2 | Rendering Falling Leaves on Graphics Hardware | Vazquez | 10 |
| 5 | 2.008 | 3 | Adaptive Cube Tessellation for Topologically Correct Isosurfaces | Velasco | 16 |
| 5 | 2.008 | 4 | RFIDice - Augmenting Tabletop Dice with RFID | Hinske | 9 |
| 5 | 2.008 | 5 | Multi-Mode Tensor Representation of Motion Data | Krüger | 16 |
| 5 | 2.008 | 6 | Predictive-DCT Coding for 3D Mesh Sequences Compression | Amjoun | 5 |
| 5 | 2.008 | 7 | Multi-Contact Grasp Interaction for Virtual Environments | Holz | 24 |
| 5 | 2.008 | 8 | The TViews Table Role-Playing Game | Mazalek | 25 |
| 5 | 2.008 | 9 | A Physically Based Transmission Model of Rough Surfaces | Xu | 1 |
| 5 | 2.008 | 10 | Gesture-Based, Touch-Free Multi-User Gaming on Wall-Sized, High-Resolution Tiled Displays | Stodle | 33 |
| 5 | 2.008 | 11 | Real-Time Joint Coupling of the Spine for Inverse Kinematics | Raunhardt | 0 |
| 5 | 2.008 | 12 | Assessing Electromyographic Interfaces | Guerreiro | 2 |
| 5 | 2.008 | 13 | The Design of Networked Exertion Games | Mueller | 3 |
| 5 | 2.008 | 14 | Articulated Narrowcasting for Privacy and Awareness in Multimedia Conferencing Systems and Desig | Alam | 9 |
| 5 | 2.008 | 15 | Characterizing full-body reach duration across task and viewpoint modalities | Maupu | 6 |
| 5 | 2.008 | 16 | Evaluation of Binocular Eye Trackers and Algorithms for 3D Gaze Interaction in Virtual Reality Environ | Pfeiffer | 34 |
| 6 | 2.009 | 1 | The MIRELA framework: modeling and analyzing mixed reality applications using timed automata | Didier | 8 |
| 6 | 2.009 | 2 | Real Walking through Virtual Environments by Redirection Techniques | Steinicke | 30 |
| 6 | 2.009 | 3 | Gaze behavior nonlinear dynamics assessed in virtual immersion as a diagnostic index of sexual devia | Renaud | 24 |
| 6 | 2.009 | 4 | Transfer of spatial knowledge from a virtual environment to reality: Impact of route complexity and s | Wallet | 34 |
| 6 | 2.009 | 5 | Spatial audition in a static virtual environment : the role of auditory-visual interaction | Nguyen | 7 |
| 6 | 2.009 | 6 | Quasi-Convolution Pyramidal Blurring | Kraus | 8 |
| 6 | 2.009 | 8 | VR Based Visualization and Exploration of Plant Biological Data | Schoor | 5 |
| 6 | 2.009 | 9 | Survey on haptic rendering of data sets: Exploration of scalar and vector fields | Menelas | 3 |
| 6 | 2.009 | 10 | Considering Stage Direction as Building Informed Virtual Environments | Bonardi | 0 |
| 7 | 2.010 | 1 | GPU-based Ray Tracing of Dynamic Scenes | Reichl | 4 |
| 7 | 2.010 | 2 | Registration of Sub-Sequence and Multi-Camera Reconstructions for Camera Motion Estimation | Thormählen | 9 |
| 7 | 2.010 | 3 | An Empirical Study of Non-Rigid Surface Feature Matching of Human from 3D Video | Doshi | 9 |
| 7 | 2.010 | 4 | Increasing Realism and Supporting Content Planning for Dynamic Scenes in a Mixed Reality System in | Schiller | 10 |
| 7 | 2.010 | 5 | Virtual characters designed for forensic assessment and rehabilitation of sex offenders: standardized | Renaud | 25 |
| 7 | 2.010 | 6 | Reflectance Transfer for Material Editing and Relighting | Stroia-Williams | 0 |
| 7 | 2.010 | 7 | Algorithms For Automatic And Robust Registration Of 3D Head Scans | Schneider | 20 |
| 7 | 2.010 | 8 | Efficient Bimanual Symmetric 3D Manipulation for Bare-Handed Interaction | Schlattmann | 4 |

| | | | | | |
|---|---|---|---|---|---|
| 7 | 2.010 | 9 | Effects of camera aperture correction on keying and compositing of broadcast video | Grau | 0 |
| 7 | 2.010 | 10 | Spare Time Activity Sheets from Photo Albums | Csurka | 1 |
| 7 | 2.010 | 11 | 3-D Audio in Mobile Communication Devices: Effects of Self-Created and External Sounds on Presence | Pörschmann | 4 |
| 8 | 2.011 | 1 | Real-time Human Motion Capture with Simple Marker Sets and Monocular Video | Zhang | 8 |
| 8 | 2.011 | 2 | Visual Fixation for 3D Video Stabilization | Kurz | 1 |
| 8 | 2.011 | 3 | Intelligent Virtual Patients for Training Clinical Skills | Rizzo | 7 |
| 9 | 2.012 | 1 | XSAMPL3D: An Action Description Language for the Animation of Virtual Characters | Vitzthum | 1 |
| 9 | 2.012 | 2 | Cosine Lobe Based Relighting from Gradient Illumination Photographs | Fyffe | 3 |
| 9 | 2.012 | 3 | Constructing And Rendering Vectorised Photographic Images | Patterson | 4 |
| 9 | 2.012 | 4 | Sharpness Matching in Stereo Images | Doutre | 1 |
| 9 | 2.012 | 5 | Virtual camera synthesis for soccer game replays | Papadakis | 0 |
| 9 | 2.012 | 6 | OCTAVIS: Optimization Techniques for Multi-GPU Multi-View Rendering | Dyck | 3 |
| 9 | 2.012 | 7 | A multi-modal approach to perceptual tone mapping | Ferradans | 0 |
| 9 | 2.012 | 8 | High Resolution Image Correspondences for Video Post-Production | Lipski | 0 |
| 9 | 2.012 | 9 | Head Tracking Based Avatar Control for Virtual Environment Teamwork Training | Marks | 9 |
| 10 | 2.013 | 1 | Generating and Rendering Large Scale Tiled Plant Populations | Weier | 4 |
| 10 | 2.013 | 2 | Bitmap Movement Detection: HDR for Dynamic Scenes | Pece | 0 |
| 10 | 2.013 | 3 | A Video Database for the Development of Stereo-3D Post-Production Algorithms | Corrigan | 14 |
| 10 | 2.013 | 4 | Investigations into Velocity and Distance Perception Based on Different Types of Moving Sound Sources | Störig | 0 |
| 10 | 2.013 | 5 | Using Opaque Image Blur for Real-Time Depth-of-Field Rendering and Image-Based Motion Blur | Kraus | 0 |
| 10 | 2.013 | 6 | Impact Study of Nonverbal Facial Cues on Spontaneous Chatting with Virtual Humans | Gobron | 1 |
| 10 | 2.013 | 7 | Generating Realistic Camera Shake for Virtual Scenes | Kurz | 0 |
| 11 | 2.014 | 1 | Learning Two-Person Interaction Models for | Vogt, David | 4 |
| 11 | 2.014 | 2 | Connecting Interactive Arts and Virtual Reality with Enaction | DeLoor, Pierre | 1 |
| 11 | 2.014 | 3 | Application of Time-Delay Estimation to Mixed Reality Multisensor Tracking | Huber, Manuel | 1 |
| 11 | 2.014 | 4 | Hands-Free Navigation in Immersive Environments for the evaluation of the effectiveness of indoor n | Settgast, Volker | 5 |
| 11 | 2.014 | 5 | Virtual Reality as a Support Tool for Ergonomic Style Convergence | Bennes, Lionel | 11 |
| 11 | 2.014 | 6 | Collision Detection: Broad Phase Adaptation from Multi-Core to Multi-GPU Architecture | Avril, Quentin | 1 |
| 11 | 2.014 | 7 | Comparison of 2D and 3D GUI Widgets for Stereoscopic Multitouch Setups | Zilch, David | 1 |
| 11 | 2.014 | 8 | Estimating Gesture Accuracy in Motion-Based Health Games | Whittinghill, David | 0 |
| 11 | 2.014 | 9 | A user supported object tracking framework for interactive video | Bailer | 4 |
| 11 | 2.014 | 10 | Simulating Wind and Warmth in Virtual Reality: | Huelsmann, Felix | 2 |
| 12 | 2.015 | 1 | A Comparative Evaluation of Three Skin Color Detection Approaches | Jensch, Dennis | 7 |

| 12 | 2.015 | 2 | Influence of Comfort on 3D Selection Task Performance | Lubos, Paul | 2 |
| 12 | 2.015 | 3 | Influence of Information and Instructions on Human Behavior | Mühlberger, Andreas | 1 |
| 12 | 2.015 | 4 | Advanced luminance control and black offset correction for multi-projector display systems | Zietlow, Timon | 0 |
| 13 | 2.016 | 1 | Real-time depth camera tracking with CAD models and ICP | Korkalo | 0 |
| 13 | 2.016 | 2 | A Comprehensive Framework for Evaluation of Stereo Correspondence Solutions in Immersive Augme | Pourazar | 0 |
| 13 | 2.016 | 3 | Presenting a Holistic Framework for Scalable, Marker-less Motion Capturing: Skeletal Tracking Perfor | Otto. Michael | 0 |