

2018

## 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 110 articles that were published in the JVRB-Volumes from 2004 to 2017. We reached 1255 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: 0,6

$IF = \frac{\text{citations}(\text{year-1}) + \text{citations}(\text{year-2})}{\text{publications}(\text{year-1}) + \text{publications}(\text{year-2})}$   
year = JVRB-Volume

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.

## JVRB Team

Jens Herder (Editor in Chief)

Michael Möbius

Katharina Regulski

## Contact

### Journal of Virtual Reality and Broadcasting JVRB

Hochschule Düsseldorf  
University of Applied Sciences  
The Library  
Münsterstraße 156  
40476 Duesseldorf  
Germany

phone +49 (211) 43 51 9245  
jvrB@hs-duesseldorf.de  
www.jvrB.org  
www.twitter.com/jvrB\_org

Issue	Year	Number	Title	Main Author	Citations
1	2.004	1	ARTHUR: A Collaborative Augmented Environment for Architectural Design and Urban Planning	Broll	112
2	2.005	1	Interactive Ray Tracing for Virtual TV Studio Applications	Pomi	14
3	2.006	1	Playing with the Real World	Holleis	28
3	2.006	2	Precise Near-to-Head Acoustics with Binaural Synthesis	Lentz	24
3	2.006	3	Automatic Data Normalization and Parameterization for Optical Motion Tracking	Dessai	2
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	31
3	2.006	6	Content Classification of Multimedia Documents using Partitions of Low-Level Features	Leopold	11
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	38
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	13
3	2.006	13	MHP Oriented Interactive Augmented Reality System for Sports Broadcasting Environments	Olaizola	4
4	2.007	1	Tracking of industrial objects by using CAD models	Wuest	46
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	69
4	2.007	6	Passive-Active Geometric Calibration for View-Dependent Projections onto Arbitrary Surfaces	Zollmann	46
4	2.007	7	A Survey of Image-based Relighting Techniques	Choudhury	25
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	6
4	2.007	12	Interactive Augmentation of Live Images using a HDR Stereo Camera	Korn	21
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	15
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	20
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	13
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	11
5	2.008	2 Rendering Falling Leaves on Graphics Hardware	Vazquez	11
5	2.008	3 Adaptive Cube Tessellation for Topologically Correct Isosurfaces	Velasco	10
5	2.008	4 RFIDice - Augmenting Tabletop Dice with RFID	Hinske	14
5	2.008	5 Multi-Mode Tensor Representation of Motion Data	Krüger	20
5	2.008	6 Predictive-DCT Coding for 3D Mesh Sequences Compression	Amjoun	7
5	2.008	7 Multi-Contact Grasp Interaction for Virtual Environments	Holz	30
5	2.008	8 The TVViews Table Role-Playing Game	Mazalek	26
5	2.008	9 A Physically Based Transmission Model of Rough Surfaces	Xu	2
5	2.008	10 Gesture-Based, Touch-Free Multi-User Gaming on Wall-Sized, High-Resolution Tiled Displays	Stodle	37
5	2.008	11 Real-Time Joint Coupling of the Spine for Inverse Kinematics	Raunhardt	1
5	2.008	12 Assessing Electromyographic Interfaces	Guerreiro	2
5	2.008	13 The Design of Networked Exertion Games	Mueller	2
5	2.008	14 Articulated Narrowcasting for Privacy and Awareness in Multimedia Conferencing Systems and Design	Alam	9
5	2.008	15 Characterizing full-body reach duration across task and viewpoint modalities	Maupu	5
5	2.008	16 Evaluation of Binocular Eye Trackers and Algorithms for 3D Gaze Interaction in Virtual Reality Environments	Pfeiffer	47
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	40
6	2.009	3 Gaze behavior nonlinear dynamics assessed in virtual immersion as a diagnostic index of sexual deviance	Renaud	31
6	2.009	4 Transfer of spatial knowledge from a virtual environment to reality: Impact of route complexity and spatial memory	Wallet	40
6	2.009	5 Spatial audition in a static virtual environment : the role of auditory-visual interaction	Nguyen	9
6	2.009	6 Quasi-Convolution Pyramidal Blurring	Kraus	10
6	2.009	8 VR Based Visualization and Exploration of Plant Biological Data	Schoor	6
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	5
7	2.010	2 Registration of Sub-Sequence and Multi-Camera Reconstructions for Camera Motion Estimation	Thormählen	10
7	2.010	3 An Empirical Study of Non-Rigid Surface Feature Matching of Human from 3D Video	Doshi	11
7	2.010	4 Increasing Realism and Supporting Content Planning for Dynamic Scenes in a Mixed Reality System in a Virtual Environment	Schiller	13
7	2.010	5 Virtual characters designed for forensic assessment and rehabilitation of sex offenders: standardized characters	Renaud	30
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	21
7	2.010	8 Efficient Bimanual Symmetric 3D Manipulation for Bare-Handed Interaction	Schlattmann	6

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	7
8	2.011	1	Real-time Human Motion Capture with Simple Marker Sets and Monocular Video	Zhang	9
8	2.011	2	Visual Fixation for 3D Video Stabilization	Kurz	3
8	2.011	3	Intelligent Virtual Patients for Training Clinical Skills	Rizzo	12
9	2.012	1	XSAMPL3D: An Action Description Language for the Animation of Virtual Characters	Vitzthum	3
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	5
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	4
9	2.012	7	A multi-modal approach to perceptual tone mapping	Ferradans	3
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	6
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	15
10	2.013	4	Investigations into Velocity and Distance Perception Based on Different Types of Moving Sound Sources	Störig	2
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	2
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	7
11	2.014	2	Connecting Interactive Arts and Virtual Reality with Enaction	DeLoor, Pierre	2
11	2.014	3	Application of Time-Delay Estimation to Mixed Reality Multisensor Tracking	Huber, Manuel	3
11	2.014	4	Hands-Free Navigation in Immersive Environments for the evaluation of the effectiveness of indoor navigation	Settgast, Volker	7
11	2.014	5	Virtual Reality as a Support Tool for Ergonomic Style Convergence	Bennes, Lionel	15
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	1
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	5
12	2.015	1	A Comparative Evaluation of Three Skin Color Detection Approaches	Jensch, Dennis	1

12	2.015	2 Influence of Comfort on 3D Selection Task Performance	Lubos, Paul	6
12	2.015	3 Influence of Information and Instructions on Human Behavior	Mühlberger, Andreas	4
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	1
13	2.016	2 A Comprehensive Framework for Evaluation of Stereo Correspondence Solutions in Immersive Augmented Reality	Pourazar	1
13	2.016	3 Presenting a Holistic Framework for Scalable, Marker-less Motion Capturing: Skeletal Tracking Performance	Otto, Michael	1
14	2.017	1 A Classification of Human-to-Human Communication during the Use of Immersive Teleoperation in Industrial Settings	Kraus, Martin	1
14	2.017	2 3D reconstruction with a markerless tracking method of flexible and modular molecular physical models	Martinez, Xavier	0
14	2.017	3 HOM3R: A 3D Viewer for Complex Hierarchical Product Models	González-Toledo, Dan	1
14	2.017	4 Games as Blends: Understanding Hybrid Games	Kankainen, Ville	0
14	2.017	5 Audiovisual perception of real and virtual rooms	Maempel, Hans-Joach	1
14	2.017	6 The Virtual Pole: Exploring Human Responses to Fear of Heights in Immersive Virtual Environments	Lee, Myungho	0