

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.

JVRB Team

Jens Herder (Editor in Chief)
Katharina Regulski
Torsten Graw

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

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
MHP Oriented Interactive Augmented Reality System for Sports Broadcasting Environments	3.2006, No. 13	6
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
System Architecture of a Mixed Reality Framework	3.2006, No.7	8
Lag Camera: A Moving Multi-Camera Array for Scence-Acquisition	3.2006, No. 10	6
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
Methods and Applications in Interactive Broadcasting	4.2007, No. 19	3
Exploiting OSGi capabilities from MHP applications	4.2007, No. 16	21
Semi-Automated Creation of Converged iTV Services: From Macromedia Director Simulations to Services Rea	4.2007, No. 17	6
Video Composer and Live Video Conductor: Future Professions for the Interactive Digital Broadcasting Industri	4.2007, No. 10	6
How to Improve the Production Process for interactive TV with semi-formal Methods	4.2007, No. 8	0
Augmenting a Laser Pointer with a Diffraction Grating for Monoscopic 6DOF Detection	4.2007, No. 14	18
Interactive Augmentation of Live Images using a HDR Stereo Camera	4.2007, No. 12	24
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
A Survey of Image-based Relighting Techniques	4.2007, no. 7	26
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
Marker-Based Embodied Interaction for Handheld Augmented Reality Games	4.2007, no. 5	90
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
Assessing Electromyographic Interfaces	5.2008, no. 12	2
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
Evaluation of Binocular Eye Trackers and Algorithms for 3D Gaze Interaction in Virtual Reality Environments	5.2008, no. 16	69
Multi-Contact Grasp Interaction for Virtual Environments	5.2008, no. 7	42
Real-Time Joint Coupling of the Spine for Inverse Kinematics	5.2008, no. 11	1
A Physically Based Transmission Model of Rough Surfaces	5.2008, no.9	2
Predictive-DCT Coding for 3D Mesh Sequences Compression	5.2008, no. 6	7
Multi-Mode Tensor Representation of Motion Data	5.2008, no. 5	24
Adaptive Cube Tessellation for Topologically Correct Isosurfaces	5.2008, no. 3	12
Rendering Falling Leaves on Graphics Hardware	5.2008, no. 2	12
The Design of Networked Exertion Games	5.2008, no. 13	2
Gesture-Based, Touch-Free Multi-User Gaming on Wall-Sized, High-Resolution Tiled Displays	5.2008, no. 10	37
The TVViews Table Role-Playing Game	5.2008, no. 8	29
RFIDice - Augmenting Tabletop Dice with RFID	5.2008, no. 4	20
Quasi-Convolution Pyramidal Blurring	6.2009, no. 6	10
Considering Stage Direction as Building Informed Virtual Environments	6.2009, no. 10	0
VR Based Visualization and Exploration of Plant Biological Data	6.2009, no. 8	8
Survey on haptic rendering of data sets: Exploration of scalar and vector fields	6.2009, no. 9	3
Spatial audition in a static virtual environment : the role of auditory-visual interaction	6.2009, no. 5	9
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
Real Walking through Virtual Environments by Redirection Techniques	6.2009, no. 2	61
The MIRELA framework: modeling and analyzing mixed reality applications using timed automata	6.2009, no. 1	9
3-D Audio in Mobile Communication Devices: Effects of Self-Created and External Sounds on Presence in Audi	7.2010, no. 11	7

Effects of camera aperture correction on keying and compositing of broadcast video	7.2010, no. 9	0
Algorithms For Automatic And Robust Registration Of 3D Head Scans	7.2010, no. 7	27
Reflectance Transfer for Material Editing and Relighting	7.2010, no. 6	0
Increasing Realism and Supporting Content Planning for Dynamic Scenes in a Mixed Reality System incorporat	7.2010, no. 4	16
An Empirical Study of Non-Rigid Surface Feature Matching of Human from 3D Video	7.2010, no. 3	11
Registration of Sub-Sequence and Multi-Camera Reconstructions for Camera Motion Estimation	7.2010, no. 2	11
GPU-based Ray Tracing of Dynamic Scenes	7.2010, no. 1	6
Spare Time Activity Sheets from Photo Albums	7.2010, no. 10	1
Efficient Bimanual Symmetric 3D Manipulation for Bare-Handed Interaction	7.2010, no. 8	6
Virtual characters designed for forensic assessment and rehabilitation of sex offenders: standardized and max	7.2010, no. 5	37
Visual Fixation for 3D Video Stabilization	8.2011, no. 2	5
Real-time Human Motion Capture with Simple Marker Sets and Monocular Video	8.2011, no. 1	11
Intelligent Virtual Patients for Training Clinical Skills	8.2011, no. 3	20
Constructing And Rendering Vectorised Photographic Images	9.2012, no. 3	9
A multi-modal approach to perceptual tone mapping	9.2012, no. 7	3
Sharpness Matching in Stereo Images	9.2012, no. 4	1
Cosine Lobe Based Relighting from Gradient Illumination Photographs	9.2012, no. 2	9
XSAMPL3D: An Action Description Language for the Animation of Virtual Characters	9.2012, no. 1	2
OCTAVIS: Optimization Techniques for Multi-GPU Multi-View Rendering	9.2012, no. 6	4
Virtual camera synthesis for soccer game replays	9.2012, no. 5	7
High Resolution Image Correspondences for Video Post-Production	9.2012, no. 8	25
Head Tracking Based Avatar Control for Virtual Environment Teamwork Training	9.2012, no. 9	10
Investigations into Velocity and Distance Perception Based on Different Types of Moving Sound Sources with	10.2013, no. 4	3
Impact Study of Nonverbal Facial Cues on Spontaneous Chatting with Virtual Humans	10.2013, no. 6	4
Generating Realistic Camera Shake for Virtual Scenes	10.2013, no. 7	1
A Video Database for the Development of Stereo-3D Post-Production Algorithms	10.2013, no. 3	16
Bitmap Movement Detection: HDR for Dynamic Scenes	10.2013, no. 2	92
Using Opaque Image Blur for Real-Time Depth-of-Field Rendering and Image-Based Motion Blur	10.2013, no. 5	0
Generating and Rendering Large Scale Tiled Plant Populations	10.2013, no. 1	9
Estimating Gesture Accuracy in Motion-Based Health Games	11.2014, no. 8	2

Connecting Interactive Arts and Virtual Reality with Enaction	11.2014, no. 2	2
Application of Time-Delay Estimation to Mixed Reality Multisensor Tracking	11.2014, no. 3	4
Hands-Free Navigation in Immersive Environments for the Evaluation of the Effectiveness of Indoor Navigation	11.2014, no. 4	6
Learning Two-Person Interaction Models for Responsive Synthetic Humanoids	11.2014, no. 1	8
Simulating Wind and Warmth in Virtual Reality: Conception, Realization and Evaluation for a CAVE Environment	11.2014, no. 10	10
Comparison of 2D and 3D GUI Widgets for Stereoscopic Multitouch Setups	11.2014, no. 7	1
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 and Virtual Reality	13.2016, no. 2	2
Presenting a Holistic Framework for Scalable, Marker-less Motion Capturing: Skeletal Tracking Performance Analysis	13.2016, no. 3	5
The Virtual Pole: Exploring Human Responses to Fear of Heights in Immersive Virtual Environments	14.2017, no. 6	3
Audiovisual perception of real and virtual rooms	14.2017, no. 5	5
A Classification of Human-to-Human Communication during the Use of Immersive Teleoperation Interfaces	14.2017, no. 1	7
3D reconstruction with a markerless tracking method of flexible and modular molecular physical models: towards a general framework	14.2017, no. 2	3
HOM3R: A 3D Viewer for Complex Hierarchical Product Models	14.2017, no. 3	4
Games as Blends: Understanding Hybrid Games	14.2017, no. 4	12
The Influence of Autonomous Movement on Adverse Events in Relaxing Virtual Environments Using a Head-Mounted Display	15.2018, no. 1	0
Position Estimation and Calibration of Inertial Motion Capture Systems Using Single Camera	15.2018, no. 3	0
Efficient Error-bounded Curvature Optimization for Smooth Machining Paths	15.2018, no. 2	0
Interactive Hyper Spectral Image Rendering on GPU	15.2018, no. 4	0
Designing Mobile Multimodal Interaction for Visually Impaired and Older Adults: Challenges and Possible Solutions	16.2019, no. 2	0