

Publikationen

(2019): The Golden Bullet: A Comparative Study for Target Acquisition, Pointing and Shooting. In: Proceedings of the 2019 11th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games) [4-6 Sept. 2019; Vienna, Austria]. DOI: 10.1109/VS-Games.2019.8864589.

(2018): Mobiles Eye-Tracking in den angewandten Wissenschaften. In: Bavarian Journal of Applied Sciences, vol. 4, no. 1, pp. 370-395. DOI: 10.25929/bjas.v4i1.54.

(2018): EEG-Based Eye-Tracking. Using Ocular Artifacts in the EEG Signal to Control Multimedia Applications.. Posterpräsentation. In: 5. Tag der Forschung, Deggendorf.

(2017): Towards EEG-Based Eye-Tracking for Interaction Design in Head-Mounted Devices. In: Proceedings of the 7th IEEE International Conference on Consumer Electronics (ICCE) [3-6 September, 2017;Berlin].