

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.
- (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].
- (2016): Time Requirements for the Assessment of Competencies. In: INTED 2016 (10th International Technology, Education and Development Conference; March 7th-9th 2016; Valencia, Spain), Valencia.
- (2016): Usage of Founder Show Formats as a Didactical Method in Entrepreneurial Education. In: INTED 2016 (10th International Technology, Education and Development Conference; March 7th-9th 2016; Valencia, Spain), Valencia.
- (2016): Educating Professional Collaboration Competencies using Google Tools. In: EDULEARN16 (8th Annual International Conference on Education and New Learning Technologies; July 4th-6th 2016; Barcelona, Spain), [Barcelona].
- (2015): Didactical Methods of Teaching Systems Engineering for Students of Media Arts. In: Proceedings of the 9th International Technology, Education and Development Conference (INTED15) [2-4 March, 2015; Madrid, Spain].
- (2015): Biomedical Sensor and Actor Platform (BIOSAP) for Interdisciplinary Research Projects. In: EDULEARN15 (7th Annual International Conference on Education and New Learning Technologies; July 6-8, 2016; Barcelona, Spain), [Valencia].
- (2015): Measuring software engineering competencies. In: Proceedings of the 2015 IEEE Global Engineering Education Conference (EDUCON) [Tallinn, Estonia; 18-20 March, 2015].
- (2014): Controlling quad-copters a project-based approach in the teaching of application design. In: Proceedings of the 2014 IEEE Global Engineering Education Conference (EDUCON) [Istanbul, Turkey; 3-5 April, 2014].
- (2010): Schnittstellen Design im Maschinenbau. In: R&S Anwenderkonferenz, Teisnach.
- (2004): Market and Resource Based Simulationen für die Bewertung junger Unternehmungen. In: Proceedings des 8. Forums Gründungsforschung - Interdisziplinäre Jahreskonferenz zur deutschsprachigen Gründungsforschung (G-Forum).
- (1999): Contour Tracking in Echocardiographic Sequences without Learning Stage: Application to the 3D Reconstruction of the Beating Left Ventricle. In: Medical Image Computing and Computer-Assisted Intervention, Berlin [etc.].
- (1999): Using Motion Estimation and Regularization for Recovering the 3D Shape of the Beating Left Ventricle from Echographic Images. In: Proceedings of the 1999 26th Annual Meeting on Computers in Cardiology, vol. 26.
- (1999): Reconstruction dynamique du ventricule gauche à partir de séquences d'images échographiques.
- (1998): Automatic 3D Reconstruction of the Beating Left Ventricle Using Transthoracic Echographic Images. In: Proceedings of the 1998 25th Annual Meeting on Computers in Cardiology (Cleveland, OH, USA; Sep 13-16, 1998), vol. 25.
- (1997): Expert Model Based 3D Reconstruction of the left Ventricle Using Transthoracic Echographic Images. In: Proceedings of the 1997 24th Annual Meeting on Computers in Cardiology (Lund, Sweden; Sep 7-10, 1997), vol. 24.

(1997): A new and fast automated System for Four Dimensional Reconstruction of the left Ventricle Using Transthoracic Echographic Images. In: Proceedings of the 1997 24th Annual Meeting on Computers in Cardiology (Lund, Sweden; Sep 7-10, 1997), vol. 24.

