

PRESENCE Publications Missing from the Website

Published entries in the project tracker that are not yet listed on presence-xr.eu/publications. Authors and title as recorded in the tracker, with the publication link.

Joan Llobera, Ke Li, Pierre Nagorny, Caecilia Charbonnier, Frank Steinicke
A Conversational Virtual Agent with Physics-Based Interactive Behaviour
<https://ieeexplore.ieee.org/document/11236524>

Hannes Fassold
A flexible Framework for High-Quality Real-Time Human Pose Estimation
<https://zenodo.org/records/17062064>

Ke Li, Fariba Mostajeran, Sebastian Rings, Julia Hertel, Susanne Schmidt, Michael Arz, Frank Steinicke
Anthropomorphic AI: a toolkit for authoring and interacting with intelligent virtual agents for extended reality
<https://doi.org/10.3389/frvir.2026.1794720>

Michael Wiesing, Alessandro Clocchiatti, Brenda Ryan, Roger Montserrat, Agata Marta Soccini, Mel Slater
An elephant in the room amplifies discomfort when the virtual reality space matches physical reality
<https://doi.org/10.1016/j.isci.2026.115951>

Jarne Münster, Julia Hertel, Frank Steinicke
Augmented Reality for Tabletop and In-Situ Visualization of Road Construction Drawings to Support Engineers
<https://doi.org/10.1145/3772363.3799371>

L. Kaschub, B. Völckers, U. Turhan, P. Huesmann, L. Kruse, F. Steinicke
Comparing Referential Interactions with an Intelligent Assistant in Virtual Reality
<https://ieeexplore.ieee.org/abstract/document/11457523>

Hannes Fassold
Enabling Natural Interactions with Virtual Humans in XR via Real-Time Human Action Recognition
<https://ieeexplore.ieee.org/abstract/document/11489799>

S. Goodarzi, B. Ruben, A. Zborowska, J. Heinrich, M. Kern, J. Hertel, S. Rings, S. Karaosmanoglu, F. Steinicke
Evaluating the Effects of a Virtual Reality Serious Game on Flood Risk Awareness
<https://dl.acm.org/doi/full/10.1145/3795011.3797385>

Hannes Fassold
I see what you do: The HumAct algorithm for live human action recognition and applications
<https://www.computer.org/csdl/proceedings-article/candarw/2025/553300a128/2ddu5ykNcxq>

Mohamad Hjeij, Mario Montagud, Sergi Fernandez, Leonel Toledo, David Rincón
Impacto de la distancia de visualización en la percepción de calidad de representaciones humanas volumétricas comprimidas en entornos de realidad virtual
<https://dehesa.unex.es/entities/publication/d3053a08-f48f-405f-ad93-28affb1ba09e>

Felix Steiner, Ke Li, Frank Steinicke
Mixed Reality Golf Putting: A Comparative Analysis of Putting Performance in Real, Virtual, and Augmented Virtuality Environments
<https://ieeexplore.ieee.org/abstract/document/11458055>

Mohamad Hjeij, Mario Montagud, Sergi Fernandez, David Rincón
Multimodal and Social Virtual Reality (VR): exploring and validating promising enablers for next-generation interactive and group-based virtual visits
<https://www.mdpi.com/2076-3417/16/8/4002>

Mohamad Hjeij, Mario Montagud, David Rincón, Leonel Toledo, Sergi Fernández
Perceptual Quality Assessment of Compressed Volumetric Human Holographic Sequences at Varying Viewing Distances in VR
<https://ieeexplore.ieee.org/document/11219899>

S. Karaosmanoglu, S. Ueberschaer, S. Cmentowski, F. Steinicke

Show Me How to Play: Exploring Self-Modeling for Onboarding in Virtual Reality Exergames

<https://dl.acm.org/doi/full/10.1145/3772318.3790333>

T. Tsois, A. Stamou, E. Koukoulis, S. Amprachamian, D. Zarpalas, K. Moustakas

SYNCH2-Cal: A Synthetic Framework for Benchmarking Multi-View Calibration and Point Cloud Registration

<https://ieeexplore.ieee.org/abstract/document/11396909>

Georgios Tsampounaris, Alex Pau Fuentes Raventos, Michael Wiesing, Roger Montserrat Jovellar, Kris Pilcher, Katerina El Raheb, Artur Pilacinski, Mel Slater

The Co-Living between Reality and Virtuality as a Daily Routine

<https://dl.acm.org/doi/full/10.1145/3772363.3778711>

Y. Gao, Y. Dai, G. Zhang, H. Guo, F. Mostajeran, F. Steinicke, L. Li, T. Yu

What Makes a Virtual Celebrity Agent Trustworthy in VR? Exploring the Role of Stylization and Voice

<https://ieeexplore.ieee.org/abstract/document/11475232>

R. Oliva, M. Wiesing, J. Gallego, M. Inami, V. Interrante, A. Lécuyer, et al.

Where extended reality and AI may take us: Ethical issues of impersonation and AI fakes in social virtual reality

<https://doi.org/10.1371/journal.pone.0340829>

Ke Li, Jeroen Prinsen, Julia Hertel, Frank Steinicke

Exploring XR Policies in the Metaverse with an Intelligent Embodied Virtual Agent

<https://doi.org/10.5281/zenodo.21487142>

Stefano Beccaletto

Rebuilding Human Presence in Immersive Realities: Holoportation, Accessibility, and the Future of Human Connection

<https://zenodo.org/records/20600735>