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## Publikationsliste

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### Zeitschriftenartikel (peer-reviewed)

- Eiler, T. J.**, Gießer, C., Schmücker, V., & Brück, R. (n. d.). Virtual and Augmented Reality for Digital Medicine - Design and Implementation of a Hybrid, Interdisciplinary Course for Engineering and Medical Students (invited extended paper). *IEEE Transactions on Learning Technologies*.
- Machulska, A., **Eiler, T. J.**, Haßler, B., Kleinke, K., Brück, R., Jahn, K., Niehaves, B., & Klucken, T. (2023). Mobile phone-based approach bias retraining for smokers seeking abstinence: a randomized-controlled study. *International Journal of Mental Health and Addiction*. <https://doi.org/10.1007/s11469-023-01107-w>
- Jahn, K., Oschinsky, F. M., Kordyaka, B., Machulska, A., **Eiler, T. J.**, Gruenewald, A., Klucken, T., Brueck, R., Gethmann, C. F., & Niehaves, B. (2022). Design elements in immersive virtual reality: the impact of object presence on health-related outcomes. *Internet Research*, 32(7), 376–401. <https://doi.org/10.1108/INTR-12-2020-0712>
- Jakob, R., Schmücker, V., **Joan Eiler, T.**, Gensing, F., & Brück, R. (2022). The Design of an Avatar in a Multiplayer Serious Game. *Current Directions in Biomedical Engineering*, 8(2), 153–156. <https://doi.org/10.1515/cdbme-2022-1040>
- Jahn, K., Kordyaka, B., Machulska, A., **Eiler, T. J.**, Grünewald, A., Klucken, T., Brück, R., Gethmann, C. F., & Niehaves, B. (2021). Individualized gamification elements: The impact of avatar and feedback design on reuse intention. *Computers in Human Behavior*, 106702. <https://doi.org/10.1016/j.chb.2021.106702>

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- Machulska, A., Roesmann, K., **Eiler, T. J.**, Grünewald, A., Brück, R., & Klucken, T. (2021). Der Einsatz von Virtueller Realität in der Psychotherapeutischen Praxis: Aktueller Forschungsstand, Chancen, Risiken und Herausforderungen. *Psychotherapie Forum*, 25(3-4), 169–176. <https://doi.org/10.1007/s00729-021-00185-2>
- Eiler, T. J.**, Haßler, B., Grünewald, A., Machulska, A., Klucken, T., Jahn, K., Niehaves, B., Gethmann, C. F., & Brück, R. (2020). Swipe up to smoke less cigarettes! Introducing a mobile Approach-Avoidance Task Application to fight Smoking. *Current Directions in Biomedical Engineering*, 6(3), 567–570. <https://doi.org/10.1515/cdbme-2020-3145>
- Machulska, A., **Eiler, T. J.**, Grünewald, A., Brück, R., Jahn, K., Niehaves, B., Ullrich, H., & Klucken, T. (2020). Promoting smoking abstinence in smokers willing to quit smoking through virtual reality-approach bias retraining: a study protocol for a randomized controlled trial. *Trials*, 21(1), 583. <https://doi.org/10.1186/s13063-020-4098-5>
- Machulska, A., Kleinke, K., **Eiler, T. J.**, Grünewald, A., Brück, R., Jahn, K., Niehaves, B., Gethmann, C. F., & Klucken, T. (2019). Retraining automatic action tendencies for smoking using mobile phone-based approach-avoidance bias training: A study protocol for a randomized controlled study. *Trials*, 20(1), 720. <https://doi.org/10.1186/s13063-019-3835-0>

## Bücher

- Eiler, T. J.** (2022). *Therapie von Substanzabhängigkeitserkrankungen mithilfe neuer Medien: Dissertation*. Dissertationsverlag Dr. Hut.

## Buchkapitel

- Eiler, T. J.**, Forneberg, T., Grünewald, A., Machulska, A., Klucken, T., Jahn, K., Niehaves, B., Gethmann, C. F., & Brück, R. (2021). One ‘Stop Smoking’ to Take Away, Please! A Preliminary Evaluation of an AAT Mobile App. In E. Pietka, P. Badura, J. Kawa & W. Wieclawek (Hrsg.), *Information Technology in Biomedicine* (S. 345–357). Springer International Publishing. [https://doi.org/10.1007/978-3-030-49666-1\\_27](https://doi.org/10.1007/978-3-030-49666-1_27)

- Eiler, T. J.**, Grünewald, A., Wahl, M., & Brück, R. (2020). AAT Meets Virtual Reality. In A. P. Cláudio, K. Bouatouch, M. Chessa, A. Paljic, A. Kerren, C. Hurter, A. Tremeau & G. M. Farinella (Hrsg.), *Computer Vision, Imaging and Computer Graphics Theory and Applications* (S. 153–176). Springer International Publishing. [https://doi.org/10.1007/978-3-030-41590-7\\_7](https://doi.org/10.1007/978-3-030-41590-7_7)
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- Eiler, T. J.**, Grünewald, A., Machulska, A., Klucken, T., Jahn, K., Niehaves, B., Gethmann, C. F., & Brück, R. (2019). A Preliminary Evaluation of Transferring the Approach Avoidance Task into Virtual Reality. In E. Pietka, P. Badura, J. Kawa & W. Wieclawek (Hrsg.), *Information Technology in Biomedicine* (S. 151–163). Springer International Publishing. [https://doi.org/10.1007/978-3-030-23762-2\\_14](https://doi.org/10.1007/978-3-030-23762-2_14)
- Machulska, A., **Eiler, T. J.**, Grünewald, A., Brück, R., Jahn, K., Niehaves, B., & Klucken, T. (2019). Virtual Approach-Bias Retraining for Smokers Motivated to Quit Smoking. In T. Heidenreich, P. Tata & S. Blackwell (Hrsg.), *Proceedings of the 9th World congress of behavioural & cognitive therapies* (S. 61). dgvt-Verlag.

## Konferenzbeiträge (peer-reviewed)

- Eiler, T. J.**, Schmücker, V., Gießer, C., & Brück, R. (2023). Virtual and Augmented Reality for Digital Medicine - Design and Implementation of a Hybrid, Interdisciplinary Course for Engineering and Medical Students. *2023 IEEE Global Engineering Education Conference (EDUCON)*, 1–9. <https://doi.org/10.1109/EDUCON54358.2023.10125163>
- Gießer, C., Schmitt, J., Schmücker, V., **Eiler, T. J.**, Braun, V., & Brück, R. (2023). Conception of a Native Connection of Data Gloves with Haptic Feedback to an Augmented Reality-Headset with a planned evaluation in a medical use case. *Current Directions in Biomedical Engineering*, 9(1), 69–72. <https://doi.org/10.1515/cdbme-2023-1018>
- Hildebrand, A. S., Roesmann, K., Schmücker, V., Gensing, F., Jakob, R., **Eiler, T. J.**, Brück, R., Maleshkova, M., & Klucken, T. (2023). Validation of a Behavioral Avoidance Test in virtuo for Spider Phobia. In *48. Annual Conference Psychologie und Gehirn Tübingen* (S. 484). [https://pug2023.de/wp-content/uploads/2023/05/PuG23\\_Abstract\\_Booklet.pdf](https://pug2023.de/wp-content/uploads/2023/05/PuG23_Abstract_Booklet.pdf)
- Schmücker, V., Gensing, F., Jakob, R., Gießer, C., Brück, R., & **Eiler, T.** (2023). Conception And Implementation of an virtual Reality application for the evaluation of different

- types of commercially available haptic gloves. *Current Directions in Biomedical Engineering*, 9(1), 154–157. <https://doi.org/10.1515/cdbme-2023-1039>
- Schmücker, V., Jakob, R., Gensing, F., Brück, R., & Eiler, T. (2023). Extension of an Existing VR Memory Training with Haptic Impressions due to a Haptic Vest. *Current Directions in Biomedical Engineering*, 9(1), 186–189. <https://doi.org/10.1515/cdbme-2023-1047>
- Gießer, C., Braun, V., Brück, R., Eiler, T. J., & Schmücker, V. (2022). Augmented Reality (AR) und Virtual Reality (VR) in medizinischen Anwendungen - Ein Überblick. In 73. *Jahrestagung der DGNC*.
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- Steiger, A., Burbach, S., Eiler, T. J., Schmücker, V., & Gießer, C. (2022). Augmented Reality Application for Simulation of Mamma Palpation. *Current Directions in Biomedical Engineering*, 8(2), 416–418. <https://doi.org/10.1515/cdbme-2022-1106>
- Eiler, T. J., Schmücker, V., Haßler, B., Machulska, A., Grünewald, A., Klucken, T., Giesser, C., & Bruck, R. (2021). Improving the Approach-Avoidance Task in Virtual Reality Through Presence and Virtual Risk Situations. *Proceedings of the 4th IEEE International Conference on Artificial Intelligence and Virtual Reality*, 184–188. <https://doi.org/10.1109/AIVR52153.2021.00041>
- Gießer, C., Gibas, C., Grünewald, A., Eiler, T. J., Schmücker, V., & Brück, R. (2021). EIT-based Gesture Recognition Training with Augmented Reality. *Proceedings of the 4th IEEE International Conference on Artificial Intelligence and Virtual Reality*, 198–200. <https://doi.org/10.1109/AIVR52153.2021.00044>
- Gießer, C., Knode, J., Grünewald, A., Eiler, T. J., Schmücker, V., & Brück, R. (2021). Skill-Lab+ - Augmented Reality Enhanced Medical Training. *Proceedings of the 4th IEEE International Conference on Artificial Intelligence and Virtual Reality*, 194–197. <https://doi.org/10.1109/AIVR52153.2021.00043>
- Gensing, F., Grünewald, A., Eiler, T. J., Schmücker, V., Gießer, C., & Brück, R. (2021). Training Application for Ostomy Patients in Virtual Reality. *Proceedings of the 4th IEEE International Conference on Artificial Intelligence and Virtual Reality*, 210–214. <https://doi.org/10.1109/AIVR52153.2021.00048>
- Grünewald, A., Schmidt, R., Sayn, L., Gießer, C., Eiler, T. J., Schmücker, V., Braun, V., & Brück, R. (2021). Virtual Reality Training Application to Prepare Medical Student's for Their First Operating Room Experience. *Proceedings of the 4th IEEE International Conference on Artificial Intelligence and Virtual Reality*, 201–204. <https://doi.org/10.1109/AIVR52153.2021.00045>
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Theory and Applications*, 28–37. <https://doi.org/10.5220/0007362100280037>