

# Paul Milgram

## List of Publications by Year in descending order

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Version: 2024-02-01

34  
papers

644  
citations

1163117

8  
h-index

610901

24  
g-index

37  
all docs

37  
docs citations

37  
times ranked

411  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Development of a Time-Related Measure to Describe Driving Strategy. Human Factors, 1984, 26, 257-268.	3.5	192
2	Combining Time and Intensity Effects in Assessing Operator Information-Processing Load. Human Factors, 1997, 39, 30-47.	3.5	116
3	Effects of Stereoscopic and Rotational Displays in a Three-Dimensional Path- Tracing Task. Human Factors, 1993, 35, 483-499.	3.5	92
4	Modeling a medical environment: an ontology for integrated medical informatics design. International Journal of Medical Informatics, 2001, 62, 79-99.	3.3	85
5	The Effects of Periodic Visual Occlusion on Ball Catching. Journal of Motor Behavior, 1994, 26, 113-122.	0.9	35
6	A study of the efficacy of flashing lights to increase the salience of alcohol-gel dispensers for improving hand hygiene compliance. American Journal of Infection Control, 2014, 42, 852-855.	2.3	21
7	Optimal Control Model Applications and Field Measurements with Respect to Car Driving. Vehicle System Dynamics, 1984, 13, 93-111.	3.7	20
8	A Comparative Study of Rotational and Stereoscopic Computer Graphic Depth Cues. Proceedings of the Human Factors Society Annual Meeting, 1991, 35, 1452-1456.	0.1	16
9	Enhancement of 3-D Video Displays by Means of Superimposed Stereo-Graphics. Proceedings of the Human Factors Society Annual Meeting, 1991, 35, 1457-1461.	0.1	9
10	Use of Random Dot Patterns in Achieving X-Ray Vision for Near-Field Applications of Stereoscopic Video-Based Augmented Reality Displays. Presence: Teleoperators and Virtual Environments, 2017, 26, 42-65.	0.6	8
11	Viewpoint Animation With a Dynamic Tether for Supporting Navigation in a Virtual Environment. Human Factors, 2009, 51, 393-403.	3.5	7
12	An Empirical Investigation of the Influence of Perception of Time-To-Collision on Gap Control in Automobile Driving. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 2271-2275.	0.3	6
13	Ergonomic design of new paramedic response bags. Applied Ergonomics, 2019, 81, 102890.	3.1	5
14	An Investigation of Attentional Demand in a Simulated Driving Environment. Proceedings of the Human Factors and Ergonomics Society, 2000, 44, 3-336-3-339.	0.3	4
15	Dynamic Viewpoint Tethering for Navigation in Large-scale Virtual Environments. Proceedings of the Human Factors and Ergonomics Society, 2001, 45, 1862-1866.	0.3	4
16	Manipulating Optical Looming to Influence Perception of Time-To-Collision and its Application in Automobile Driving. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 1900-1904.	0.3	4
17	An Investigation of the Potential to Influence Braking Behaviour Through Manipulation of Optical Looming Cues in a Simulated Driving Task. Proceedings of the Human Factors and Ergonomics Society, 2005, 49, 1540-1544.	0.3	4
18	Effects of Viewpoint Displacement on Navigational Performance in Virtual Environments. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 139-143.	0.3	3

#	ARTICLE	IF	CITATIONS
19	Direction and Location Are Not Sufficient for Navigating in Nonrigid Environments: An Empirical Study in Augmented Reality. Presence: Teleoperators and Virtual Environments, 2007, 16, 584-602.	0.6	3
20	Estimation of Intracellular Potentials from Evoked Neural Pulse Trains. IEEE Transactions on Biomedical Engineering, 1975, BME-22, 379-383.	4.2	2
21	Virtual Tape Measure for the Operating Microscope: System Specifications and Performance Evaluation. Computer Aided Surgery, 2000, 5, 148-155.	1.8	2
22	Effect of Surface Characteristics on Alignment of Graphic and Real Objects in a Stereoscopic Augmented Reality Environment. Proceedings of the Human Factors and Ergonomics Society, 2000, 44, 3-476-3-479.	0.3	1
23	Viewpoint Optimisation for Navigation Using Dynamic Teher. Proceedings of the Human Factors and Ergonomics Society, 2002, 46, 2164-2168.	0.3	1
24	Viewpoint Optimisation for Virtual Environment Navigation Using Dynamic Tethering - A Study of Tether Rigidity. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 2128-2132.	0.3	1
25	Designing an Information Querying Interface for a Rheumatoid Arthritis Patient Record System. Proceedings of the Human Factors and Ergonomics Society, 2004, 48, 1634-1638.	0.3	1
26	A Model of Expert Decision Making in Post-Flop Betting in Poker. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 433-437.	0.3	1
27	Psychophysical exploration of stereoscopic pseudo-transparency. , 2013, , .		1
28	Model Analysis of the Efficacy of Advanced Flight Deck Display Concepts. Proceedings of the Human Factors Society Annual Meeting, 1983, 27, 963-963.	0.1	0
29	On Validating Human Performance Simulation Models. Proceedings of the Human Factors Society Annual Meeting, 1991, 35, 1260-1264.	0.1	0
30	Investigation of Surface Characteristic Effects on Real-Virtual Object Alignment in Stereoscopic Augmented Reality Images. Proceedings of the Human Factors and Ergonomics Society, 2001, 45, 1877-1881.	0.3	0
31	Experimental Investigation of Predictive Probabilistic and Temporal Conflict Avoidance Displays. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 207-211.	0.3	0
32	The Use of Low-Pass Image Filtering to Facilitate Detection of Peripheral Nerves for Ultrasound-Guided Nerve Block Procedures. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 898-902.	0.3	0
33	An Integrated Air Traffic Control Display Concept for Conveying Temporal and Probabilistic Conflict Information. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 84-88.	0.3	0
34	Psychophysical exploration of stereoscopic pseudo-transparency. , 2013, , .		0