

Boris Reuderink

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10874181/publications.pdf>

Version: 2024-02-01

8

papers

438

citations

1478505

6

h-index

1720034

7

g-index

8

all docs

8

docs citations

8

times ranked

392

citing authors

#	ARTICLE	IF	CITATIONS
1	Perception and Manipulation of Game Control. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , 57-66.	0.3	2
2	How Much Control Is Enough? Influence of Unreliable Input on User Experience. IEEE Transactions on Cybernetics, 2013, 43, 1584-1592.	9.5	32
3	The Impact of Loss of Control on Movement BCIs. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2011, 19, 628-637.	4.9	22
4	Evaluating User Experience of Actual and Imagined Movement in BCI Gaming. International Journal of Gaming and Computer-Mediated Simulations, 2010, 2, 33-47.	1.1	12
5	Brain-Computer Interfacing and Games. Human-computer Interaction Series, 2010, , 149-178.	0.6	87
6	Human-Computer Interaction for BCI Games: Usability and User Experience. , 2010, , .		42
7	Affective Pacman: A Frustrating Game for Brain-Computer Interface Experiments. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 221-227.	0.3	47
8	Turning shortcomings into challenges: Brainâ€“computer interfaces for games. Entertainment Computing, 2009, 1, 85-94.	2.9	194