

# Gerhard Rinkenauer

## List of Publications by Year in descending order

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Version: 2024-02-01

29  
papers

1,354  
citations

623734

14  
h-index

526287

27  
g-index

29  
all docs

29  
docs citations

29  
times ranked

1493  
citing authors

#	ARTICLE	IF	CITATIONS
1	Frontal theta activity reflects distinct aspects of mental fatigue. <i>Biological Psychology</i> , 2014, 96, 57-65.	2.2	289
2	Locus of the effect of temporal preparation: Evidence from the lateralized readiness potential. <i>Psychophysiology</i> , 2003, 40, 597-611.	2.4	152
3	On the Locus of Speed-Accuracy Trade-Off in Reaction Time: Inferences From the Lateralized Readiness Potential.. <i>Journal of Experimental Psychology: General</i> , 2004, 133, 261-282.	2.1	143
4	Mechanisms of speed-accuracy tradeoff: evidence from covert motor processes. <i>Biological Psychology</i> , 2000, 51, 173-199.	2.2	109
5	Review of Three-Dimensional Human-Computer Interaction with Focus on the Leap Motion Controller. <i>Sensors</i> , 2018, 18, 2194.	3.8	108
6	Evaluation of the Leap Motion Controller as a New Contact-Free Pointing Device. <i>Sensors</i> , 2015, 15, 214-233.	3.8	104
7	Effects of stimulus duration and intensity on simple reaction time and response force.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 1998, 24, 915-928.	0.9	63
8	Preparation of response force and movement direction: Onset effects on the lateralized readiness potential. <i>Psychophysiology</i> , 2000, 37, 507-514.	2.4	49
9	The interconnection of mental fatigue and aging: An EEG study. <i>International Journal of Psychophysiology</i> , 2017, 117, 17-25.	1.0	49
10	Brief bimanual force pulses: Correlations between the hands in force and time.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2001, 27, 1485-1497.	0.9	48
11	The Death of Handwriting: Secondary Effects of Frequent Computer Use on Basic Motor Skills. <i>Journal of Motor Behavior</i> , 2011, 43, 247-251.	0.9	41
12	Individual Differences in Approach and Avoidance Movements: How the Avoidance Motive Influences Response Force. <i>Journal of Personality</i> , 2006, 74, 979-1014.	3.2	40
13	Neuroergonomics on the Go: An Evaluation of the Potential of Mobile EEG for Workplace Assessment and Design. <i>Human Factors</i> , 2023, 65, 86-106.	3.5	21
14	The surface-weight illusion: On the contribution of grip force to perceived heaviness. <i>Perception &amp; Psychophysics</i> , 1999, 61, 23-30.	2.3	18
15	Preparing lane changes while driving in a fixed-base simulator: Effects of advance information about direction and amplitude on reaction time and steering kinematics. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2010, 13, 255-268.	3.7	18
16	Simple reaction time and size-distance integration in virtual 3D space. <i>Psychological Research</i> , 2017, 81, 653-663.	1.7	15
17	Allocation of attention in 3D space is adaptively modulated by relative position of target and distractor stimuli. <i>Attention, Perception, and Psychophysics</i> , 2020, 82, 1063-1073.	1.3	14
18	Response preparation in a lane change task. <i>Ergonomics</i> , 2013, 56, 268-281.	2.1	12

#	ARTICLE	IF	CITATIONS
19	Generalized slowing is not that general in older adults: Evidence from a tracing task. Occupational Ergonomics, 2010, 9, 111-117.	0.3	11
20	Exploring the benefits and limitations of augmented reality for palletization. Applied Ergonomics, 2021, 90, 103250.	3.1	11
21	Fast and Forceful: Modulation of Response Activation Induced by Shifts of Perceived Depth in Virtual 3D Space. Frontiers in Psychology, 2016, 7, 1939.	2.1	8
22	Surprising depth cue captures attention in visual search. Psychonomic Bulletin and Review, 2018, 25, 1358-1364.	2.8	6
23	The influence of relevant and irrelevant stereoscopic depth cues: Depth information does not always capture attention. Attention, Perception, and Psychophysics, 2018, 80, 1996-2007.	1.3	6
24	Spatial orienting of attention in stereo depth. Psychological Research, 2012, 76, 730-735.	1.7	4
25	Visual search in virtual 3D space: the relation of multiple targets and distractors. Psychological Research, 2021, 85, 2151-2162.	1.7	4
26	Investigating the effects of robotic motion on worker's behavior in cooperative working environments. , 2016, , .		3
27	The Influence of Gait on Cognitive Functions: Promising Factor for Adapting Systems to the Worker's Need in a Picking Context. Lecture Notes in Computer Science, 2019, , 420-431.	1.3	3
28	Man-Robot Collaboration in the Context of Industry 4.0: Approach-Avoidance Tendencies as an Indicator for the Affective Quality of Interaction?. , 2017, , 335-348.		3
29	Did you even see that? visual sensory processing of single stimuli under different locomotor loads. PLoS ONE, 2022, 17, e0267896.	2.5	2