

Thorsten O Zander

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

2,006
citations

516215

16
h-index

713013

21
g-index

31
all docs

31
docs citations

31
times ranked

1920
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards passive brain-computer interfaces: applying brain-computer interface technology to human-machine systems in general. <i>Journal of Neural Engineering</i> , 2011, 8, 025005.	1.8	614
2	The hybrid BCI. <i>Frontiers in Neuroscience</i> , 2010, 4, 30.	1.4	431
3	Neuroadaptive technology enables implicit cursor control based on medial prefrontal cortex activity. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2016, 113, 14898-14903.	3.3	125
4	Combining Eye Gaze Input With a Brain-Computer Interface for Touchless Human-Computer Interaction. <i>International Journal of Human-Computer Interaction</i> , 2010, 27, 38-51.	3.3	122
5	A Survey on Unmanned Aerial Vehicle Remote Control Using Brain-Computer Interface. <i>IEEE Transactions on Human-Machine Systems</i> , 2018, 48, 337-348.	2.5	103
6	Using neurophysiological signals that reflect cognitive or affective state: six recommendations to avoid common pitfalls. <i>Frontiers in Neuroscience</i> , 2015, 9, 136.	1.4	99
7	Cognitive state monitoring and the design of adaptive instruction in digital environments: lessons learned from cognitive workload assessment using a passive brain-computer interface approach. <i>Frontiers in Neuroscience</i> , 2014, 8, 385.	1.4	90
8	Evaluation of a Dry EEG System for Application of Passive Brain-Computer Interfaces in Autonomous Driving. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 78.	1.0	58
9	Cognition-Aware Computing. <i>IEEE Pervasive Computing</i> , 2014, 13, 80-83.	1.1	57
10	Editorial: Trends in Neuroergonomics. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 165.	1.0	39
11	SEREEGA: Simulating event-related EEG activity. <i>Journal of Neuroscience Methods</i> , 2018, 309, 13-24.	1.3	37
12	Towards BCI-Based Implicit Control in Human-Computer Interaction. <i>Human-computer Interaction Series</i> , 2014, , 67-90.	0.4	33
13	MATLAB-Based Tools for BCI Research. <i>Human-computer Interaction Series</i> , 2010, , 241-259.	0.4	30
14	A Neuroadaptive Cognitive Model for Dealing With Uncertainty in Tracing Pilots' Cognitive State. <i>Topics in Cognitive Science</i> , 2020, 12, 1012-1029.	1.1	27
15	Workshops of the Sixth International Brain-Computer Interface Meeting: brain-computer interfaces past, present, and future. <i>Brain-Computer Interfaces</i> , 2017, 4, 3-36.	0.9	24
16	Cognitive and affective probing: a tutorial and review of active learning for neuroadaptive technology. <i>Journal of Neural Engineering</i> , 2020, 17, 012001.	1.8	24
17	Passive Brain-Computer Interfaces. , 2018, , 69-86.		20
18	Toward neuroadaptive support technologies for improving digital reading: a passive BCI-based assessment of mental workload imposed by text difficulty and presentation speed during reading. <i>User Modeling and User-Adapted Interaction</i> , 2021, 31, 75-104.	2.9	17

#	ARTICLE	IF	CITATIONS
19	Team PhyPA: Brain-Computer Interfacing for Everyday Human-Computer Interaction. Periodica Polytechnica Electrical Engineering and Computer Science, 2017, 61, 209.	0.6	12
20	Tracing Pilotsâ€™ Situation Assessment by Neuroadaptive Cognitive Modeling. Frontiers in Neuroscience, 2020, 14, 795.	1.4	12
21	Meyendtris: a hands-free, multimodal tetris clone using eye tracking and passive BCI for intuitive neuroadaptive gaming. , 2017, , .		11
22	Affective Aspects of Perceived Loss of Control and Potential Implications for Brain-Computer Interfaces. Frontiers in Human Neuroscience, 2017, 11, 370.	1.0	6
23	A task-independent workload classifier for neuroadaptive technology: Preliminary data. , 2016, , .		5
24	Towards Task-Independent Workload Classification: Shifting from Binary to Continuous Classification. , 2018, , .		3
25	Towards neuroadaptive modeling: assessing the cognitive states of pilots through passive brain-computer interfacing. , 2022, , 59-73.		3
26	Defining neuroadaptive technology: the trouble with implicit human-computer interaction. , 2022, , 17-42.		2
27	Towards a Conceptual Framework for Cognitive Probing. Lecture Notes in Computer Science, 2018, , 74-78.	1.0	1
28	Saliency versus Valence in Implicit Cursor Control: First Indications of Separate Cortical Processes. , 2019, , .		0
29	The impact of electrode shifts on BCI classifier accuracy. , 2022, , 201-220.		0
30	Investigating the Single Trial Detectability of Cognitive Face Processing by a Passive Brain-Computer Interface. Frontiers in Neuroergonomics, 2022, 2, .	0.6	0