Thorsten O Zander

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/12102098/publications.pdf

Version: 2024-02-01

30	2,006	516215 16	713013 21
papers	citations	h-index	g-index

31	31	31	1920
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Defining neuroadaptive technology: the trouble with implicit human-computer interaction. , 2022, , 17-42.		2
2	The impact of electrode shifts on BCI classifier accuracy. , 2022, , 201-220.		0
3	Towards neuroadaptive modeling: assessing the cognitive states of pilots through passive brain-computer interfacing. , 2022, , 59-73.		3
4	Investigating the Single Trial Detectability of Cognitive Face Processing by a Passive Brain-Computer Interface. Frontiers in Neuroergonomics, 2022, 2, .	0.6	0
5	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. User Modeling and User-Adapted Interaction, 2021, 31, 75-104.	2.9	17
6	Cognitive and affective probing: a tutorial and review of active learning for neuroadaptive technology. Journal of Neural Engineering, 2020, 17, 012001.	1.8	24
7	A Neuroadaptive Cognitive Model for Dealing With Uncertainty in Tracing Pilots' Cognitive State. Topics in Cognitive Science, 2020, 12, 1012-1029.	1.1	27
8	Tracing Pilotsâ€™ Situation Assessment by Neuroadaptive Cognitive Modeling. Frontiers in Neuroscience, 2020, 14, 795.	1.4	12
9	Salience versus Valence in Implicit Cursor Control: First Indications of Separate Cortical Processes. , 2019, , .		0
10	Passive Brainâ€“Computer Interfaces. , 2018, , 69-86.		20
11	Towards Task-Independent Workload Classification: Shifting from Binary to Continuous Classification. , 2018, , .		3
12	A Survey on Unmanned Aerial Vehicle Remote Control Using Brainâ€“Computer Interface. IEEE Transactions on Human-Machine Systems, 2018, 48, 337-348.	2.5	103
13	SEREEGA: Simulating event-related EEG activity. Journal of Neuroscience Methods, 2018, 309, 13-24.	1.3	37
14	Towards a Conceptual Framework for Cognitive Probing. Lecture Notes in Computer Science, 2018, , 74-78.	1.0	1
15	Workshops of the Sixth International Brainâ€“Computer Interface Meeting: brainâ€“computer interfaces past, present, and future. Brain-Computer Interfaces, 2017, 4, 3-36.	0.9	24
16	Meyendtris: a hands-free, multimodal tetris clone using eye tracking and passive BCI for intuitive neuroadaptive gaming. , 2017, , .		11
17	Evaluation of a Dry EEG System for Application of Passive Brain-Computer Interfaces in Autonomous Driving. Frontiers in Human Neuroscience, 2017, 11, 78.	1.0	58
18	Editorial: Trends in Neuroergonomics. Frontiers in Human Neuroscience, 2017, 11, 165.	1.0	39

#	Article	IF	Citations
19	Affective Aspects of Perceived Loss of Control and Potential Implications for Brain-Computer Interfaces. Frontiers in Human Neuroscience, 2017, 11, 370.	1.0	6
20	Team PhyPA: Brain-Computer Interfacing for Everyday Human-Computer Interaction. Periodica Polytechnica Electrical Engineering and Computer Science, 2017, 61, 209.	0.6	12
21	A task-independent workload classifier for neuroadaptive technology: Preliminary data. , 2016, , .		5
22	Neuroadaptive technology enables implicit cursor control based on medial prefrontal cortex activity. Proceedings of the National Academy of Sciences of the United States of America, 2016, 113, 14898-14903.	3.3	125
23	Using neurophysiological signals that reflect cognitive or affective state: six recommendations to avoid common pitfalls. Frontiers in Neuroscience, 2015, 9, 136.	1.4	99
24	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. Frontiers in Neuroscience, 2014, 8, 385.	1.4	90
25	Towards BCI-Based Implicit Control in Humanâ€“Computer Interaction. Human-computer Interaction Series, 2014, , 67-90.	0.4	33
26	Cognition-Aware Computing. IEEE Pervasive Computing, 2014, 13, 80-83.	1.1	57
27	Towards passive brainâ€“computer interfaces: applying brainâ€“computer interface technology to humanâ€“machine systems in general. Journal of Neural Engineering, 2011, 8, 025005.	1.8	614
28	MATLAB-Based Tools for BCI Research. Human-computer Interaction Series, 2010, , 241-259.	0.4	30
29	The hybrid BCI. Frontiers in Neuroscience, 2010, 4, 30.	1.4	431
30	Combining Eye Gaze Input With a Brainâ€“Computer Interface for Touchless Humanâ€“Computer Interaction. International Journal of Human-Computer Interaction, 2010, 27, 38-51.	3.3	122