Tim C Kietzmann

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/1474038/publications.pdf

Version: 2024-02-01

29

papers

1,291

citations

623734

14

h-index

713466

21

g-index

41

all docs

41

docs citations

41

times ranked

1102

citing authors

#	Article	IF	Citations
1	From photos to sketches - how humans and deep neural networks process objects across different levels of visual abstraction. Journal of Vision, 2022, 22, 4.	0.3	13
2	An ecologically motivated image dataset for deep learning yields better models of human vision. Proceedings of the National Academy of Sciences of the United States of America, 2021, 118, .	7.1	67
3	Diverse Deep Neural Networks All Predict Human Inferior Temporal Cortex Well, After Training and Fitting. Journal of Cognitive Neuroscience, 2021, 33, 1-21.	2.3	43
4	Deepfakes: Trick or treat?. Business Horizons, 2020, 63, 135-146.	5.2	172
5	Recurrent neural networks can explain flexible trading of speed and accuracy in biological vision. PLoS Computational Biology, 2020, 16, e1008215.	3.2	65
6	Individual differences among deep neural network models. Nature Communications, 2020, 11, 5725.	12.8	62
7	Faces strongly attract early fixations in naturally sampled real-world stimulus materials. , 2020, , .		2
8	Recurrence is required to capture the representational dynamics of the human visual system. Proceedings of the National Academy of Sciences of the United States of America, 2019, 116, 21854-21863.	7.1	266
9	Recurrent networks can recycle neural resources to flexibly trade speed for accuracy in visual recognition. , 2019, , .		3
10	Deep neural networks trained with heavier data augmentation learn features closer to representations in hIT. , 2018, , .		1
11	Beware of the beginnings: intermediate and higher-level representations in deep neural networks are strongly affected by weight initialization. , 2018, , .		1
12	Representational dynamics in the human ventral stream captured in deep recurrent neural nets. , 2018, , .		0
13	An extensive dataset of eye movements during viewing of complex images. Scientific Data, 2017, 4, 160126.	5.3	33
14	Differential Contribution of Low- and High-level Image Content to Eye Movements in Monkeys and Humans. Cerebral Cortex, 2017, 27, 279-293.	2.9	3
15	Representational Dynamics of Facial Viewpoint Encoding. Journal of Cognitive Neuroscience, 2017, 29, 637-651.	2.3	26
16	Exploratory Multimodal Data Analysis with Standard Multimedia Player - Multimedia Containers: A Feasible Solution to Make Multimodal Research Data Accessible to the Broad Audience. , 2017, , .		4
17	Extensive training leads to temporal and spatial shifts of cortical activity underlying visual category selectivity. NeuroImage, 2016, 134, 22-34.	4.2	9
18	Eye movements as a window to cognitive processes. Journal of Eye Movement Research, 2016, 9, .	0.8	29

#	ARTICLE	IF	CITATIONS
19	The Occipital Face Area Is Causally Involved in Facial Viewpoint Perception. Journal of Neuroscience, 2015, 35, 16398-16403.	3.6	15
20	Effects of contextual information and stimulus ambiguity on overt visual sampling behavior. Vision Research, 2015, 110, 76-86.	1.4	16
21	Prevalence of Selectivity for Mirror-Symmetric Views of Faces in the Ventral and Dorsal Visual Pathways. Journal of Neuroscience, 2012, 32, 11763-11772.	3.6	66
22	Overt Visual Attention as a Causal Factor of Perceptual Awareness. PLoS ONE, 2011, 6, e22614.	2.5	34
23	Measures and Limits of Models of Fixation Selection. PLoS ONE, 2011, 6, e24038.	2.5	51
24	Investigating task-dependent top-down effects on overt visual attention. Journal of Vision, 2010, 10, 1-14.	0.3	57
25	Perceptual learning of parametric face categories leads to the integration of high-level class-based information but not to high-level pop-out. Journal of Vision, 2010, 10, 20-20.	0.3	3
26	Computational object recognition: a biologically motivated approach. Biological Cybernetics, 2009, 100, 59-79.	1.3	13
27	The Neuro Slot Car Racer: Reinforcement Learning in a Real World Setting. , 2009, , .		9
28	Incremental GRLVQ: Learning relevant features for 3D object recognition. Neurocomputing, 2008, 71, 2868-2879.	5.9	27
29	A Unifying Approach to High- and Low-Level Cognition. , 0, , .		3