Cathy M Craig

List of Publications by Year
in descending order

86 papers	2,864 citations	147801 31 h-index	182427 51 g-index
87 all docs	87 docs citations	87 times ranked	2478 citing authors

#	Article	IF	Citations
1	Assessing and training standing balance in older adults: A novel approach using the â€˜Nintendo Wiiâ€™ Balance Board. Gait and Posture, 2011, 33, 303-305.	1.4	226
2	Motor Skills in Children Aged 7â€“10 Years, Diagnosed with Autism Spectrum Disorder. Journal of Autism and Developmental Disorders, 2012, 42, 1799-1809.	2.7	183
3	Guiding the swing in golf putting. Nature, 2000, 405, 295-296.	27.8	129
4	Understanding perception and action in sport: how can virtual reality technology help?. Sports Technology, 2013, 6, 161-169.	0.4	118
5	Sensory-motor problems in Autism. Frontiers in Integrative Neuroscience, 2013, 7, 51.	2.1	113
6	Detecting Deception in Movement: The Case of the Side-Step in Rugby. PLoS ONE, 2012, 7, e37494.	2.5	103
7	Virtual reality, a serious game for understanding performance and training players in sport. IEEE Computer Graphics and Applications, 2009, 30, 14-21.	1.2	96
8	Auditory observation of stepping actions can cue both spatial and temporal components of gait in Parkinson×³s disease patients. Neuropsychologia, 2014, 57, 140-153.	1.6	74
9	Neonatal control of nutritive sucking pressure: evidence for an intrinsic Ï„-guide. Experimental Brain Research, 1999, 124, 371-382.	1.5	73
10	Judging where a ball will go: the case of curved free kicks in football. Die Naturwissenschaften, 2006, 93, 97-101.	1.6	73
11	Guiding contact by coupling the taus of gaps. Experimental Brain Research, 2001, 139, 151-159.	1.5	72
12	Auditory cueing in Parkinson's patients with freezing of gait. What matters most: Action-relevance or cue-continuity?. Neuropsychologia, 2016, 87, 54-62.	1.6	67
13	Balancing deceit and disguise: How to successfully fool the defender in a 1 vs. 1 situation in rugby. Human Movement Science, 2010, 29, 412-425.	1.4	66
14	Synthesis of Walking Sounds for Alleviating Gait Disturbances in Parkinson's Disease. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2014, 22, 543-548.	4.9	64
15	Sensory and intrinsic coordination of movement. Proceedings of the Royal Society B: Biological Sciences, 1999, 266, 2029-2035.	2.6	60
16	Successful balance training is associated with improved multisensory function in fall-prone older adults. Computers in Human Behavior, 2015, 45, 192-203.	8.5	59
17	Using Time-To-Contact information to assess potential collision modulates both visual and temporal prediction networks. Frontiers in Human Neuroscience, 2008, 2, 10.	2.0	56
18	Perceiving and reenacting spatiotemporal characteristics of walking sounds.. Journal of Experimental Psychology: Human Perception and Performance, 2013, 39, 464-476.	0.9	56

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19	Bending It Like Beckham: How to Visually Fool the Goalkeeper. PLoS ONE, 2010, 5, e13161.	2.5	55
20	Prospective information for pass decisional behavior in rugby union. Human Movement Science, 2011, 30, 984-997.	1.4	51
21	Judging the â€˜passabilityâ€™ of dynamic gaps in a virtual rugby environment. Human Movement Science, 2011, 30, 942-956.	1.4	51
22	A Wii Bit of Fun: A Novel Platform to Deliver Effective Balance Training to Older Adults. Games for Health Journal, 2015, 4, 423-433.	2.0	50
23	Beyond the Metronome: Auditory Events and Music May Afford More than Just Interval Durations as Gait Cues in Parkinson's Disease. Frontiers in Neuroscience, 2016, 10, 272.	2.8	49
24	Do dynamic work instructions provide an advantage over static instructions in a small scale assembly task?. Learning and Instruction, 2010, 20, 84-93.	3.2	46
25	Design guidelines for developing customised serious games for Parkinsonâ€™s Disease rehabilitation using bespoke game sensors. Entertainment Computing, 2014, 5, 413-424.	2.9	46
26	Prospective strategies underlie the control of interceptive actions. Human Movement Science, 2006, 25, 718-732.	1.4	45
27	Optic variables used to judge future ball arrival position in expert and novice soccer players. Attention, Perception, and Psychophysics, 2009, 71, 515-522.	1.3	44
28	Perceiving and Acting Upon Spaces in a VR Rugby Task: Expertise Effects in Affordance Detection and Task Achievement. Journal of Sport and Exercise Psychology, 2012, 34, 305-321.	1.2	42
29	Modulations in breathing patterns during intermittent feeding in term infants and preterm infants with bronchopulmonary dysplasia. Developmental Medicine and Child Neurology, 1999, 41, 616-624.	2.1	40
30	Expert players accurately detect an opponentâ€™s movement intentions through sound alone.. Journal of Experimental Psychology: Human Perception and Performance, 2017, 43, 348-359.	0.9	40
31	Global and Local Contributions to the Optical Specification of Time to Contact: Observer Sensitivity to Composite Tau. Perception, 2002, 31, 901-924.	1.2	36
32	How information guides movement: Intercepting curved free kicks in soccer. Human Movement Science, 2011, 30, 931-941.	1.4	34
33	Detecting motor abnormalities in preterm infants. Experimental Brain Research, 2000, 131, 359-365.	1.5	32
34	Information Used in Detecting Upcoming Collision. Perception, 2003, 32, 525-544.	1.2	28
35	Timing movements to interval durations specified by discrete or continuous sounds. Experimental Brain Research, 2011, 214, 393-402.	1.5	27
36	Does the Level of Graphical Detail of a Virtual Handball Thrower Influence a Goalkeeper's Motor Response?. Journal of Sports Science and Medicine, 2009, 8, 501-8.	1.6	27

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37	Time to get a move on: Overcoming bradykinetic movement in Parkinson's disease with artificial sensory guidance generated from biological motion. Behavioural Brain Research, 2013, 253, 113-120.	2.2	25
38	Interceptive skills in children aged 9â€“11 years, diagnosed with Autism Spectrum Disorder. Research in Autism Spectrum Disorders, 2013, 7, 613-623.	1.5	23
39	Parkinsonâ€™s Is Time on Your Side? Evidence for Difficulties with Sensorimotor Synchronization. Frontiers in Neurology, 2015, 6, 249.	2.4	23
40	Virtual Footprints Can Improve Walking Performance in People With Parkinson's Disease. Frontiers in Neurology, 2018, 9, 681.	2.4	23
41	Intercepting beats in predesignated target zones. Experimental Brain Research, 2005, 165, 490-504.	1.5	20
42	(Dis-)Harmony in movement: effects of musical dissonance on movement timing and form. Experimental Brain Research, 2015, 233, 1585-1595.	1.5	19
43	Influence of the Graphical Levels of Detail of a Virtual Thrower on the Perception of the Movement. Presence: Teleoperators and Virtual Environments, 2010, 19, 243-252.	0.6	17
44	Expertise is perceived from both sound and body movement in musical performance. Human Movement Science, 2012, 31, 1137-1150.	1.4	15
45	Efficacy of a powered wheelchair simulator for school aged children: A randomized controlled trial.. Rehabilitation Psychology, 2013, 58, 405-411.	1.3	15
46	Testing the role of expansion in the prospective control of locomotion. Experimental Brain Research, 2008, 191, 301-312.	1.5	14
47	Sensory substitution: Using a vibrotactile device to orient and walk to targets.. Journal of Experimental Psychology: Applied, 2018, 24, 108-124.	1.2	13
48	Judging Time Intervals Using a Model of Perceptuo-Motor Control. Journal of Cognitive Neuroscience, 2004, 16, 1185-1195.	2.3	12
49	Place versus response learning in fish: a comparison between species. Animal Cognition, 2016, 19, 153-161.	1.8	12
50	Virtual Thrower Versus Real Goalkeeper: The Influence of Different Visual Conditions on Performance. Presence: Teleoperators and Virtual Environments, 2010, 19, 281-290.	0.6	11
51	Designing games for older adults: an affordance based approach. , 2014, , .		11
52	Crossing Virtual Doors: A New Method to Study Gait Impairments and Freezing of Gait in Parkinsonâ€™s Disease. Parkinson's Disease, 2018, 2018, 1-8.	1.1	11
53	Age-related differences in the perception of gap affordances: Impact of standardized action capabilities on road-crossing judgements. Accident Analysis and Prevention, 2019, 129, 21-29.	5.7	11
54	Development of a Novel Immersive Interactive Virtual Reality Cricket Simulator for Cricket Batting. Advances in Intelligent Systems and Computing, 2016, , 203-210.	0.6	11

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55	The Limitations of Being a Copycat: Learning Golf Putting Through Auditory and Visual Guidance. Frontiers in Psychology, 2019, 10, 92.	2.1	10
56	Detecting Deceptive Movement in 1 vs. 1 Based on Global Body Displacement of a Rugby Player. The International Journal of Virtual Reality, 2019, 8, 31-36.	2.2	10
57	Temporal guidance of musiciansâ€™ performance movement is an acquired skill. Experimental Brain Research, 2013, 226, 221-230.	1.5	9
58	Balls to the wall: How acoustic information from a ball in motion guides interceptive movement in people with Parkinsonâ€™s disease. Neuroscience, 2014, 275, 508-518.	2.3	8
59	Finding a way: long-term care homes to support dementia. Proceedings of the Institution of Civil Engineers: Urban Design and Planning, 2015, 168, 204-217.	0.7	8
60	Shoaling promotes place over response learning but does not facilitate individual learning of that strategy in zebrafish (Danio rerio). BMC Zoology, 2017, 2, .	1.0	8
61	Timekeeping strategies operate independently from spatial and accuracy demands in beat-interception movements. Experimental Brain Research, 2012, 222, 241-253.	1.5	7
62	Editorial: Sound, Music, and Movement in Parkinsonâ€™s Disease. Frontiers in Neurology, 2016, 7, 216.	2.4	7
63	Body Tracking in Healthcare. Synthesis Lectures on Assistive Rehabilitative and Health-Preserving Technologies, 2016, 5, 1-151.	0.2	7
64	The Effect of Using Animated Work Instructions Over Text and Static Graphics When Performing a Small Scale Engineering Assembly. Advanced Concurrent Engineering, 2008, , 541-550.	0.2	7
65	Revisited: the inertia tensor as a proprioceptive invariant in humans. Neuroscience Letters, 2002, 317, 106-110.	2.1	6
66	Movement and perceptual strategies to intercept virtual sound sources. Frontiers in Neuroscience, 2015, 9, 149.	2.8	6
67	Experiencing visual impairment in a lifetime home: an interpretative phenomenological inquiry. Journal of Housing and the Built Environment, 2018, 33, 45-67.	1.8	6
68	Can We Use the Oculus Quest VR Headset and Controllers to Reliably Assess Balance Stability?. Diagnostics, 2022, 12, 1409.	2.6	6
69	Evidence for on-line visual guidance during saccadic gaze shifts. Proceedings of the Royal Society B: Biological Sciences, 1999, 266, 1799-1804.	2.6	4
70	Meeting the Needs of Visually Impaired People Living in Lifetime Homes. Journal of Housing for the Elderly, 2016, 30, 123-140.	0.7	4
71	Design and Implementation of a Low Cost Virtual Rugby Decision Making Interactive. Lecture Notes in Computer Science, 2016, , 16-32.	1.3	4
72	Is perception of upper body orientation based on the inertia tensor? Normogravity versus microgravity conditions. Experimental Brain Research, 2004, 156, 471-477.	1.5	2

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73	Assessing Lifetime Homes Standards and Part M Building Regulations for Housing Design in the UK. Design Journal, 2013, 16, 29-50.	0.8	2
74	Living Independently: Exploring the Experiences of Visually Impaired People Living in Age-Related and Lifetime Housing Through Qualitative Synthesis. Herd, 2018, 11, 56-71.	1.5	2
75	Developmental differences across the lifespan in the use of perceptual information to guide action-based decisions. Psychological Research, 2022, 86, 268-283.	1.7	2
76	Moving with Beats and Loops: The Structure of Auditory Events and Sensorimotor Timing. Lecture Notes in Computer Science, 2014, , 204-217.	1.3	2
77	A goalkeeperâ€™s performance in stopping free kicks reduces when the defensive wall blocks their initial view of the ball. PLoS ONE, 2020, 15, e0243287.	2.5	2
78	Using a virtual reality cricket simulator to explore the effects of pressure, competition anxiety on batting performance in cricket. Psychology of Sport and Exercise, 2022, 63, 102244.	2.1	2
79	Spinal reflexive movement follows general tau theory. BMC Neuroscience, 2021, 22, 23.	1.9	1
80	Playersâ€™ Performance in Cross Generational Game Playing. Lecture Notes in Computer Science, 2017, , 170-182.	1.3	1
81	The effect of balance training on audioâ€“visual integrationÂinÂolder adults. Seeing and Perceiving, 2012, 25, 155.	0.3	0
82	Virtual goal- keeping: Understanding how perception influences decisions about action. BIO Web of Conferences, 2011, 1, 00018.	0.2	0
83	Title is missing!. , 2020, 15, e0243287.		0
84	Title is missing!. , 2020, 15, e0243287.		0
85	Title is missing!. , 2020, 15, e0243287.		0
86	Title is missing!. , 2020, 15, e0243287.		0