

# Roman Rozengurt

## List of Publications by Year in descending order

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Version: 2024-02-01

53  
papers

2,510  
citations

279798

23  
h-index

206112

48  
g-index

53  
all docs

53  
docs citations

53  
times ranked

2410  
citing authors

#	ARTICLE	IF	CITATIONS
1	Imagery of motor actions: Differential effects of kinesthetic and visual "motor mode of imagery in single-trial EEG. <i>Cognitive Brain Research</i> , 2005, 25, 668-677.	3.0	581
2	Naive Physics Reasoning: A Commitment to Substance-Based Conceptions. <i>Cognition and Instruction</i> , 2000, 18, 1-34.	2.9	273
3	Consensus on the reporting and experimental design of clinical and cognitive-behavioural neurofeedback studies (CRED-nf checklist). <i>Brain</i> , 2020, 143, 1674-1685.	7.6	188
4	Sensory dominance in combinations of audio, visual and haptic stimuli. <i>Experimental Brain Research</i> , 2009, 193, 307-314.	1.5	135
5	Causal Models and Experimentation Strategies in Scientific Reasoning. <i>Journal of the Learning Sciences</i> , 1991, 1, 201-238.	2.9	114
6	Epistemological resources for thought experimentation in science learning. <i>International Journal of Science Education</i> , 2000, 22, 489-506.	1.9	106
7	Thought experiments in science education: potential and current realization. <i>International Journal of Science Education</i> , 2000, 22, 265-283.	1.9	88
8	Better than sleep: Theta neurofeedback training accelerates memory consolidation. <i>Biological Psychology</i> , 2014, 95, 45-53.	2.2	71
9	EEG-based cognitive load of processing events in 3D virtual worlds is lower than processing events in 2D displays. <i>International Journal of Psychophysiology</i> , 2017, 122, 75-84.	1.0	69
10	Conceptual Construction of Fields Through Tactile Interface. <i>Interactive Learning Environments</i> , 1999, 7, 31-55.	6.4	60
11	Enhancement of response times to bi- and tri-modal sensory stimuli during active movements. <i>Experimental Brain Research</i> , 2008, 185, 655-665.	1.5	59
12	Multimodal Virtual Environments: Response Times, Attention, and Presence. <i>Presence: Teleoperators and Virtual Environments</i> , 2006, 15, 515-523.	0.6	58
13	Thought experiments and collaborative learning in physics. <i>International Journal of Science Education</i> , 1998, 20, 1043-1058.	1.9	57
14	Multisensory enhancement: gains in choice and in simple response times. <i>Experimental Brain Research</i> , 2008, 189, 133-143.	1.5	55
15	Perspectives and possible applications of the rubber hand and virtual hand illusion in non-invasive rehabilitation: Technological improvements and their consequences. <i>Neuroscience and Biobehavioral Reviews</i> , 2014, 44, 33-44.	6.1	55
16	Estimating mental workload through event-related fluctuations of pupil area during a task in a virtual world. <i>International Journal of Psychophysiology</i> , 2014, 93, 38-44.	1.0	41
17	The contribution of cutaneous and kinesthetic sensory modalities in haptic perception of orientation. <i>Brain Research Bulletin</i> , 2011, 85, 260-266.	3.0	40
18	On the Limitations of Thought Experiments in Physics and the Consequences for Physics Education. <i>Science and Education</i> , 2003, 12, 365-385.	2.7	35

#	ARTICLE	IF	CITATIONS
19	Conceptual classroom environment - a system view of learning. International Journal of Science Education, 2001, 23, 551-568.	1.9	32
20	Components of Motor Deficiencies in ADHD and Possible Interventions. Neuroscience, 2018, 378, 34-53.	2.3	28
21	The symbiotic roles of empirical experimentation and thought experimentation in the learning of physics. International Journal of Science Education, 2004, 26, 1819-1834.	1.9	27
22	Understanding and Realizing Presence in the Presenccia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.2	27
23	Theta EEG neurofeedback benefits early consolidation of motor sequence learning. Psychophysiology, 2016, 53, 965-973.	2.4	27
24	Sensory Cues, Visualization and Physics Learning. International Journal of Science Education, 2009, 31, 343-364.	1.9	24
25	Natural stimuli from three coherent modalities enhance behavioral responses and electrophysiological cortical activity in humans. International Journal of Psychophysiology, 2014, 93, 45-55.	1.0	24
26	Impact of simulator-based instruction on diagramming in geometrical optics by introductory physics students. Journal of Science Education and Technology, 1995, 4, 199-226.	3.9	22
27	Enhancing early consolidation of human episodic memory by theta EEG neurofeedback. Neurobiology of Learning and Memory, 2017, 145, 165-171.	1.9	20
28	The integration of knowledge and experimentation strategies in understanding a physical system. Applied Cognitive Psychology, 1992, 6, 321-343.	1.6	19
29	Evidence for deficient motor planning in ADHD. Scientific Reports, 2017, 7, 9631.	3.3	17
30	I act, therefore I err: EEG correlates of success and failure in a virtual throwing game. International Journal of Psychophysiology, 2017, 122, 32-41.	1.0	16
31	Theta Neurofeedback Effects on Motor Memory Consolidation and Performance Accuracy: An Apparent Paradox?. Neuroscience, 2018, 378, 198-210.	2.3	16
32	Neural Correlates of User-initiated Motor Success and Failure â€œ A Brainâ€™Computer Interface Perspective. Neuroscience, 2018, 378, 100-112.	2.3	13
33	Effects of Order and Sensory Modality in Stiffness Perception. Presence: Teleoperators and Virtual Environments, 2012, 21, 295-304.	0.6	11
34	How Long Is Too Long: An Individual Time-Window for Motor Planning. Frontiers in Human Neuroscience, 2019, 13, 238.	2.0	11
35	Behavioral Indications of Object-Presence in Haptic Virtual Environments. Cyberpsychology, Behavior and Social Networking, 2009, 12, 183-186.	2.2	10
36	The Science of Neurofeedback: Learnability and Effects. Neuroscience, 2018, 378, 1-10.	2.3	10

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37	Visual recognition of shapes and textures: an fMRI study. <i>Brain Structure and Function</i> , 2010, 214, 355-359.	2.3	9
38	Stroop Interference and Facilitation Effects in Kinesthetic and Haptic Tasks. <i>Advances in Human-Computer Interaction</i> , 2010, 2010, 1-10.	2.8	9
39	The Impact of Unaware Perception on Bodily Interaction in Virtual Reality Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2009, 18, 413-420.	0.6	8
40	Repetition priming for multisensory stimuli: Task-irrelevant and task-relevant stimuli are associated if semantically related but with no advantage over uni-sensory stimuli. <i>Brain Research</i> , 2009, 1251, 236-244.	2.2	7
41	Cognitive enhancement: A system view. <i>International Journal of Psychophysiology</i> , 2017, 122, 1-5.	1.0	7
42	A Learning Environment for Mental Visualization in Electromagnetism. <i>International Journal of Computers for Mathematical Learning</i> , 1997, 2, 125-154.	0.6	6
43	The impact of subliminal haptic perception on the preference discrimination of roughness and compliance. <i>Brain Research Bulletin</i> , 2011, 85, 267-270.	3.0	6
44	Monitoring brain potentials to guide neurorehabilitation of tracking impairments. , 2017, 2017, 983-988.		6
45	Applied Neuroscience: Functional enhancement, prevention, characterisation and methodology. (Hosting the Society of Applied Neuroscience). <i>International Journal of Psychophysiology</i> , 2014, 93, ix-xii.	1.0	5
46	Is Learning in Low Immersive Environments Carried over to High Immersive Environments?. <i>Advances in Human-Computer Interaction</i> , 2012, 2012, 1-7.	2.8	4
47	Recognition of the semantics and kinematics of gestures: Neural responses to "what" and "how". <i>International Journal of Psychophysiology</i> , 2017, 122, 6-16.	1.0	2
48	Student learning behaviours as a means for a cognitive evaluation of a physics program. <i>Studies in Educational Evaluation</i> , 1985, 11, 105-111.	2.3	1
49	Presence: Brain, virtual reality and robots. <i>Brain Research Bulletin</i> , 2011, 85, 243-244.	3.0	1
50	Evaluation of a computer integration strategy in a science teacher's professional development program. <i>Studies in Educational Evaluation</i> , 1995, 21, 457-473.	2.3	0
51	Non-digitizing Data Restoration with Using Indirect Data Processing. , 2009, , .		0
52	Call for Papers: What Can Be Learned From Neuroscience Research to Enhance Science, Technology, Engineering, and Mathematics (STEM) Education. <i>Mind, Brain, and Education</i> , 2012, 6, 65-65.	1.9	0
53	Multisensory integration, the MNS and enhanced learning. <i>Multisensory Research</i> , 2013, 26, 132.	1.1	0