

Sara Bertoni

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2866706/publications.pdf>

Version: 2024-02-01

15
papers

470
citations

933447

10
h-index

1125743

13
g-index

15
all docs

15
docs citations

15
times ranked

420
citing authors

#	ARTICLE	IF	CITATIONS
1	Short-Term Effects of Video-Games on Cognitive Enhancement: the Role of Positive Emotions. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2022, 6, 29-46.	1.6	14
2	Local perception impairs the lexical reading route. Psychological Research, 2021, 85, 1748-1756.	1.7	8
3	Action Video Games Enhance Attentional Control and Phonological Decoding in Children with Developmental Dyslexia. Brain Sciences, 2021, 11, 171.	2.3	38
4	Beyond Reading Modulation: Temporo-Parietal tDCS Alters Visuo-Spatial Attention and Motion Perception in Dyslexia. Brain Sciences, 2021, 11, 263.	2.3	14
5	Manual dexterity predicts phonological decoding speed in typical reading adults. Psychological Research, 2021, 85, 2882-2891.	1.7	5
6	Caffeine improves text reading and global perception. Journal of Psychopharmacology, 2020, 34, 315-325.	4.0	9
7	Is excessive visual crowding causally linked to developmental dyslexia?. Neuropsychologia, 2019, 130, 107-117.	1.6	60
8	Improving action video games abilities increases the phonological decoding speed and phonological short-term memory in children with developmental dyslexia. Neuropsychologia, 2019, 130, 100-106.	1.6	44
9	Sluggish dorsally-driven inhibition of return during orthographic processing in adults with dyslexia. Brain and Language, 2018, 179, 1-10.	1.6	18
10	A Web Application for Reading and Attentional Assessments. , 2018, , .		1
11	Abnormal visual crowding and developmental dyslexia: Cause or effect?. Journal of Vision, 2018, 18, 545.	0.3	0
12	Action video games improve reading abilities and visual-to-auditory attentional shifting in English-speaking children with dyslexia. Scientific Reports, 2017, 7, 5863.	3.3	115
13	A different vision of dyslexia: Local precedence on global perception. Scientific Reports, 2017, 7, 17462.	3.3	71
14	The neural origins of visual crowding as revealed by event-related potentials and oscillatory dynamics. Cortex, 2016, 79, 87-98.	2.4	32
15	“Shall We Play a Game?” Improving Reading Through Action Video Games in Developmental Dyslexia. Current Developmental Disorders Reports, 2015, 2, 318-329.	2.1	41