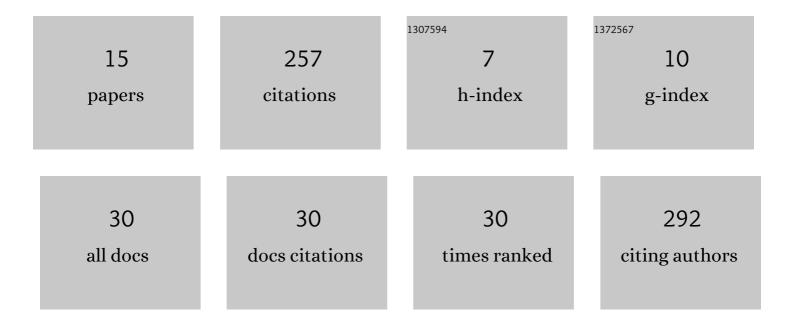
Mike Taylor

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2875563/publications.pdf Version: 2024-02-01



MIKE TAVIOR

#	Article	IF	CITATIONS
1	Almost all known sauropod necks are incomplete and distorted. PeerJ, 2022, 10, e12810.	2.0	2
2	<i>Xenoposeidon</i> is the earliest known rebbachisaurid sauropod dinosaur. PeerJ, 2018, 6, e5212.	2.0	12
3	The Anatomy and Phylogenetic Relationships of "Pelorosaurus" becklesii (Neosauropoda, Macronaria) from the Early Cretaceous of England. PLoS ONE, 2015, 10, e0125819.	2.5	53
4	Quantifying the effect of intervertebral cartilage on neutral posture in the necks of sauropod dinosaurs. PeerJ, 2014, 2, e712.	2.0	17
5	The Effect of Intervertebral Cartilage on Neutral Posture and Range of Motion in the Necks of Sauropod Dinosaurs. PLoS ONE, 2013, 8, e78214.	2.5	42
6	Caudal Pneumaticity and Pneumatic Hiatuses in the Sauropod Dinosaurs Giraffatitan and Apatosaurus. PLoS ONE, 2013, 8, e78213.	2.5	38
7	Why sauropods had long necks; and why giraffes have short necks. PeerJ, 2013, 1, e36.	2.0	62
8	Correction: A re-evaluation of <i>Brachiosaurus altithorax</i> Riggs, 1903 (Dinosauria, Sauropoda) and its generic separation from <i>Giraffatitan brancai</i> (Janensch, 1914). Journal of Vertebrate Paleontology, 2011, 31, 727-727.	1.0	2
9	The long necks of sauropods did not evolve primarily through sexual selection. Journal of Zoology, 2011, 285, 150-161.	1.7	21
10	Running a Question-and-Answer Website for Science Education: First-Hand Experiences. Evolution: Education and Outreach, 2011, 4, 153-157.	0.8	2
11	Why is vertebral pneumaticity in sauropod dinosaurs so variable?. Qeios, 0, , .	0.0	2
12	Why is vertebral pneumaticity in sauropod dinosaurs so variable?. Qeios, 0, , .	0.0	0
13	Why is vertebral pneumaticity in sauropod dinosaurs so variable?. Qeios, 0, , .	0.0	0
14	Why is vertebral pneumaticity in sauropod dinosaurs so variable?. Qeios, 0, , .	0.0	0
15	Why is vertebral pneumaticity in sauropod dinosaurs so variable?. Qeios, 0, , .	0.0	2