

# Sylvain Hanneton

## List of Publications by Year in descending order

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Version: 2024-02-01

33  
papers

977  
citations

516710

16  
h-index

454955

30  
g-index

34  
all docs

34  
docs citations

34  
times ranked

848  
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning to Perceive with a Visuo Auditory Substitution System: Localisation and Object Recognition with "The Voice". Perception, 2007, 36, 416-430.	1.2	198
2	Three-dimensional scapular kinematics and scapulohumeral rhythm in patients with glenohumeral osteoarthritis or frozen shoulder. Journal of Biomechanics, 2008, 41, 326-332.	2.1	114
3	Chapter 16. Sensory substitution. Advances in Consciousness Research, 2003, , 275-292.	0.2	91
4	3-D scapular kinematics during arm elevation: Effect of motion velocity. Clinical Biomechanics, 2006, 21, 932-941.	1.2	79
5	THERE IS SOMETHING OUT THERE: DISTAL ATTRIBUTION IN SENSORY SUBSTITUTION, TWENTY YEARS LATER. Journal of Integrative Neuroscience, 2005, 04, 505-521.	1.7	73
6	Sensori-Motor Learning with Movement Sonification: Perspectives from Recent Interdisciplinary Studies. Frontiers in Neuroscience, 2016, 10, 385.	2.8	55
7	How to extend the elbow with a weak or paralyzed triceps: Control of arm kinematics for aiming in C6-C7 quadriplegic patients. Neuroscience, 2006, 139, 749-765.	2.3	37
8	Effect of auditory feedback differs according to side of hemiparesis: a comparative pilot study. Journal of NeuroEngineering and Rehabilitation, 2009, 6, 45.	4.6	35
9	The Vibe: a versatile vision-to-audition sensory substitution device. Applied Bionics and Biomechanics, 2010, 7, 269-276.	1.1	33
10	From ear to hand: the role of the auditory-motor loop in pointing to an auditory source. Frontiers in Computational Neuroscience, 2013, 7, 26.	2.1	29
11	The Vibe: A Versatile Vision-to-Audition Sensory Substitution Device. Applied Bionics and Biomechanics, 2010, 7, 269-276.	1.1	28
12	Speed-accuracy tradeoff during performance of a tracking task without visual feedback. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2004, 12, 131-139.	4.9	26
13	Relationship of glenohumeral elevation and 3-dimensional scapular kinematics with disability in patients with shoulder disorders. Journal of Rehabilitation Medicine, 2008, 40, 456-460.	1.1	26
14	The trunk as a part of the kinematic chain for arm elevation in healthy subjects and in patients with frozen shoulder. Brain Research, 2008, 1191, 107-115.	2.2	20
15	Investigating three types of continuous auditory feedback in visuo-manual tracking. Experimental Brain Research, 2017, 235, 691-701.	1.5	17
16	Periodically modulated inhibition and its postsynaptic consequences. I. General features. Influence of modulation frequency. Neuroscience, 1995, 68, 657-692.	2.3	16
17	Periodically modulated inhibition and its postsynaptic consequences. II. Influence of modulation slope, depth, range, noise and of postsynaptic natural discharges. Neuroscience, 1995, 68, 693-719.	2.3	15
18	Perceptual Weight Judgments When Viewing One's Own and others' Movements under Minimalist Conditions of Visual Presentation. Perception, 2011, 40, 1081-1103.	1.2	12

#	ARTICLE	IF	CITATIONS
19	A 6-dof device to measure head movements in active vision experiments: geometric modeling and metric accuracy. <i>Journal of Neuroscience Methods</i> , 1999, 90, 97-106.	2.5	10
20	A strategy of faster movements used by elderly humans to lift objects of increasing weight in ecological context. <i>Neuroscience</i> , 2017, 357, 384-399.	2.3	10
21	Influence of Traditional Sporting Games on the Development of Creative Skills in Team Sports. The Case of Football. <i>Frontiers in Psychology</i> , 2020, 11, 611803.	2.1	8
22	Direct Kinematic Modeling of the Upper Limb During Trunk-Assisted Reaching. <i>Journal of Applied Biomechanics</i> , 2011, 27, 272-277.	0.8	7
23	SoundGuides. , 2016, , .		6
24	Learning Movement Kinematics with a Targeted Sound. <i>Lecture Notes in Computer Science</i> , 2014, , 218-233.	1.3	6
25	Is the velocityâ€“curvature relationship disrupted in apraxic patients?. <i>NeuroReport</i> , 2003, 14, 1907-1911.	1.2	5
26	Intermodal recoding of a video game: Learning to process signals for motion perception in a pure auditory environment. <i>International Journal of Adaptive Control and Signal Processing</i> , 2015, 29, 1475-1483.	4.1	4
27	Touching sounds: audio virtual surfaces. , 2015, , .		4
28	Ears on the Hand: Reaching Three-Dimensional Targets With an Audio-Motor Device. <i>Multisensory Research</i> , 2020, 33, 433-455.	1.1	4
29	Improving upper-limb and trunk kinematics by interactive gaming in individuals with chronic stroke: A single-blinded RCT. <i>Annals of Physical and Rehabilitation Medicine</i> , 2022, 65, 101622.	2.3	3
30	Touching sounds: Perception of the curvature of auditory virtual surfaces. , 2015, , .		2
31	Modulation of ellipses drawing by sonification. <i>Experimental Brain Research</i> , 2020, 238, 1011-1024.	1.5	2
32	Approche psychomotrice de lâ€™ÃŠtre sous contrainte au cours des 24ÂpremiÃˆres heures dâ€™hospitalisation en UNV-A aprÃˆs un AVC ischÃ©mique. <i>Evolution Psychiatrique</i> , 2019, 84, 315-322.	0.2	1
33	Kinematic cues for the categorization of pointing movements made by hemiparetic stroke patients. <i>BIO Web of Conferences</i> , 2011, 1, 00076.	0.2	0