

# Ãgoston TÃrÃk

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3137938/publications.pdf>

Version: 2024-02-01

12  
papers

118  
citations

1478505

6  
h-index

1372567

10  
g-index

15  
all docs

15  
docs citations

15  
times ranked

142  
citing authors

#	ARTICLE	IF	CITATIONS
1	Phase coding of spatial representations in the human entorhinal cortex. <i>Science Advances</i> , 2022, 8, eabm6081.	10.3	4
2	Gravity prior in human behaviour: a perceptual or semantic phenomenon?. <i>Experimental Brain Research</i> , 2020, 238, 1957-1962.	1.5	8
3	Cognitive Data Visualization – A New Field with a Long History. <i>Topics in Intelligent Engineering and Informatics</i> , 2019, , 49-77.	0.4	3
4	Getting ready for Mars: How the brain perceives new simulated gravitational environments. <i>Quarterly Journal of Experimental Psychology</i> , 2019, 72, 2342-2349.	1.1	7
5	A novel virtual plus-maze for studying electrophysiological correlates of spatial reorientation. <i>Neuroscience Letters</i> , 2019, 694, 220-224.	2.1	1
6	Context-dependent spatially periodic activity in the human entorhinal cortex. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2017, 114, E3516-E3525.	7.1	49
7	Temporal dynamics of object location processing in allocentric reference frame. <i>Psychophysiology</i> , 2017, 54, 1346-1358.	2.4	3
8	Up, Down, Near, Far: An Online Vestibular Contribution to Distance Judgement. <i>PLoS ONE</i> , 2017, 12, e0169990.	2.5	8
9	ERP correlates of prosody and syntax interaction in case of embedded sentences. <i>Journal of Neurolinguistics</i> , 2016, 37, 22-33.	1.1	7
10	It sounds real when you see it. Realistic sound source simulation in multimodal virtual environments. <i>Journal on Multimodal User Interfaces</i> , 2015, 9, 323-331.	2.9	4
11	Reference frames in virtual spatial navigation are viewpoint dependent. <i>Frontiers in Human Neuroscience</i> , 2014, 8, 646.	2.0	22
12	Effect of stimulus intensity on response time distribution in multisensory integration. <i>Journal on Multimodal User Interfaces</i> , 2014, 8, 209-216.	2.9	2