

Lewis Chuang

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

51
papers

504
citations

12
h-index

20
g-index

64
ext. papers

655
ext. citations

2.8
avg, IF

4.05
L-index

| # | Paper | IF | Citations |
|----|--|-----|-----------|
| 51 | Virtual Reality Adaptation Using Electrodermal Activity to Support the User Experience. <i>Big Data and Cognitive Computing</i> , 2022 , 6, 55 | 3.5 | 2 |
| 50 | Acoustic Cues Increase Situational Awareness in Accident Situations: A VR Car-Driving Study. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2021 , 1-11 | 6.1 | 5 |
| 49 | Looking Through "Rose-Tinted" Glasses: The Influence of Tint on Visual Affective Processing. <i>Frontiers in Human Neuroscience</i> , 2019 , 13, 187 | 3.3 | 1 |
| 48 | The embodied vehicle 2019 , | | 1 |
| 47 | Take-over requests during highly automated driving: How should they be presented and under what conditions?. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2019 , 66, 214-225 | 4.5 | 14 |
| 46 | A Hidden Markov Framework to Capture Human-Machine Interaction in Automated Vehicles. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 947-955 | 3.6 | 13 |
| 45 | The time course of auditory looming cues in redirecting visuo-spatial attention. <i>Scientific Reports</i> , 2019 , 9, 743 | 4.9 | 3 |
| 44 | Feel the Movement 2018 , | | 28 |
| 43 | Auditory Task Irrelevance: A Basis for Inattentive Deafness. <i>Human Factors</i> , 2018 , 60, 428-440 | 3.8 | 8 |
| 42 | Use the Right Sound for the Right Job 2018 , | | 5 |
| 41 | A Survey of Viewpoint Selection Methods for Polygonal Models. <i>Entropy</i> , 2018 , 20, | 2.8 | 11 |
| 40 | Design Guidelines for Reliability Communication in Autonomous Vehicles 2018 , | | 7 |
| 39 | Modulation ofvection latencies in the full-body illusion. <i>PLoS ONE</i> , 2018 , 13, e0209189 | 3.7 | |
| 38 | Looming Auditory Collision Warnings for Semi-Automated Driving 2018 , | | 4 |
| 37 | The Effect of Road Bumps on Touch Interaction in Cars 2018 , | | 2 |
| 36 | Eye Tracking and Visualization. <i>Mathematics and Visualization</i> , 2017 , | 0.6 | 4 |
| 35 | Using EEG to Understand why Behavior to Auditory In-vehicle Notifications Differs Across Test Environments 2017 , | | 9 |

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| 34 | 1st Workshop on Understanding Automation 2017 , | | 2 |
| 33 | Developing a Highly Automated Driving Scenario to Investigate User Intervention 2017 , | | 1 |
| 32 | "Where's Pinky?" 2017 , | | 26 |
| 31 | Reading the mobile brain 2017 , | | 1 |
| 30 | Robust Gaze Features for Enabling Language Proficiency Awareness 2017 , | | 15 |
| 29 | Research Article. <i>Journal of Eye Movement Research</i> , 2017 , 10, | 1.7 | 4 |
| 28 | Unsupervised Clustering of EOG as a Viable Substitute for Optical Eye Tracking. <i>Mathematics and Visualization</i> , 2017 , 151-167 | 0.6 | 2 |
| 27 | Towards Using Gaze Properties to Detect Language Proficiency 2016 , | | 1 |
| 26 | 1st Workshop on Ethically Inspired User Interfaces for Automated Driving 2016 , | | 7 |
| 25 | 1st Workshop on Situational Awareness in Semi-Automated Vehicles 2016 , | | 4 |
| 24 | Steering Demands Diminish the Early-P3, Late-P3 and RON Components of the Event-Related Potential of Task-Irrelevant Environmental Sounds. <i>Frontiers in Human Neuroscience</i> , 2016 , 10, 73 | 3.3 | 18 |
| 23 | Effects of anxiety and cognitive load on instrument scanning behavior in a flight simulation 2016 , | | 2 |
| 22 | Assisting Drivers with Ambient Take-Over Requests in Highly Automated Driving 2016 , | | 72 |
| 21 | Asymmetric saccade reaction times to smooth pursuit. <i>Experimental Brain Research</i> , 2015 , 233, 2527-38 | 2.3 | 6 |
| 20 | On the Cognitive Demands of Different Controller Dynamics: A within-subject P300 Analysis. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015 , 59, 1042-1046 | 0.4 | |
| 19 | Error Visualization and Information-Seeking Behavior for Air-Vehicle Control. <i>Lecture Notes in Computer Science</i> , 2015 , 3-11 | 0.9 | |
| 18 | A comparison of geometric- and regression-based mobile gaze-tracking. <i>Frontiers in Human Neuroscience</i> , 2014 , 8, 200 | 3.3 | 6 |
| 17 | System Delay in Flight Simulators Impairs Performance and Increases Physiological Workload. <i>Lecture Notes in Computer Science</i> , 2014 , 3-11 | 0.9 | 1 |

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| 16 | The Influence of Visualization on Control Performance in a Flight Simulator. <i>Lecture Notes in Computer Science</i> , 2014 , 202-211 | 0.9 | 1 |
| 15 | Saccade reaction time asymmetries during task-switching in pursuit tracking. <i>Experimental Brain Research</i> , 2013 , 230, 271-81 | 2.3 | 3 |
| 14 | How do image complexity, task demands and looking biases influence human gaze behavior?. <i>Pattern Recognition Letters</i> , 2013 , 34, 723-730 | 4.7 | 10 |
| 13 | Human-Centered Design and Evaluation of Haptic Cueing for Teleoperation of Multiple Mobile Robots. <i>IEEE Transactions on Cybernetics</i> , 2013 , 43, 597-609 | 10.2 | 42 |
| 12 | Attentional Biases during Steering Behavior. <i>Lecture Notes in Computer Science</i> , 2013 , 21-27 | 0.9 | |
| 11 | Looking for discriminating is different from looking for looking's sake. <i>PLoS ONE</i> , 2012 , 7, e45445 | 3.7 | 7 |
| 10 | Learned Non-Rigid Object Motion is a View-Invariant Cue to Recognizing Novel Objects. <i>Frontiers in Computational Neuroscience</i> , 2012 , 6, 26 | 3.5 | 4 |
| 9 | Mechanical design of a tree gripper for miniature tree-climbing robots 2011 , | | 5 |
| 8 | Measuring an operator's maneuverability performance in the haptic teleoperation of multiple robots 2011 , | | 1 |
| 7 | Eye and pointer coordination in search and selection tasks 2010 , | | 23 |
| 6 | Towards Artificial Systems: What Can We Learn from Human Perception?. <i>Lecture Notes in Computer Science</i> , 2010 , 1-3 | 0.9 | |
| 5 | Gaze-Assisted Pointing for Wall-Sized Displays. <i>Lecture Notes in Computer Science</i> , 2009 , 9-12 | 0.9 | |
| 4 | A dynamic object-processing network: metric shape discrimination of dynamic objects by activation of occipitotemporal, parietal, and frontal cortices. <i>Cerebral Cortex</i> , 2008 , 18, 1302-13 | 5.1 | 17 |
| 3 | Recognizing face identity from natural and morphed smiles. <i>Quarterly Journal of Experimental Psychology</i> , 2006 , 59, 801-8 | 1.8 | 23 |
| 2 | Why are moving faces easier to recognize?. <i>Visual Cognition</i> , 2005 , 12, 429-442 | 1.8 | 77 |
| 1 | Tinted lenses affect our physiological responses to affective pictures: An EEG/ERP study. <i>Frontiers in Human Neuroscience</i> , 2005 , 12, | 3.3 | 2 |