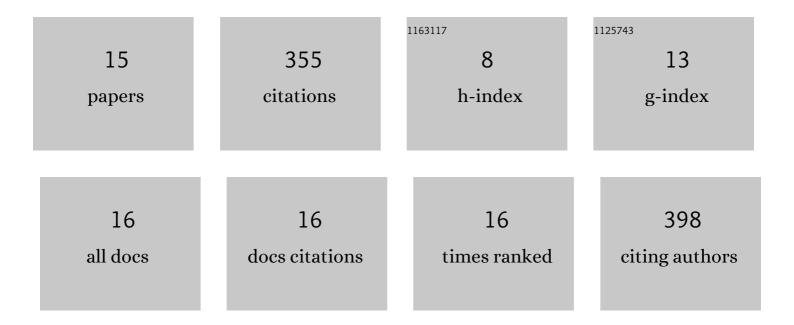
## Hanne Huygelier

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4874115/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	An immersive virtual reality game to train spatial attention orientation after stroke: A feasibility study. Applied Neuropsychology Adult, 2022, 29, 915-935.	1.2	29
2	The Value of Bayesian Methods for Accurate and Efficient Neuropsychological Assessment. Journal of the International Neuropsychological Society, 2022, 28, 984-995.	1.8	2
3	Audiovisual looming signals are not always prioritised: evidence from exogenous, endogenous and sustained attention. Journal of Cognitive Psychology, 2021, 33, 282-303.	0.9	2
4	The Use of the Term Virtual Reality in Post-Stroke Rehabilitation: A Scoping Review and Commentary. Psychologica Belgica, 2021, 61, 145-162.	1.9	28
5	Immersive Virtual Reality for Older Adults. ACM Transactions on Accessible Computing, 2021, 14, 1-30.	2.4	25
6	Quantifying egocentric spatial neglect with cancellation tasks: A theoretical validation. Journal of Neuropsychology, 2020, 14, 1-19.	1.4	4
7	The Dutch version of the Oxford Cognitive Screen (OCS-NL): normative data and their association with age and socio-economic status. Aging, Neuropsychology, and Cognition, 2020, 27, 765-786.	1.3	14
8	Non-Spatial Impairments Affect False-Positive Neglect Diagnosis Based on Cancellation Tasks. Journal of the International Neuropsychological Society, 2020, 26, 668-678.	1.8	10
9	Acceptance of immersive head-mounted virtual reality in older adults. Scientific Reports, 2019, 9, 4519.	3.3	153
10	The Leuven Embedded Figures Test (L-EFT): measuring perception, intelligence or executive function?. PeerJ, 2018, 6, e4524.	2.0	13
11	Local-global processing bias is not a unitary individual difference in visual processing. Vision Research, 2017, 141, 247-257.	1.4	39
12	The Design of a Virtual Reality Game for Stroke-Induced Attention Deficits. , 2017, , .		2
13	Developing the Leuven Embedded Figures Test (L-EFT): testing the stimulus features that influence embedding. PeerJ, 2017, 5, e2862.	2.0	21
14	Can synchronous multisensory looming stimuli bias attentional weights?. Journal of Vision, 2017, 17, 680.	0.3	0
15	Suppressed Visual Looming Stimuli are Not Integrated with Auditory Looming Signals: Evidence from Continuous Fash Suppression. I-Perception, 2015, 6, 48-62.	1.4	13