

Marijn van Vliet

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

463
citations

1040056

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h-index

940533

16
g-index

32
all docs

32
docs citations

32
times ranked

536
citing authors

#	ARTICLE	IF	CITATIONS
1	Sampled sinusoidal stimulation profile and multichannel fuzzy logic classification for monitor-based phase-coded SSVEP brain-computer interfacing. <i>Journal of Neural Engineering</i> , 2013, 10, 036011.	3.5	92
2	MNE-BIDS: Organizing electrophysiological data into the BIDS format and facilitating their analysis. <i>Journal of Open Source Software</i> , 2019, 4, 1896.	4.6	65
3	Steady-State Visual Evoked Potential-Based Computer Gaming on a Consumer-Grade EEG Device. <i>IEEE Transactions on Games</i> , 2013, 5, 100-110.	1.4	54
4	Designing a brain-computer interface controlled video-game using consumer grade EEG hardware. , 2012, , .		43
5	Single-Trial ERP Component Analysis Using a Spatiotemporal LCMV Beamformer. <i>IEEE Transactions on Biomedical Engineering</i> , 2016, 63, 55-66.	4.2	42
6	Response-Related Potentials during Semantic Priming: The Effect of a Speeded Button Response Task on ERPs. <i>PLoS ONE</i> , 2014, 9, e87650.	2.5	29
7	Analysis of Functional Connectivity and Oscillatory Power Using DICS: From Raw MEG Data to Group-Level Statistics in Python. <i>Frontiers in Neuroscience</i> , 2018, 12, 586.	2.8	21
8	Reconstructing meaning from bits of information. <i>Nature Communications</i> , 2019, 10, 927.	12.8	21
9	Good scientific practice in EEG and MEG research: Progress and perspectives. <i>NeuroImage</i> , 2022, 257, 119056.	4.2	15
10	Seven quick tips for analysis scripts in neuroimaging. <i>PLoS Computational Biology</i> , 2020, 16, e1007358.	3.2	13
11	The neural representation of abstract words may arise through grounding word meaning in language itself. <i>Human Brain Mapping</i> , 2021, 42, 4973-4984.	3.6	12
12	Steady State Visual Evoked Potential Based Computer Gaming - The Maze. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012, , 28-37.	0.3	9
13	Guessing What's on Your Mind: Using the N400 in Brain Computer Interfaces. <i>Lecture Notes in Computer Science</i> , 2010, , 180-191.	1.3	8
14	Brain-computer interface research at Katholieke Universiteit Leuven. , 2011, , .		6
15	Exploring the Organization of Semantic Memory through Unsupervised Analysis of Event-related Potentials. <i>Journal of Cognitive Neuroscience</i> , 2018, 30, 381-392.	2.3	6
16	Amplitude of N400 component unaffected by lexical priming for moderately constraining sentences. , 2014, , .		5
17	Post-hoc modification of linear models: Combining machine learning with domain information to make solid inferences from noisy data. <i>NeuroImage</i> , 2020, 204, 116221.	4.2	5
18	Subject-adaptive steady-state visual evoked potential detection for brain-computer interface. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
19	Decoding Phase-Based Information from Steady-State Visual Evoked Potentials with Use of Complex-Valued Neural Network. Lecture Notes in Computer Science, 2011, , 135-143.	1.3	4
20	Decoding phase-based information from SSVEP recordings: A comparative study. , 2011, , .		2
21	DECODING SSVEP RESPONSES BASED ON PARAFAC DECOMPOSITION. , 2012, , .		2
22	Looking around with your brain in a virtual world. , 2011, , .		1
23	How does the brain process mild versus strong violations in music? A pilot study using event-related potentials. , 2017, , .		1
24	Feasibility of Error-Related Potential Detection as Novelty Detection Problem in P300 Mind Spelling. Lecture Notes in Computer Science, 2012, , 293-301.	1.3	1
25	Combining object detection and brain computer interfacing: Towards a new way of subject-environment interaction. , 2011, , .		0
26	Opinion Elicitation in Second Life. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 252-257.	0.3	0