Marijn van Vliet

List of Publications by Year
in descending order

26 papers	463 citations	1040056 9 h-index	940533 16 g-index
32 all docs	32 docs citations	32 times ranked	536 citing authors

#	Article	IF	Citations
1	Good scientific practice in EEG and MEG research: Progress and perspectives. NeuroImage, 2022, 257, 119056.	4.2	15
2	The neural representation of abstract words may arise through grounding word meaning in language itself. Human Brain Mapping, 2021, 42, 4973-4984.	3.6	12
3	Post-hoc modification of linear models: Combining machine learning with domain information to make solid inferences from noisy data. NeuroImage, 2020, 204, 116221.	4.2	5
4	Seven quick tips for analysis scripts in neuroimaging. PLoS Computational Biology, 2020, 16, e1007358.	3.2	13
5	Reconstructing meaning from bits of information. Nature Communications, 2019, 10, 927.	12.8	21
6	MNE-BIDS: Organizing electrophysiological data into the BIDS format and facilitating their analysis. Journal of Open Source Software, 2019, 4, 1896.	4.6	65
7	Exploring the Organization of Semantic Memory through Unsupervised Analysis of Event-related Potentials. Journal of Cognitive Neuroscience, 2018, 30, 381-392.	2.3	6
8	Analysis of Functional Connectivity and Oscillatory Power Using DICS: From Raw MEG Data to Group-Level Statistics in Python. Frontiers in Neuroscience, 2018, 12, 586.	2.8	21
9	How does the brain process mild versus strong violations in music? A pilot study using event-related potentials. , 2017, , .		1
10	Single-Trial ERP Component Analysis Using a Spatiotemporal LCMV Beamformer. IEEE Transactions on Biomedical Engineering, 2016, 63, 55-66.	4.2	42
11	Amplitude of N400 component unaffected by lexical priming for moderately constraining sentences. , 2014, , .		5
12	Response-Related Potentials during Semantic Priming: The Effect of a Speeded Button Response Task on ERPs. PLoS ONE, 2014, 9, e87650.	2.5	29
13	Steady-State Visual Evoked Potential-Based Computer Gaming on a Consumer-Grade EEG Device. IEEE Transactions on Games, 2013, 5, 100-110.	1.4	54
14	Sampled sinusoidal stimulation profile and multichannel fuzzy logic classification for monitor-based phase-coded SSVEP brain–computer interfacing. Journal of Neural Engineering, 2013, 10, 036011.	3.5	92
15	Steady State Visual Evoked Potential Based Computer Gaming – The Maze. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 28-37.	0.3	9
16	Designing a brain-computer interface controlled video-game using consumer grade EEG hardware. , 2012, , .		43
17	DECODING SSVEP RESPONSES BASED ON PARAFAC DECOMPOSITION. , 2012, , .		2
18	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

#	Article	IF	Citations
19	Looking around with your brain in a virtual world. , 2011, , .		1
20	Decoding phase-based information from SSVEP recordings: A comparative study. , 2011, , .		2
21	Brain-computer interface research at Katholieke Universiteit Leuven. , 2011, , .		6
22	Subject-adaptive steady-state visual evoked potential detection for brain-computer interface. , 2011, , .		4
23	Combining object detection and brain computer interfacing: Towards a new way of subject-environment interaction. , 2011, , .		0
24	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
25	Guessing What's on Your Mind: Using the N400 in Brain Computer Interfaces. Lecture Notes in Computer Science, 2010, , 180-191.	1.3	8
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