Ned T Sahin

List of Publications by Year
in descending order

14	1,258	687363	1058476
papers	citations	13	14
		h-index	g-index

20	20	20	1679
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Sequential Processing of Lexical, Grammatical, and Phonological Information Within Broca's Area. Science, 2009, 326, 445-449.	12.6	383
2	Dynamic circuit motifs underlying rhythmic gain control, gating and integration. Nature Neuroscience, 2014, 17, 1031-1039.	14.8	294
3	Abstract Grammatical Processing of Nouns and Verbs in Broca's Area: Evidence from FMRI. Cortex, 2006, 42, 540-562.	2.4	111
4	Feasibility of an Autism-Focused Augmented Reality Smartglasses System for Social Communication and Behavioral Coaching. Frontiers in Pediatrics, 2017, 5, 145.	1.9	108
5	Improved Socio-Emotional and Behavioral Functioning in Students with Autism Following School-Based Smartglasses Intervention: Multi-Stage Feasibility and Controlled Efficacy Study. Behavioral Sciences (Basel, Switzerland), 2018, 8, 85.	2.1	50
6	Improvement of Attention-Deficit/Hyperactivity Disorder Symptoms in School-Aged Children, Adolescents, and Young Adults With Autism via a Digital Smartglasses-Based Socioemotional Coaching Aid: Short-Term, Uncontrolled Pilot Study. JMIR Mental Health, 2018, 5, e25.	3.3	46
7	Safety and Lack of Negative Effects of Wearable Augmented-Reality Social Communication Aid for Children and Adults with Autism. Journal of Clinical Medicine, 2018, 7, 188.	2.4	45
8	Social Communication Coaching Smartglasses: Well Tolerated in a Diverse Sample of Children and Adults With Autism. JMIR MHealth and UHealth, 2017, 5, e140.	3.7	45
9	Second Version of Google Glass as a Wearable Socio-Affective Aid: Positive School Desirability, High Usability, and Theoretical Framework in a Sample of Children with Autism. JMIR Human Factors, 2018, 5, e1.	2.0	38
10	Concussion Assessment With Smartglasses: Validation Study of Balance Measurement Toward a Lightweight, Multimodal, Field-Ready Platform. JMIR MHealth and UHealth, 2018, 6, e15.	3.7	27
11	Longitudinal Socio-Emotional Learning Intervention for Autism via Smartglasses: Qualitative School Teacher Descriptions of Practicality, Usability, and Efficacy in General and Special Education Classroom Settings. Education Sciences, 2018, 8, 107.	2.6	25
12	Digital Suicide Prevention: Can Technology Become a Game-changer?. Innovations in Clinical Neuroscience, 2016, 13, 16-20.	0.1	24
13	Case Study of a Digital Augmented Reality Intervention for Autism in School Classrooms: Associated With Improved Social Communication, Cognition, and Motivation via Educator and Parent Assessment. Frontiers in Education, 2018, 3, .	2.1	23
14	Digital Attention-Related Augmented-Reality Game: Significant Correlation between Student Game Performance and Validated Clinical Measures of Attention-Deficit/Hyperactivity Disorder (ADHD). Children, 2019, 6, 72.	1.5	19