

# Nick J Reed

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6125504/publications.pdf>

Version: 2024-02-01

20  
papers

803  
citations

840776

11  
h-index

839539

18  
g-index

20  
all docs

20  
docs citations

20  
times ranked

671  
citing authors

#	ARTICLE	IF	CITATIONS
1	Interactive effects of task load and music tempo on psychological, psychophysiological, and behavioural outcomes during simulated driving. <i>Ergonomics</i> , 2022, 65, 915-932.	2.1	5
2	Influence of music on driver psychology and safety-relevant behaviours: a multi-study inductive content analysis. <i>Theoretical Issues in Ergonomics Science</i> , 2022, 23, 643-662.	1.8	4
3	Psychological and psychophysiological effects of music intensity and lyrics on simulated urban driving. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2021, 81, 329-341.	3.7	10
4	Psychological, psychophysiological and behavioural effects of participant-selected vs. researcher-selected music in simulated urban driving. <i>Applied Ergonomics</i> , 2021, 96, 103436.	3.1	11
5	Ethics of automated vehicles: breaking traffic rules for road safety. <i>Ethics and Information Technology</i> , 2021, 23, 777-789.	3.8	10
6	Validation of the driver behaviour questionnaire using behavioural data from an instrumented vehicle and high-fidelity driving simulator. <i>Accident Analysis and Prevention</i> , 2015, 75, 245-251.	5.7	74
7	Driving next to automated vehicle platoons: How do short time headways influence non-platoon drivers' longitudinal control?. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2014, 27, 264-273.	3.7	79
8	Do drivers reduce their headway to a lead vehicle because of the presence of platoons in traffic? A conformity study conducted within a simulator. <i>IET Intelligent Transport Systems</i> , 2013, 7, 230-235.	3.0	11
9	Preferred or adopted time headway? A driving simulator study. , 2013, , 153-159.		2
10	Implicit knowledge and motor skill: What people who know how to catch don't know. <i>Consciousness and Cognition</i> , 2010, 19, 63-76.	1.5	51
11	Complexity of Traffic Interactions: Improving Behavioural Intelligence in Driving Simulation Scenarios. <i>Understanding Complex Systems</i> , 2009, , 201-209.	0.6	8
12	How soccer players head the ball: A test of optic acceleration cancellation theory with virtual reality. <i>Vision Research</i> , 2008, 48, 1479-1487.	1.4	26
13	Multisensory In-Car Warning Signals for Collision Avoidance. <i>Human Factors</i> , 2007, 49, 1107-1114.	3.5	182
14	Assessing the effectiveness of 'intuitive' vibrotactile warning signals in preventing front-to-rear-end collisions in a driving simulator. <i>Accident Analysis and Prevention</i> , 2006, 38, 988-996.	5.7	134
15	The generalized optic acceleration cancellation theory of catching.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2006, 32, 139-148.	0.9	53
16	Are automated actions beyond conscious access?. , 2005, , 359-372.		0
17	How fielders arrive in time to catch the ball. <i>Nature</i> , 2003, 426, 244-245.	27.8	48
18	The optic trajectory is not a lot of use if you want to catch the ball.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2002, 28, 1499-1501.	0.9	31

#	ARTICLE	IF	CITATIONS
19	The optic trajectory is not a lot of use if you want to catch the ball.. Journal of Experimental Psychology: Human Perception and Performance, 2002, 28, 1499-1501.	0.9	6
20	Toward a unified fielder theory: What we do not yet know about how people run to catch a ball.. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1347-1355.	0.9	58