Stephen A Palmisano

List of Publications by Year
in descending order

122 papers	2,933 citations	159585 30 h-index	206112 48 g-index
125 all docs	125 docs citations	125 times ranked	1231 citing authors

#	Article	IF	Citations
1	Future challenges for vection research: definitions, functional significance, measures, and neural bases. Frontiers in Psychology, 2015, 6, 193.	2.1	161
2	Vection and cybersickness generated by head-and-display motion in the Oculus Rift. Displays, 2017, 46, 1-8.	3.7	137
3	Global-Perspective Jitter Improves Vection in Central Vision. Perception, 2000, 29, 57-67.	1.2	91
4	Postural stability predicts the likelihood of cybersickness in active HMD-based virtual reality. Displays, 2019, 58, 3-11.	3.7	90
5	Jitter and Size Effects on Vection are Immune to Experimental Instructions and Demands. Perception, 2004, 33, 987-1000.	1.2	85
6	Effects of steering locomotion and teleporting on cybersickness and presence in HMD-based virtual reality. Virtual Reality, 2020, 24, 453-468.	6.1	83
7	Vection Change Exacerbates Simulator Sickness in Virtual Environments. Presence: Teleoperators and Virtual Environments, 2008, 17, 283-292.	0.6	78
8	Perceiving self-motion in depth: The role of stereoscopic motion and changing-size cues. Perception & Psychophysics, 1996, 58, 1168-1176.	2.3	76
9	Combined Pitch and Roll and Cybersickness in a Virtual Environment. Aviation, Space, and Environmental Medicine, 2009, 80, 941-945.	0.5	76
10	Simulated Viewpoint Jitter Shakes Sensory Conflict Accounts of Vection. Seeing and Perceiving, 2011, 24, 173-200.	0.3	76
11	Stereoscopic perception of real depths at large distances. Journal of Vision, 2010, 10, 19-19.	0.3	66
12	Consistent Stereoscopic Information Increases the Perceived Speed of Vection in Depth. Perception, 2002, 31, 463-480.	1.2	61
13	The Oculus Rift: a cost-effective tool for studying visual-vestibular interactions in self-motion perception. Frontiers in Psychology, 2015, 6, 248.	2.1	59
14	Stimulus Eccentricity and Spatial Frequency Interact to Determine Circular Vection. Perception, 1998, 27, 1067-1077.	1.2	57
15	Accelerating Self-Motion Displays Produce More Compelling Vection in Depth. Perception, 2008, 37, 22-33.	1.2	55
16	Nonlinear characterization of a simple process in human vision. Journal of Vision, 2009, 9, 1-1.	0.3	55
17	Effects of postural stability, active control, exposure duration and repeated exposures on HMD induced cybersickness. Displays, 2019, 60, 9-17.	3.7	55
18	Coherent Perspective Jitter Induces Visual Illusions of Self-Motion. Perception, 2003, 32, 97-110.	1.2	53

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19	Vertical Display Oscillation Effects on Forward Vection and Simulator Sickness. Aviation, Space, and Environmental Medicine, 2007, 78, 951-956.	0.5	53
20	Investigating the process of mine rescuers' safety training with immersive virtual reality: A structural equation modelling approach. Computers and Education, 2020, 153, 103891.	8.3	51
21	Effects of dynamic field-of-view restriction on cybersickness and presence in HMD-based virtual reality. Virtual Reality, 2021, 25, 433-445.	6.1	51
22	Predicting vection and visually induced motion sickness based on spontaneous postural activity. Experimental Brain Research, 2018, 236, 315-329.	1.5	50
23	Multisensory integration and the experience of scene instability, presence and cybersickness in virtual environments. Computers in Human Behavior, 2020, 113, 106484.	8.5	50
24	Cybersickness in Head-Mounted Displays Is Caused by Differences in the User's Virtual and Physical Head Pose. Frontiers in Virtual Reality, 2020, 1, .	3.7	47
25	Effects of active and passive viewpoint jitter on vection in depth. Brain Research Bulletin, 2008, 77, 335-342.	3.0	46
26	Expanding and Contracting Optic-Flow Patterns and Vection. Perception, 2008, 37, 704-711.	1.2	46
27	Vection in Depth during Consistent and Inconsistent Multisensory Stimulation. Perception, 2011, 40, 155-174.	1.2	44
28	Effects of gaze on vection from jittering, oscillating, and purely radial optic flow. Attention, Perception, and Psychophysics, 2009, 71, 1842-1853.	1.3	43
29	Chaos in Balance: Non-Linear Measures of Postural Control Predict Individual Variations in Visual Illusions of Motion. PLoS ONE, 2014, 9, e113897.	2.5	41
30	Spontaneous postural sway predicts the strength of smooth vection. Experimental Brain Research, 2014, 232, 1185-1191.	1.5	34
31	Effects of Simulated Viewpoint Jitter on Visually Induced Postural Sway. Perception, 2009, 38, 442-453.	1.2	31
32	Independent modulation of motion and vection aftereffects revealed by using coherent oscillation and random jitter in optic flow. Vision Research, 2011, 51, 2499-2508.	1.4	29
33	Eccentric gaze dynamics enhance vection in depth. Journal of Vision, 2010, 10, 7-7.	0.3	28
34	Vection in Depth during Treadmill Walking. Perception, 2013, 42, 562-576.	1.2	27
35	The Oscillating Potential Model of Visually Induced Vection. I-Perception, 2017, 8, 204166951774217.	1.4	27
36	Horizontal fixation point oscillation and simulated viewpoint oscillation both increase vection in depth. Journal of Vision, 2012, 12, 15-15.	0.3	26

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37	Visually mediated eye movements regulate the capture of optic flow in self-motion perception. Experimental Brain Research, 2010, 202, 355-361.	1.5	25
38	The search for instantaneous vection: An oscillating visual prime reduces vection onset latency. PLoS ONE, 2018, 13, e0195886.	2.5	25
39	Examining the potential of virtual reality to deliver remote rehabilitation. Computers in Human Behavior, 2020, 105, 106223.	8.5	25
40	Identifying Objective EEG Based Markers of Linear Vection in Depth. Frontiers in Psychology, 2016, 7, 1205.	2.1	24
41	Visual Perception of Touchdown Point During Simulated Landing.. Journal of Experimental Psychology: Applied, 2005, 11, 19-32.	1.2	22
42	Face Viewpoint Effects about Three Axes: The Role of Configural and Featural Processing. Perception, 2011, 40, 761-784.	1.2	22
43	Stereoscopic advantages for vection induced by radial, circular, and spiral optic flows. Journal of Vision, 2016, 16, 7.	0.3	22
44	Display Lag and Gain Effects on Vection Experienced by Active Observers. Aviation, Space, and Environmental Medicine, 2011, 82, 763-769.	0.5	21
45	The Role of Perceived Speed in Vection: Does Perceived Speed Modulate the Jitter and Oscillation Advantages?. PLoS ONE, 2014, 9, e92260.	2.5	21
46	Simulated Angular Head Oscillation Enhances Vection in Depth. Perception, 2012, 41, 402-414.	1.2	19
47	Vection during Conflicting Multisensory Information about the Axis, Magnitude, and Direction of Self-Motion. Perception, 2012, 41, 253-267.	1.2	18
48	Perception of smooth and perturbed vection in short-duration microgravity. Experimental Brain Research, 2012, 223, 479-487.	1.5	17
49	Influence of head orientation and viewpoint oscillation on linear vection1. Journal of Vestibular Research: Equilibrium and Orientation, 2012, 22, 105-116.	2.0	17
50	Vection Is Enhanced by Increased Exposure to Optic Flow. I-Perception, 2018, 9, 204166951877406.	1.4	17
51	Frequencyâ€dependent and montageâ€based differences in phosphene perception thresholds via transcranial alternating current stimulation. Bioelectromagnetics, 2019, 40, 365-374.	1.6	17
52	Monocular Viewing Protects Against Cybersickness Produced by Head Movements in the Oculus Rift. , 2019, , .		17
53	Things are Looking up: Differential Decline in Face Recognition following Pitch and Yaw Rotation. Perception, 2007, 36, 1334-1352.	1.2	16
54	Effects of Linear Visual-Vestibular Conflict on Presence, Perceived Scene Stability and Cybersickness in the Oculus Go and Oculus Quest. Frontiers in Virtual Reality, 2021, 2, .	3.7	16

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55	Reductions in sickness with repeated exposure to HMD-based virtual reality appear to be game-specific. Virtual Reality, 2022, 26, 1373-1389.	6.1	16
56	Method for estimating display lag in the Oculus Rift S and CV1. , 2019, , .		15
57	Illusory scene distortion occurs during perceived self-rotation in roll. Vision Research, 2006, 46, 4048-4058.	1.4	14
58	Binocular contributions to linear vertical vection. Journal of Vision, 2014, 14, 5-5.	0.3	14
59	Walking without optic flow reduces subsequent vection. Experimental Brain Research, 2015, 233, 275-281.	1.5	14
60	The Shepardâ€"Risset glissando: music that moves you. Experimental Brain Research, 2017, 235, 3111-3127.	1.5	14
61	Pilot gaze and glideslope control. ACM Transactions on Applied Perception, 2010, 7, 1-18.	1.9	13
62	Depth Interval Estimates from Motion Parallax and Binocular Disparity beyond Interaction Space. Perception, 2011, 40, 39-49.	1.2	13
63	Cortical Correlates of the Simulated Viewpoint Oscillation Advantage for Vection. Multisensory Research, 2017, 30, 739-761.	1.1	13
64	Comfortable Locomotion in VR: Teleportation is Not a Complete Solution. , 2019, , .		12
65	Costâ€"benefit analysis of virtual reality-based training for emergency rescue workers: a socio-technical systems approach. Virtual Reality, 2021, 25, 1071-1086.	6.1	12
66	Binocular Disparity Magnitude Affects Perceived Depth Magnitude despite Inversion of Depth Order. Perception, 2011, 40, 975-988.	1.2	11
67	Stereoscopic discrimination of the layout of ground surfaces. Journal of Vision, 2009, 9, 8-8.	0.3	10
68	The Face Inversion Effect Following Pitch and Yaw Rotations: Investigating the Boundaries of Holistic Processing. Frontiers in Psychology, 2012, 3, 563.	2.1	10
69	Virtual SwimmingÂâ€" Breaststroke Body Movements Facilitate Vection. Multisensory Research, 2013, 26, 267-275.	1.1	10
70	Vection Induced by Illusory Motion in a Stationary Image. Perception, 2013, 42, 1001-1005.	1.2	10
71	Evidence against an ecological explanation of the jitter advantage for vection. Frontiers in Psychology, 2014, 5, 1297.	2.1	10
72	Retinal and Cortical Contributions to Phosphenes During Transcranial Electrical Current Stimulation. Bioelectromagnetics, 2021, 42, 146-158.	1.6	10

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73	Vection Can Be Induced without Global-Motion Awareness. Perception, 2012, 41, 493-497.	1.2	9
74	Relative Visual Oscillation Can Facilitate Visually Induced Self-Motion Perception. I-Perception, 2016, 7, 204166951666190.	1.4	9
75	Vection depends on perceived surface properties. Attention, Perception, and Psychophysics, 2016, 78, 1163-1173.	1.3	9
76	View specific generalisation effects in face recognition: Front and yaw comparison views are better than pitch. PLoS ONE, 2018, 13, e0209927.	2.5	9
77	The Shepardâ€“Risset Glissando: Identifying the Origins of Metaphorical Auditory Vection and Motion Sickness. Multisensory Research, 2020, 33, 61-86.	1.1	8
78	Spatial presence depends on â€˜couplingâ€™ between body sway and visual motion presented on head-mounted displays (HMDs). Applied Ergonomics, 2021, 92, 103355.	3.1	8
79	The Factors Affecting the Quality of Learning Process and Outcome in Virtual Reality Environment for Safety Training in the Context of Mining Industry. Advances in Intelligent Systems and Computing, 2019, , 404-411.	0.6	8
80	Vision and Virtual Environments. Human Factors and Ergonomics, 2014, , 39-85.	0.0	8
81	Effects of scenery, lighting, glideslope, and experience on timing the landing flare.. Journal of Experimental Psychology: Applied, 2008, 14, 236-246.	1.2	7
82	Second-Order Motion is Less Efficient at Modulating Vection Strength. Seeing and Perceiving, 2012, 25, 213-221.	0.3	7
83	Directionless Vection: A New Illusory Self-Motion Perception. I-Perception, 2012, 3, 775-777.	1.4	7
84	Hunger Enhances Vertical Vection. Perception, 2012, 41, 1003-1006.	1.2	7
85	Effects of head-display lag on presence in the oculus rift. , 2018, , .		7
86	Vection strength increases with simulated eye-separation. Attention, Perception, and Psychophysics, 2019, 81, 281-295.	1.3	7
87	Divergent Thinking Influences the Perception of Ambiguous Visual Illusions. Perception, 2021, 50, 418-437.	1.2	7
88	Expanding and contracting optical flow patterns and simulator sickness. Aviation, Space, and Environmental Medicine, 2007, 78, 383-6.	0.5	7
89	The role of attention in processing configural and shape information in 3-D novel objects. Visual Cognition, 2006, 13, 623-642.	1.6	6
90	Evaluating 360-Virtual Reality for Mining Industryâ€™s Safety Training. Communications in Computer and Information Science, 2017, , 555-561.	0.5	6

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91	Vision Impairment Provides New Insight Into Self-Motion Perception. , 2021, 62, 4.		6
92	Lessons Learned From Immersive and Desktop VR Training of Mines Rescuers. Frontiers in Virtual Reality, 2021, 2, .	3.7	6
93	Effects of horizontal and vertical additive disparity noise on stereoscopic corrugation detection. Vision Research, 2001, 41, 3133-3143.	1.4	5
94	Effect of decorrelation on 3-D grating detection with static and dynamic random-dot stereograms. Vision Research, 2006, 46, 57-71.	1.4	5
95	Effects of display lag on vection and presence in the Oculus Rift HMD. Virtual Reality, 2022, 26, 425-436.	6.1	5
96	The configural advantage in object change detection persists across depth rotation. Perception & Psychophysics, 2006, 68, 1254-1263.	2.3	4
97	Effects of luminance contrast, averaged luminance and spatial frequency on vection. Experimental Brain Research, 2021, 239, 3507-3525.	1.5	4
98	Vection in depth during treadmill locomotion. Journal of Vision, 2012, 12, 181-181.	0.3	4
99	Independent Effects of Local and Global Binocular Disparity on the Perceived Convexity of Stereoscopically Presented Faces in Scenes. Perception, 2012, 41, 168-174.	1.2	3
100	Perceived Gravitoinertial Force During Vection. Aviation, Space, and Environmental Medicine, 2013, 84, 971-974.	0.5	3
101	Monocular and binocular edges enhance the perception of stereoscopic slant. Vision Research, 2014, 100, 113-123.	1.4	3
102	The Nature and Timing of Tele-Pseudoscopic Experiences. I-Perception, 2016, 7, 204166951562579.	1.4	3
103	Age-related effects of increasing postural challenge on eye movement onset latencies to visual targets. Experimental Brain Research, 2016, 234, 1599-1609.	1.5	3
104	Can We Predict Susceptibility to Cybersickness?. , 2019, , .		3
105	The stereoscopic advantage for vection persists despite reversed disparity. Attention, Perception, and Psychophysics, 2020, 82, 2098-2118.	1.3	3
106	The time course of configural change detection for novel 3-D objects. Attention, Perception, and Psychophysics, 2010, 72, 999-1012.	1.3	2
107	Refractive Error and Monocular Viewing Strengthen the Hollow-Face Illusion. Perception, 2012, 41, 1281-1285.	1.2	2
108	Change Magnitude Does Not Guide Attention in an Object Change Detection Task. Perception, 2015, 44, 93-99.	1.2	2

#	ARTICLE	IF	CITATIONS
109	Vection induced by low-level motion extracted from complex animation films. Experimental Brain Research, 2019, 237, 3321-3332.	1.5	2
110	Unexpected Vection Exacerbates Cybersickness During HMD-Based Virtual Reality. Frontiers in Virtual Reality, 2022, 3, .	3.7	2
111	Effect of ambient lighting on frequency dependence in transcranial electrical stimulation-induced phosphenes. Scientific Reports, 2022, 12, 7775.	3.3	2
112	Effects of image intensifier halo on perceived layout. , 2007, , .		1
113	Time-to-Contact Perception During Simulated Night Landing. The International Journal of Aviation Psychology, 2008, 18, 207-223.	0.7	1
114	A Qualitative Evaluation of the Role of Virtual Reality as a Safety Training Tool for the Mining Industry. Lecture Notes in Computer Science, 2018, , 188-200.	1.3	1
115	Postural and viewpoint oscillation effects on the perception of self-motion.. Journal of Vision, 2012, 12, 576-576.	0.3	1
116	The Neural Correlates of Vection - an fMRI study. Journal of Vision, 2015, 15, 1007.	0.3	1
117	Differences in virtual and physical head orientation predict sickness during head-mounted display based virtual reality. Journal of Vision, 2021, 21, 1966.	0.3	0
118	Spontaneous postural instability predicts susceptibility to smooth vection. Journal of Vision, 2013, 13, 703-703.	0.3	0
119	Perception of smooth and perturbed vection in short-duration microgravity. Journal of Vision, 2013, 13, 702-702.	0.3	0
120	Heading Perception with Simulated Visual Defects. Journal of Vision, 2015, 15, 1015.	0.3	0
121	A Pilot Study Examining the Unexpected Vection Hypothesis of Cybersickness.. , 2021, , .		0
122	Pseudoscopic vection: Reversing stereo continues to improve self-motion perception despite increased conflict.. Journal of Vision, 2020, 20, 339.	0.3	0