

Jeunghun Ku

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6993689/publications.pdf>

Version: 2024-02-01

31
papers

699
citations

623734

14
h-index

580821

25
g-index

31
all docs

31
docs citations

31
times ranked

1164
citing authors

#	ARTICLE	IF	CITATIONS
1	Distraction Classification During Target Tracking Tasks Involving Target and Cursor Flickering Using EEGNet. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2022, 30, 1113-1119.	4.9	4
2	Brain-computer interface-based action observation combined with peripheral electrical stimulation enhances corticospinal excitability in healthy subjects and stroke patients. Journal of Neural Engineering, 2022, 19, 036039.	3.5	2
3	Deactivation of anterior cingulate cortex during virtual social interaction in obsessive-compulsive disorder. Psychiatry Research - Neuroimaging, 2020, 304, 111154.	1.8	3
4	Clinical Application of Virtual Reality for Upper Limb Motor Rehabilitation in Stroke: Review of Technologies and Clinical Evidence. Journal of Clinical Medicine, 2020, 9, 3369.	2.4	97
5	Superior Facilitation of an Action Observation Network by Congruent Character Movements in Brain-computer Interface Action-Observation Games. Cyberpsychology, Behavior, and Social Networking, 2020, 24, 566-572.	3.9	0
6	Development of a flickering action video based steady state visual evoked potential triggered brain computer interface-functional electrical stimulation for a rehabilitative action observation game. Technology and Health Care, 2020, 28, 509-519.	1.2	5
7	Transcranial Direct Current Stimulation Effect on Virtual Hand Illusion. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 541-549.	3.9	2
8	Development of Brain Computer Interface based Action Observation Program with Functional Electrical Stimulation device(FES). , 2019, , .		0
9	High engagement in BCI action observation game by relevant character's movement. , 2019, , .		4
10	Brain Computer Interface-Based Action Observation Game Enhances Mu Suppression in Patients with Stroke. Electronics (Switzerland), 2019, 8, 1466.	3.1	12
11	Three-Dimensional Augmented Reality System for Balance and Mobility Rehabilitation in the Elderly: A Randomized Controlled Trial. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 132-141.	3.9	37
12	Multiple-command single-frequency SSVEP-based BCI system using flickering action video. Journal of Neuroscience Methods, 2019, 314, 21-27.	2.5	5
13	A Brain-computer Interface-Based Action Observation Game That Enhances Mu Suppression. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 2290-2296.	4.9	17
14	Novel Virtual Reality Application in Field of Neurorehabilitation. Brain & Neurorehabilitation, 2018, 11, .	1.0	2
15	Mobile Game Induces Active Engagement on Neuromuscular Electrical Stimulation Training in Patients with Stroke. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 504-510.	3.9	4
16	The left middle temporal gyrus in the middle of an impaired social-affective communication network in social anxiety disorder. Journal of Affective Disorders, 2017, 214, 53-59.	4.1	43
17	Flickering exercise video produces mirror neuron system (MNS) activation and steady state visually evoked potentials (SSVEPs). Biomedical Engineering Letters, 2017, 7, 281-286.	4.1	11
18	Mirror neuron system (MNS) activation and steady state visually evoked potential (SSVEP) evocation by flickering exercise video. , 2017, , .		0

#	ARTICLE	IF	CITATIONS
19	Mobile game-based virtual reality rehabilitation program for upper limb dysfunction after ischemic stroke. <i>Restorative Neurology and Neuroscience</i> , 2016, 34, 455-463.	0.7	74
20	Looking at the self in front of others: Neural correlates of attentional bias in social anxiety. <i>Journal of Psychiatric Research</i> , 2016, 75, 31-40.	3.1	32
21	Virtual Reality-Guided Motor Imagery Increases Corticomotor Excitability in Healthy Volunteers and Stroke Patients. <i>Annals of Rehabilitation Medicine</i> , 2016, 40, 420.	1.6	17
22	Utility of a Three-Dimensional Interactive Augmented Reality Program for Balance and Mobility Rehabilitation in the Elderly: A Feasibility Study. <i>Annals of Rehabilitation Medicine</i> , 2015, 39, 462.	1.6	31
23	A comparison of MRI tissue relaxometry and ROI methods used to determine regional brain iron concentrations in restless legs syndrome. <i>Medical Devices: Evidence and Research</i> , 2015, 8, 341.	0.8	9
24	Effect of hypertension on the resting-state functional connectivity in patients with Alzheimer's disease (AD). <i>Archives of Gerontology and Geriatrics</i> , 2015, 60, 210-216.	3.0	20
25	Upper Extremity Rehabilitation using Virtual Reality after Stroke. <i>Brain & Neurorehabilitation</i> , 2014, 7, 30.	1.0	1
26	Resting-state synchrony between anterior cingulate cortex and precuneus relates to body shape concern in anorexia nervosa and bulimia nervosa. <i>Psychiatry Research - Neuroimaging</i> , 2014, 221, 43-48.	1.8	83
27	Distinct functional connectivity of limbic network in the washing type obsessive-compulsive disorder. <i>Progress in Neuro-Psychopharmacology and Biological Psychiatry</i> , 2014, 53, 149-155.	4.8	19
28	Randomized, Sham Controlled Trial of Transcranial Direct Current Stimulation for Painful Diabetic Polyneuropathy. <i>Annals of Rehabilitation Medicine</i> , 2013, 37, 766.	1.6	67
29	Brain mechanism involved in the real motion interaction with a virtual avatar. <i>Biomedical Engineering Letters</i> , 2012, 2, 164-172.	4.1	3
30	Upper extremity rehabilitation of stroke: Facilitation of corticospinal excitability using virtual mirror paradigm. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2012, 9, 71.	4.6	61
31	Facilitation of Corticospinal Excitability According to Motor Imagery and Mirror Therapy in Healthy Subjects and Stroke Patients. <i>Annals of Rehabilitation Medicine</i> , 2011, 35, 747.	1.6	34