

Filip Dechterenko

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7407001/publications.pdf>

Version: 2024-02-01

47
papers

304
citations

1040056

9
h-index

996975

15
g-index

55
all docs

55
docs citations

55
times ranked

317
citing authors

#	ARTICLE	IF	CITATIONS
1	Reducing misclassification of mild cognitive impairment based on base rate information from the Uniform data set. <i>Aging, Neuropsychology, and Cognition</i> , 2023, 30, 301-320.	1.3	2
2	A community-sourced glossary of open scholarship terms. <i>Nature Human Behaviour</i> , 2022, 6, 312-318.	12.0	28
3	Tracking multiple fish. <i>PeerJ</i> , 2022, 10, e13031.	2.0	0
4	False memories when viewing overlapping scenes. <i>PeerJ</i> , 2022, 10, e13187.	2.0	1
5	To Quiz or to Shoot When Practicing Grammar? Catching and Holding the Interest of Child Learners: A Field Study. <i>Frontiers in Psychology</i> , 2022, 13, 856623.	2.1	0
6	The intra-session reliability of functional connectivity during naturalistic viewing conditions. <i>Psychophysiology</i> , 2022, , e14075.	2.4	1
7	Validity of the Czech Translation of the Adult Attention-Deficit/Hyperactivity Disorder (ADHD) Self-Report Scale (ASRS). <i>Frontiers in Psychology</i> , 2022, 13, .	2.1	2
8	Prevalence of ADHD Symptomatology in Adult Population in the Czech Republic – A National Study. <i>Journal of Attention Disorders</i> , 2021, 25, 1657-1664.	2.6	6
9	False memories for scenes using the DRM paradigm. <i>Vision Research</i> , 2021, 178, 48-59.	1.4	3
10	Is contextual animation needed in multimedia learning games for children? An eye tracker study. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 305-318.	5.1	3
11	Psychometric Analysis of the Czech Version of the Toronto Empathy Questionnaire. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 5343.	2.6	6
12	Customization in educational computer games and its effect on learning: Experimental study with primary school children. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 1370-1382.	5.1	4
13	The normative data study of the Czech MATRICS consensus cognitive battery. <i>Clinical Neuropsychologist</i> , 2021, 35, S50-S64.	2.3	3
14	Tracking moving objects with attention and working memory. <i>Journal of Vision</i> , 2021, 21, 2106.	0.3	0
15	Drawing ability correlates with visual memory performance. <i>Journal of Vision</i> , 2021, 21, 2345.	0.3	1
16	Registered Replication Report of Weissman, D. H., Jiang, J., & Egner, T. (2014). Determinants of congruency sequence effects without learning and memory confounds. <i>Attention, Perception, and Psychophysics</i> , 2020, 82, 3777-3787.	1.3	3
17	Personality reflection in the brain's intrinsic functional architecture remains elusive. <i>PLoS ONE</i> , 2020, 15, e0232570.	2.5	1
18	ADHD Symptoms in Adults and Time Perspectives – Findings From a Czech National Sample. <i>Frontiers in Psychology</i> , 2020, 11, 950.	2.1	7

#	ARTICLE	IF	CITATIONS
19	Profile of cognitive deficits in schizophrenia and factor structure of the Czech MATRICS Consensus Cognitive Battery. <i>Schizophrenia Research</i> , 2020, 218, 85-92.	2.0	13
20	Cross-Cultural Examination of University Education and Ego Integrity in Late Adulthood: Implications for Policy and Practice. <i>Journal of Aging and Social Policy</i> , 2020, 33, 1-15.	1.6	5
21	Gaze behavior reveals differences between location and identity tracking. <i>Journal of Vision</i> , 2020, 20, 367.	0.3	0
22	Development of psychological time perspective: The types, predictors, and trends. <i>Studia Psychologica</i> , 2020, 62, 259-276.	0.5	1
23	Tracking objects in 1/f noise and plain backgrounds. <i>Journal of Vision</i> , 2020, 20, 479.	0.3	0
24	Personality reflection in the brain's intrinsic functional architecture remains elusive. , 2020, 15, e0232570.		0
25	Personality reflection in the brain's intrinsic functional architecture remains elusive. , 2020, 15, e0232570.		0
26	Personality reflection in the brain's intrinsic functional architecture remains elusive. , 2020, 15, e0232570.		0
27	Personality reflection in the brain's intrinsic functional architecture remains elusive. , 2020, 15, e0232570.		0
28	Visual recognition memory for scenes in aerial photographs: Exploring the role of expertise. <i>Acta Psychologica</i> , 2019, 197, 23-31.	1.5	4
29	Gamifying a Simulation: Do a Game Goal, Choice, Points, and Praise Enhance Learning?. <i>Journal of Educational Computing Research</i> , 2019, 57, 1575-1613.	5.5	18
30	It's Better to Enjoy Learning than Playing: Motivational Effects of an Educational Live Action Role-playing Game. <i>Frontline Learning Research</i> , 2019, 7, 64-90.	0.8	5
31	Does Motivation Enhance Knowledge Acquisition in Digital Game-Based and Multimedia Learning? A Review of Studies from One Lab. <i>Lecture Notes in Computer Science</i> , 2018, , 120-132.	1.3	1
32	Robustness of metrics used for scanpath comparison. , 2018, , .		1
33	Flipping the stimulus: Effects on scanpath coherence?. <i>Behavior Research Methods</i> , 2017, 49, 382-393.	4.0	4
34	The role of cultural background in the personalization principle: Five experiments with Czech learners. <i>Computers and Education</i> , 2017, 112, 37-68.	8.3	16
35	On Realism of Architectural Procedural Models. <i>Computer Graphics Forum</i> , 2017, 36, 225-234.	3.0	9
36	Visual properties and memorising scenes: Effects of image-space sparseness and uniformity. <i>Attention, Perception, and Psychophysics</i> , 2017, 79, 2044-2054.	1.3	22

#	ARTICLE	IF	CITATIONS
37	Network Inference and Maximum Entropy Estimation on Information Diagrams. Scientific Reports, 2017, 7, 7062.	3.3	8
38	Enjoyment or involvement? Affective-motivational mediation during learning from a complex computerized simulation. Computers and Education, 2017, 114, 236-254.	8.3	34
39	Remembering overlapping scenes: higher false alarm rates for unseen parts of scenes. Journal of Vision, 2017, 17, 556.	0.3	0
40	Scene categorisation in the presence of a distractor. Journal of Vision, 2017, 17, 557.	0.3	0
41	Gaze position lagging behind scene content in multiple object tracking: Evidence from forward and backward presentations. Attention, Perception, and Psychophysics, 2016, 78, 2456-2468.	1.3	4
42	Predicting eye movements in multiple object tracking using neural networks. , 2016, , .		1
43	Rogue-Like Games as a Playground for Artificial Intelligence – Evolutionary Approach. Lecture Notes in Computer Science, 2015, , 261-271.	1.3	4
44	The effect of scene category distinctiveness on memory performance. Journal of Vision, 2015, 15, 357.	0.3	0
45	Models of eye movements in multiple object tracking with many objects. , 2014, , .		0
46	Flow, social interaction anxiety and salivary cortisol responses in serious games: A quasi-experimental study. Computers and Education, 2014, 79, 69-100.	8.3	47
47	Personalized messages in a brewery educational simulation: Is the personalization principle less robust than previously thought?. Computers and Education, 2014, 72, 339-366.	8.3	29