

# Andrew T Duchowski

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7986034/publications.pdf>

Version: 2024-02-01

44  
papers

1,988  
citations

567281

15  
h-index

395702

33  
g-index

47  
all docs

47  
docs citations

47  
times ranked

1657  
citing authors

#	ARTICLE	IF	CITATIONS
1	A breadth-first survey of eye-tracking applications. Behavior Research Methods, 2002, 34, 455-470.	1.3	708
2	Eye tracking cognitive load using pupil diameter and microsaccades with fixed gaze. PLoS ONE, 2018, 13, e0203629.	2.5	154
3	Using virtual reality technology for aircraft visual inspection training: presence and comparison studies. Applied Ergonomics, 2002, 33, 559-570.	3.1	126
4	Eye tracking for spatial research: Cognition, computation, challenges. Spatial Cognition and Computation, 2017, 17, 1-19.	1.2	125
5	The Index of Pupillary Activity. , 2018, , .		101
6	Gaze-Contingent Displays: A Review. Cyberpsychology, Behavior and Social Networking, 2004, 7, 621-634.	2.2	86
7	Gaze-based interaction: A 30 year retrospective. Computers and Graphics, 2018, 73, 59-69.	2.5	81
8	Gaze Transition Entropy. ACM Transactions on Applied Perception, 2015, 13, 1-20.	1.9	80
9	Focusing on the essential. Communications of the ACM, 2003, 46, 60-66.	4.5	61
10	3-D eye movement analysis. Behavior Research Methods, 2002, 34, 573-591.	1.3	57
11	Effects of text chunking on subtitling: A quantitative and qualitative examination. Perspectives: Studies in Translation Theory and Practice, 2013, 21, 5-21.	1.3	41
12	Differential privacy for eye-tracking data. , 2019, , .		29
13	Measuring Cognitive Load for Map Tasks Through Pupil Diameter. Lecture Notes in Computer Science, 2016, , 323-337.	1.3	28
14	Comparing estimated gaze depth in virtual and physical environments. , 2014, , .		26
15	Eye movement synthesis. , 2016, , .		22
16	Deep Neural Networks for Low-Cost Eye Tracking. Procedia Computer Science, 2020, 176, 685-694.	2.0	20
17	On spatiochromatic visual sensitivity and peripheral color LOD management. ACM Transactions on Applied Perception, 2009, 6, 1-18.	1.9	19
18	Using Microsaccades to Estimate Task Difficulty During Visual Search of Layered Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2904-2918.	4.4	17

#	ARTICLE	IF	CITATIONS
19	Pupil diameter differentiates expertise in dental radiography visual search. PLoS ONE, 2020, 15, e0223941.	2.5	15
20	Pupillary and microsaccadic responses to cognitive effort and emotional arousal during complex decision making. Journal of Eye Movement Research, 2020, 13, .	0.8	13
21	Assessing how visual search entropy and engagement predict performance in a multiple-objects tracking air traffic control task. Computers in Human Behavior Reports, 2021, 4, 100127.	4.0	12
22	An Automatic Approach to Deadlock Detection and Resolution in Discrete Simulation Systems. INFORMS Journal on Computing, 1997, 9, 195-205.	1.7	10
23	A taxonomy for the design and evaluation of Networked Virtual Environments: its application to collaborative design. International Journal on Interactive Design and Manufacturing, 2008, 2, 17-32.	2.2	10
24	Comparison of eye movement metrics recorded at different sampling rates. , 2012, , .		10
25	Eye contact during live social interaction in incarcerated psychopathic offenders.. Personality Disorders: Theory, Research, and Treatment, 2020, 11, 431-439.	1.3	10
26	Serious gaze. , 2017, , .		9
27	Brake lamp detection in complex and dynamic environments: Recognizing limitations of visual attention and perception. Accident Analysis and Prevention, 2012, 45, 588-599.	5.7	8
28	Sight unseen: The role of online security indicators in visual attention to online privacy information. Journal of Business Research, 2020, 111, 218-240.	10.2	8
29	Dynamics of emotional facial expression recognition in individuals with social anxiety. , 2018, , .		7
30	Attention Dynamics During Emotion Recognition by Deaf and Hearing Individuals. Journal of Deaf Studies and Deaf Education, 2020, 25, 10-21.	1.2	7
31	The Effect of Full Body Versus Partial Body Graphic Labelling on Beverage Packaging. Packaging Technology and Science, 2014, 27, 933-943.	2.8	6
32	Perceptual Adjustment of Eyeball Rotation and Pupil Size Jitter for Virtual Characters. ACM Transactions on Applied Perception, 2018, 15, 1-13.	1.9	6
33	Using Pose Estimation to Map Gaze to Detected Fiducial Markers. Procedia Computer Science, 2020, 176, 3771-3779.	2.0	6
34	A Model of Extended, Semisystematic Visual Search. Human Factors, 2006, 48, 540-554.	3.5	5
35	Perceptual evaluation of synthetic gaze jitter. Computer Animation and Virtual Worlds, 2018, 29, e1745.	1.2	5
36	Empirical evaluation and pathway modeling of visual attention to virtual humans in an appearance fidelity continuum. Journal on Multimodal User Interfaces, 2021, 15, 109-119.	2.9	4

#	ARTICLE	IF	CITATIONS
37	GeoGCD. , 2019, , .		3
38	Photon: Evolution of a Course in Data Structures. Computer Graphics Forum, 2014, 33, 294-304.	3.0	2
39	An inverse-linear logistic model of the main sequence. Journal of Eye Movement Research, 2017, 10, .	0.8	2
40	Predicting visual perceivability of scene objects through spatio-temporal modeling of retinal receptive fields. Neurocomputing, 2021, 453, 667-680.	5.9	1
41	Perceptual Comparison of Procedural and Data-Driven Eye Motion Jitter. , 2019, , .		1
42	Cognitive Feedback Training using 3D Binocular Eye Tracker. Proceedings of the Human Factors and Ergonomics Society, 2001, 45, 1838-1842.	0.3	0
43	Effect of Alternate Feedback Strategies on Performance for a Synthetic Aircraft Visual Inspection Task. Proceedings of the Human Factors and Ergonomics Society, 2003, 47, 2069-2073.	0.3	0
44	GeoGCD. , 2019, , .		0