

Ingrid Scharlau

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8313299/publications.pdf>

Version: 2024-02-01

17
papers

106
citations

1478505

6
h-index

1372567

10
g-index

20
all docs

20
docs citations

20
times ranked

52
citing authors

#	ARTICLE	IF	CITATIONS
1	Does attention speed up processing? Decreases and increases of processing rates in visual prior entry. <i>Journal of Vision</i> , 2015, 15, 1-1.	0.3	22
2	Explanation as a Social Practice: Toward a Conceptual Framework for the Social Design of AI Systems. <i>IEEE Transactions on Cognitive and Developmental Systems</i> , 2021, 13, 717-728.	3.8	20
3	Measuring and modeling salience with the theory of visual attention. <i>Attention, Perception, and Psychophysics</i> , 2017, 79, 1593-1614.	1.3	15
4	Fast and Conspicuous? Quantifying Salience With the Theory of Visual Attention. <i>Advances in Cognitive Psychology</i> , 2016, 12, 20-38.	0.5	11
5	Measuring Attention and Visual Processing Speed by Model-based Analysis of Temporal-order Judgments. <i>Journal of Visualized Experiments</i> , 2017, , .	0.3	9
6	Peripheral Visual Cues: Their Fate in Processing and Effects on Attention and Temporal-Order Perception. <i>Frontiers in Psychology</i> , 2016, 7, 1442.	2.1	7
7	Stuck on a Plateau? A Model-Based Approach to Fundamental Issues in Visual Temporal-Order Judgments. <i>Vision (Switzerland)</i> , 2018, 2, 29.	1.2	6
8	The Role of Saliency in Learning First Words. <i>Frontiers in Psychology</i> , 2019, 10, 1150.	2.1	5
9	Poking Left To Be Right? A Model-Based Analysis of Temporal Order Judged by Mice. <i>Advances in Cognitive Psychology</i> , 2018, 14, 39-50.	0.5	4
10	TVA in the wild: Applying the theory of visual attention to game-like and less controlled experiments. <i>Open Psychology</i> , 2021, 3, 1-46.	0.3	3
11	The time course of salience: not entirely caused by salience. <i>Psychological Research</i> , 2021, , 1.	1.7	2
12	Advances in the application of a computational Theory of Visual Attention (TVA): Moving towards more naturalistic stimuli and game-like tasks. <i>Open Psychology</i> , 2022, 4, 27-46.	0.3	2
13	Kontaktlos lehren?. <i>Hochschulbildung: Lehre Und Forschung</i> , 2021, , 141-154.	0.1	0
14	Self-Assessment-Instrumente. <i>Science Studies</i> , 2013, , 235-252.	0.0	0
15	Ringeln um Sinn. <i>Science Studies</i> , 2013, , 213-232.	0.0	0
16	Title is missing!. <i>Science Studies</i> , 2013, , 312-314.	0.0	0
17	Sensory Substitution Device for the Visually Impaired Using 122 GHz Radar and Tactile Feedback. , 2021, , .		0