Kazumichi Matsumiya

List of Publications by Year
in descending order

59	621	623188	642321
papers	citations	14 h-index	23 g-index

71	71	71	588
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Accuracy and precision of visual and auditory stimulus presentation in virtual reality in Python 2 and 3 environments for human behavior research. Behavior Research Methods, 2022, 54, 729-751.	2.3	4
2	Multiple representations of the body schema for the same body part. Proceedings of the National Academy of Sciences of the United States of America, 2022, 119, .	3.3	6
3	Awareness of voluntary action, rather than body ownership, improves motor control. Scientific Reports, 2021, 11, 418.	1.6	16
4	Contribution of the slow motion mechanism to global motion revealed by an MAE technique. Scientific Reports, 2021, 11, 3995.	1.6	1
5	Eyeâ€“hand coordination reveals the role of body awareness in motor control. Journal of Vision, 2021, 21, 2279.	0.1	0
6	A motion-in-depth model based on inter-ocular velocity to estimate direction in depth. Vision Research, 2020, 172, 11-26.	0.7	3
7	Displacement detection is suppressed by the post-saccadic stimulus. Scientific Reports, 2020, 10, 9273.	1.6	7
8	Separate multisensory integration processes for ownership and localization of body parts. Scientific Reports, 2019, 9, 652.	1.6	17
9	A Generalized Stochastic Implementation of the Disparity Energy Model for Depth Perception. Journal of Signal Processing Systems, 2018, 90, 709-725.	1.4	5
10	Application of stochastic computing in brainware. Nonlinear Theory and Its Applications IEICE, 2018, 9, 406-422.	0.4	2
11	Extracting the orientation of rotating objects without object identification: Object orientation induction. Journal of Vision, 2018, 18, 17.	0.1	1
12	Spatial representations of the viewerâ€™s surroundings. Scientific Reports, 2018, 8, 7171.	1.6	9
13	An Accuracy/Energy-Flexible Configurable Gabor-Filter Chip Based on Stochastic Computation With Dynamic Voltageâ€“Frequencyâ€“Length Scaling. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2018, 8, 444-453.	2.7	12
14	Accuracy/energy-flexible stochastic configurable 2D Gabor filter with instant-on capability. , 2017, , .		2
15	Energy-efficient Brainware LSI Based on Stochastic Computation. Ieice Ess Fundamentals Review, 2017, 11, 28-39.	0.1	1
16	Contrast dependence of saccadic blanking and landmark effects. Vision Research, 2016, 129, 1-12.	0.7	11
17	Visual attention spreads broadly but selects information locally. Scientific Reports, 2016, 6, 35513.	1.6	20
18	Effects of L-shaped Flash News Ticker on Watching Video. Transactions of Japan Society of Kansei Engineering, 2016, 15, 687-691.	0.1	1

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19	Visual attention around invisible hands. Journal of Vision, 2016, 16, 1023.	0.1	0
20	Saliency-based gaze prediction based on head direction. Vision Research, 2015, 117, 59-66.	0.7	26
21	Smooth pursuit eye movements and motion perception share motion signals in slow and fast motion mechanisms. Journal of Vision, 2015, 15, 12.	0.1	7
22	Frequency-flexible stochastic Gabor filter. , 2015, , .		2
23	Stochastic implementation of the disparity energy model for depth perception. , 2015, , .		3
24	Gabor Filter Based on Stochastic Computation. IEEE Signal Processing Letters, 2015, 22, 1224-1228.	2.1	42
25	Eye-Head Coordination for Visual Cognitive Processing. PLoS ONE, 2015, 10, e0121035.	1.1	75
26	[Paper] Eye-Position Distribution Depending on Head Orientation when Observing Movies on Ultrahigh-Definition Television. ITE Transactions on Media Technology and Applications, 2015, 3, 149-154.	0.3	14
27	Active Movements Generate Rotation-Independent Representations for Haptic Movements. Interdisciplinary Information Sciences, 2015, 21, 115-123.	0.2	1
28	Contextual cuing for targets in the rear. Journal of Vision, 2015, 15, 64.	0.1	0
29	Chromatic induction from surrounding stimuli under perceptual suppression. Visual Neuroscience, 2014, 31, 387-400.	0.5	2
30	Retinotopy of Facial Expression Adaptation. Multisensory Research, 2014, 27, 127-137.	0.6	3
31	Moving Oneâ€™s Own Body Part Induces a Motion Aftereffect Anchored to the Body Part. Current Biology, 2014, 24, 165-169.	1.8	14
32	Considerations of Self-Motion in Motion Saliency. , 2013, , .		2
33	Seeing a Haptically Explored Face. Psychological Science, 2013, 24, 2088-2098.	1.8	14
34	Rotation-independent representations for haptic movements. Scientific Reports, 2013, 3, 2595.	1.6	7
35	Temporal Dynamics of Visual Attention Measured with Event-Related Potentials. PLoS ONE, 2013, 8, e70922.	1.1	9
36	Time Courses of Attentional Modulation in Neural Amplification and Synchronization Measured with Steady-state Visual-evoked Potentials. Journal of Cognitive Neuroscience, 2012, 24, 1779-1793.	1.1	61

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37	Haptic Face Aftereffect. I-Perception, 2012, 3, 97-100.	0.8	7
38	Isolation of two binocular mechanisms for motion in depth: A model and psychophysics¹. Japanese Psychological Research, 2012, 54, 16-26.	0.4	5
39	60.1: Control of Subjective Depth by Quantified Monocular Depth Cues of Contrast and Spatial Frequencies. Digest of Technical Papers SID International Symposium, 2012, 43, 812-815.	0.1	0
40	Implicit Learning of Viewpoint-Independent Spatial Layouts. Frontiers in Psychology, 2012, 3, 207.	1.1	16
41	Face aftereffect in haptic perception. Seeing and Perceiving, 2012, 25, 46-47.	0.4	0
42	Low-level motion analysis of color and luminance for perception of 2D and 3D motion. Journal of Vision, 2012, 12, 33-33.	0.1	10
43	Perceptual binding of color and visual motion signals in human visual cortex studied by multi-voxel-pattern-classification analysis for BOLD fMRI signals. Neuroscience Research, 2011, 71, e49.	1.0	0
44	Control of subjective depth on 3-D displays by a quantified monocular depth cue. Journal of the Society for Information Display, 2011, 19, 29.	0.8	6
45	Decoding Color Responses in Human Visual Cortex. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2011, E94-A, 473-479.	0.2	6
46	61.1: Control of Subjective Depth in Stereoscopic Motion Pictures by Quantified Aerial Perspective. Digest of Technical Papers SID International Symposium, 2011, 42, 908-911.	0.1	0
47	Motion mechanisms with different spatiotemporal characteristics identified by an MAE techniquewith superimposed gratings. Journal of Vision, 2009, 9, 30-30.	0.1	17
48	World-centered perception of 3D object motion during visually guided self-motion. Journal of Vision, 2009, 9, 15-15.	0.1	32
49	INFLUENCE OF AUDITORY INFORMATION ON READING SPEED AND EYE MOVEMENT CONTROL IN READING. KANSEI Engineering International, 2009, 8, 221-227.	0.2	0
50	Judgment in crossing a road between objects coming in the opposite lane. Optical Review, 2008, 15, 133-135.	1.2	1
51	Estimating time to contact during pursuit eye movements: Comparison between geometric model prediction and human performance. Optical Review, 2008, 15, 210-217.	1.2	4
52	Perceived Depth in the â€˜Sieve Effectâ€™ and Exclusive Binocular Rivalry. Perception, 2007, 36, 990-1002.	0.5	6
53	Influence of Exclusive Binocular Rivalry on Perceived Depth in the â€˜Sieve Effectâ€™. Optical Review, 2006, 13, 39-45.	1.2	2
54	Size-invariant but viewpoint-dependent representation of faces. Vision Research, 2006, 46, 1901-1910.	0.7	44

#	Article	IF	Citations
55	Vertical-size disparities are temporally integrated for slant perception. Vision Research, 2006, 46, 2749-2756.	0.7	6
56	Title is missing!. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2006, 60, 1018-1023.	0.0	0
57	The role of presaccadic compression of visual space in spatial remapping across saccadic eye movements. Vision Research, 2003, 43, 1969-1981.	0.7	13
58	Apparent size of an object remains uncompressed during presaccadic compression of visual space. Vision Research, 2001, 41, 3039-3050.	0.7	37
59	Distortion of Visual Space During Pursuit Eye Movements. Optical Review, 2000, 7, 241-248.	1.2	7