

Sungchul Mun

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

324
citations

1163117

8
h-index

1058476

14
g-index

23
all docs

23
docs citations

23
times ranked

268
citing authors

#	ARTICLE	IF	CITATIONS
1	SSVEP and ERP measurement of cognitive fatigue caused by stereoscopic 3D. <i>Neuroscience Letters</i> , 2012, 525, 89-94.	2.1	82
2	Does visual fatigue from 3D displays affect autonomic regulation and heart rhythm?. <i>International Journal of Psychophysiology</i> , 2014, 92, 42-48.	1.0	54
3	Overview of Measurement Methods for Factors Affecting the Human Visual System in 3D Displays. <i>Journal of Display Technology</i> , 2015, 11, 877-888.	1.2	39
4	Effect of mental fatigue caused by mobile 3D viewing on selective attention: An ERP study. <i>International Journal of Psychophysiology</i> , 2014, 94, 373-381.	1.0	37
5	Evaluation of 3D cognitive fatigue using heart-brain synchronization. <i>International Journal of Psychophysiology</i> , 2015, 97, 120-130.	1.0	30
6	Effects of mental workload on involuntary attention: A somatosensory ERP study. <i>Neuropsychologia</i> , 2017, 106, 7-20.	1.6	25
7	Measurement of emotional contagion using synchronization of heart rhythm pattern between two persons: Application to sales managers and sales force synchronization. <i>Physiology and Behavior</i> , 2019, 200, 148-158.	2.1	15
8	Performance Comparison of a SSVEP BCI Task by Individual Stereoscopic 3D Susceptibility. <i>International Journal of Human-Computer Interaction</i> , 2013, 29, 789-797.	4.8	12
9	Evaluation of viewing experiences induced by a curved three-dimensional display. <i>Optical Engineering</i> , 2015, 54, 103104.	1.0	9
10	Non-Contact Measurement of Motion Sickness Using Pupillary Rhythms from an Infrared Camera. <i>Sensors</i> , 2021, 21, 4642.	3.8	8
11	IR-camera-based measurements of 2D/3D cognitive fatigue in 2D/3D display system using task-evoked pupillary response. <i>Applied Optics</i> , 2019, 58, 3467.	1.8	4
12	SSVEP-based BCI for manipulating three-dimensional contents and devices. , 2012, , .		3
13	Affective three-dimensional brain-computer interface created using a prism array-based display. <i>Optical Engineering</i> , 2014, 53, 123105.	1.0	3
14	Evaluation of Human Factors for the Next-Generation Displays: A Review of Subjective and Objective Measurement Methods. <i>Journal of the Ergonomics Society of Korea</i> , 2013, 32, 207-215.	0.1	2
15	Evaluation of viewing experiences induced by curved 3D display. <i>Proceedings of SPIE</i> , 2015, , .	0.8	1
16	Effect of viewing distance on 3D fatigue caused by viewing mobile 3D content. <i>Proceedings of SPIE</i> , 2013, , .	0.8	0
17	Advantage of diverging radial type for mobile stereo camera. <i>Proceedings of SPIE</i> , 2013, , .	0.8	0
18	Alternative approach to develop digital hologram interaction system by bounding volumes for identifying object collision. <i>Proceedings of SPIE</i> , 2013, , .	0.8	0

#	ARTICLE	IF	CITATIONS
19	Affective SSVEP BCI to effectively control 3D objects by using a prism array-based display. Proceedings of SPIE, 2014, , .	0.8	0
20	Analysis of the Relationship between the Expression Levels of Neutrophil Gelatinase-Associated Lipocalin and Cytokine Genes in Bone Marrow. International Journal of Medical Sciences, 2021, 18, 3290-3298.	2.5	0
21	Research Trends of 3D Human Factors and Standardization Activity. Physics and High Technology, 2013, 22, 10.	0.1	0
22	Evaluation of Human Factors on Autostereoscopic 3D Viewing by Using Auditory Stimuli. The Journal of Korean Institute of Communications and Information Sciences, 2013, 38C, 1000-1009.	0.1	0
23	Infrared webcam-based non-contact measurement of event-related potentials from event-related pupillary responses: An approach focused on mental workload. Journal of Computational Design and Engineering, 0, , .	3.1	0