

Melissa Le-Hoa Vo

List of Publications by Year in descending order

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Version: 2024-02-01

53
papers

4,230
citations

186265

28
h-index

197818

49
g-index

55
all docs

55
docs citations

55
times ranked

3079
citing authors

#	ARTICLE	IF	CITATIONS
1	Visual search in scenes involves selective and nonselective pathways. Trends in Cognitive Sciences, 2011, 15, 77-84.	7.8	431
2	The Berlin Affective Word List Reloaded (BAWL-R). Behavior Research Methods, 2009, 41, 534-538.	4.0	417
3	The Invisible Gorilla Strikes Again. Psychological Science, 2013, 24, 1848-1853.	3.3	398
4	Incidental effects of emotional valence in single word processing: An fMRI study. NeuroImage, 2005, 28, 1022-1032.	4.2	303
5	Affective processing within 1/10th of a second: High arousal is necessary for early facilitative processing of negative but not positive words. Cognitive, Affective and Behavioral Neuroscience, 2009, 9, 389-397.	2.0	235
6	Informatics in Radiology: What Can You See in a Single Glance and How Might This Guide Visual Search in Medical Images?. Radiographics, 2013, 33, 263-274.	3.3	156
7	Pupillary responses during lexical decisions vary with word frequency but not emotional valence. International Journal of Psychophysiology, 2007, 65, 132-140.	1.0	155
8	Differential Electrophysiological Signatures of Semantic and Syntactic Scene Processing. Psychological Science, 2013, 24, 1816-1823.	3.3	154
9	Estimating power in (generalized) linear mixed models: An open introduction and tutorial in R. Behavior Research Methods, 2021, 53, 2528-2543.	4.0	150
10	Does gravity matter? Effects of semantic and syntactic inconsistencies on the allocation of attention during scene perception. Journal of Vision, 2009, 9, 24-24.	0.3	145
11	Scanners and drillers: Characterizing expert visual search through volumetric images. Journal of Vision, 2013, 13, 3-3.	0.3	129
12	Reading scenes: how scene grammar guides attention and aids perception in real-world environments. Current Opinion in Psychology, 2019, 29, 205-210.	4.9	127
13	The coupling of emotion and cognition in the eye: Introducing the pupil old/new effect. Psychophysiology, 2008, 45, 130-140.	2.4	117
14	When does repeated search in scenes involve memory? Looking at versus looking for objects in scenes.. Journal of Experimental Psychology: Human Perception and Performance, 2012, 38, 23-41.	0.9	111
15	Do the eyes really have it? Dynamic allocation of attention when viewing moving faces. Journal of Vision, 2012, 12, 3-3.	0.3	102
16	The time course of initial scene processing for eye movement guidance in natural scene search. Journal of Vision, 2010, 10, 1-13.	0.3	99
17	Object-scene inconsistencies do not capture gaze: evidence from the flash-preview moving-window paradigm. Attention, Perception, and Psychophysics, 2011, 73, 1742-1753.	1.3	82
18	The role of memory for visual search in scenes. Annals of the New York Academy of Sciences, 2015, 1339, 72-81.	3.8	81

#	ARTICLE	IF	CITATIONS
19	Welcome to the real world: Validating fixation-related brain potentials for ecologically valid settings. <i>Brain Research</i> , 2007, 1172, 124-129.	2.2	79
20	10 years of BAWLing into affective and aesthetic processes in reading: what are the echoes?. <i>Frontiers in Psychology</i> , 2015, 6, 714.	2.1	76
21	The interplay of episodic and semantic memory in guiding repeated search in scenes. <i>Cognition</i> , 2013, 126, 198-212.	2.2	74
22	Scene grammar shapes the way we interact with objects, strengthens memories, and speeds search. <i>Scientific Reports</i> , 2017, 7, 16471.	3.3	63
23	You think you know where you looked? You better look again.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2016, 42, 1477-1481.	0.9	47
24	No evidence from MVPA for different processes underlying the N300 and N400 incongruity effects in object-scene processing. <i>Neuropsychologia</i> , 2018, 120, 9-17.	1.6	45
25	Stuck on semantics: Processing of irrelevant object-scene inconsistencies modulates ongoing gaze behavior. <i>Attention, Perception, and Psychophysics</i> , 2017, 79, 154-168.	1.3	40
26	Anchoring visual search in scenes: Assessing the role of anchor objects on eye movements during visual search. <i>Journal of Vision</i> , 2018, 18, 11.	0.3	37
27	Search superiority: Goal-directed attentional allocation creates more reliable incidental identity and location memory than explicit encoding in naturalistic virtual environments. <i>Cognition</i> , 2020, 196, 104147.	2.2	35
28	Modulation of prefrontal cortex activation by emotional words in recognition memory. <i>NeuroReport</i> , 2006, 17, 1037-1041.	1.2	31
29	SCEGRAM: An image database for semantic and syntactic inconsistencies in scenes. <i>Behavior Research Methods</i> , 2017, 49, 1780-1791.	4.0	30
30	Semantic memory for contextual regularities within and across scene categories: Evidence from eye movements. <i>Attention, Perception, and Psychophysics</i> , 2010, 72, 1803-1813.	1.3	29
31	A glimpse is not a glimpse: Differential processing of flashed scene previews leads to differential target search benefits. <i>Visual Cognition</i> , 2010, 18, 171-200.	1.6	26
32	Of "what" and "where" in a natural search task: Active object handling supports object location memory beyond the object's identity. <i>Attention, Perception, and Psychophysics</i> , 2016, 78, 1574-1584.	1.3	25
33	Even if I showed you where you looked, remembering where you just looked is hard. <i>Journal of Vision</i> , 2017, 17, 2.	0.3	24
34	The role of scene summary statistics in object recognition. <i>Scientific Reports</i> , 2018, 8, 14666.	3.3	24
35	Gist in time: Scene semantics and structure enhance recall of searched objects. <i>Acta Psychologica</i> , 2016, 169, 100-108.	1.5	22
36	Improving free-viewing fixation-related EEG potentials with continuous-time regression. <i>Journal of Neuroscience Methods</i> , 2019, 313, 77-94.	2.5	18

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37	Effects of Transient Loss of Vision on Head and Eye Movements during Visual Search in a Virtual Environment. <i>Brain Sciences</i> , 2020, 10, 841.	2.3	18
38	The importance of peripheral vision when searching 3D real-world scenes: A gaze-contingent study in virtual reality. <i>Journal of Vision</i> , 2021, 21, 3.	0.3	18
39	The influence of scene and object orientation on the scene consistency effect. <i>Behavioural Brain Research</i> , 2020, 394, 112812.	2.2	16
40	Has someone moved my plate? The immediate and persistent effects of object location changes on gaze allocation during natural scene viewing. <i>Attention, Perception, and Psychophysics</i> , 2010, 72, 1251-1255.	1.3	13
41	Get Your Guidance Going: Investigating the Activation of Spatial Priors for Efficient Search in Virtual Reality. <i>Brain Sciences</i> , 2021, 11, 44.	2.3	13
42	The lower bounds of massive memory: Investigating memory for object details after incidental encoding. <i>Quarterly Journal of Experimental Psychology</i> , 2019, 72, 1176-1182.	1.1	8
43	Development of scene knowledge: Evidence from explicit and implicit scene knowledge measures. <i>Journal of Experimental Child Psychology</i> , 2020, 194, 104782.	1.4	8
44	The role of contextual materials in object recognition. <i>Scientific Reports</i> , 2021, 11, 21988.	3.3	7
45	Semantic and syntactic anchor object information interact to make visual search in immersive scenes efficient. <i>Journal of Vision</i> , 2020, 20, 573.	0.3	5
46	Flexible time course of spatial frequency use during scene categorization. <i>Scientific Reports</i> , 2021, 11, 14079.	3.3	3
47	Manipulating semantic consistency between two objects and a scene: an ERP paradigm. <i>Journal of Vision</i> , 2020, 20, 1078.	0.3	2
48	Effects of prior knowledge on memory for objects in real-world scenes: Schema violations benefit memory and metacognitive performance. <i>Journal of Vision</i> , 2021, 21, 1950.	0.3	1
49	Scene grammar guidance affects both visual search and incidental object memory. <i>Journal of Vision</i> , 2021, 21, 2150.	0.3	0
50	How does the bzzzzzzzzzzzz influence search? - The effects of sound on memory and visual search. <i>Journal of Vision</i> , 2019, 19, 315b.	0.3	0
51	Generating reliable visual long-term memory representations for free: Incidental learning during natural behavior. <i>Journal of Vision</i> , 2019, 19, 291a.	0.3	0
52	Simulation-based solutions for power analyses for mixed models considering by-subject and by-item variability. <i>Journal of Vision</i> , 2020, 20, 696.	0.3	0
53	Investigating the activation of scene grammar for efficient search in virtual reality. <i>Journal of Vision</i> , 2020, 20, 710.	0.3	0