

Klaus Opwis

List of Publications by Citations

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Version: 2024-04-29

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

110
papers

3,691
citations

33
h-index

59
g-index

115
ext. papers

4,375
ext. citations

3.5
avg, IF

5.47
L-index

#	Paper	IF	Citations
110	Towards understanding the effects of individual gamification elements on intrinsic motivation and performance. <i>Computers in Human Behavior</i> , 2017 , 71, 525-534	7.7	314
109	The Fatigue Scale for Motor and Cognitive Functions (FSMC): validation of a new instrument to assess multiple sclerosis-related fatigue. <i>Multiple Sclerosis Journal</i> , 2009 , 15, 1509-17	5	280
108	Visual complexity of websites: Effects on users' experience, physiology, performance, and memory. <i>International Journal of Human Computer Studies</i> , 2009 , 67, 703-715	4.6	169
107	The role of visual complexity and prototypicality regarding first impression of websites: Working towards understanding aesthetic judgments. <i>International Journal of Human Computer Studies</i> , 2012 , 70, 794-811	4.6	152
106	Is beautiful really usable? Toward understanding the relation between usability, aesthetics, and affect in HCI. <i>Computers in Human Behavior</i> , 2012 , 28, 1596-1607	7.7	150
105	Sleep-wake cycles and cognitive functioning in schizophrenia. <i>British Journal of Psychiatry</i> , 2011 , 198, 269-76	5.4	137
104	Analysis of impairment related functional architecture in MS patients during performance of different attention tasks. <i>Journal of Neurology</i> , 2003 , 250, 461-72	5.5	137
103	Satisfaction, image and loyalty: new versus experienced customers. <i>European Journal of Marketing</i> , 2008 , 42, 1095-1105	4.4	118
102	Do points, levels and leaderboards harm intrinsic motivation? 2013 ,		116
101	Trust and distrust on the web: User experiences and website characteristics. <i>Computers in Human Behavior</i> , 2015 , 45, 39-50	7.7	114
100	Symmetry and aesthetics in website design: It's a man's business. <i>Computers in Human Behavior</i> , 2010 , 26, 1831-1837	7.7	111
99	Structural and functional imaging approaches in attention deficit/hyperactivity disorder: does the temporal lobe play a key role?. <i>Psychiatry Research - Neuroimaging</i> , 2010 , 183, 230-6	2.9	92
98	Working memory training in patients with multiple sclerosis - comparison of two different training schedules. <i>Restorative Neurology and Neuroscience</i> , 2009 , 27, 225-35	2.8	85
97	Chess expertise and memory for chess positions in children and adults. <i>Journal of Experimental Child Psychology</i> , 1993 , 56, 328-49	2.3	85
96	Effects of methylphenidate on working memory functioning in children with attention deficit/hyperactivity disorder. <i>European Journal of Paediatric Neurology</i> , 2009 , 13, 516-23	3.8	73
95	Fatigue in multiple sclerosis: relation to depression, physical impairment, personality and action control. <i>Multiple Sclerosis Journal</i> , 2007 , 13, 1161-7	5	69
94	Linking objective design factors with subjective aesthetics: An experimental study on how structure and color of websites affect the facets of users' visual aesthetic perception. <i>Computers in Human Behavior</i> , 2015 , 49, 375-389	7.7	67

93	A systematic review of quantitative studies on the enjoyment of digital entertainment games 2014 ,		67
92	How do we learn in a negative mood? Effects of a negative mood on transfer and learning. <i>Learning and Instruction</i> , 2007 , 17, 1-16	5.8	66
91	Negative Emotion, Positive Experience? 2016 ,		61
90	Mental models for web objects: Where do users expect to find the most frequent objects in online shops, news portals, and company web pages?. <i>Interacting With Computers</i> , 2010 , 22, 140-152	1.6	58
89	Beyond web content accessibility guidelines: Design of enhanced text user interfaces for blind internet users. <i>International Journal of Human Computer Studies</i> , 2008 , 66, 257-270	4.6	52
88	Location matters, especially for non-salient featuresAn eye-tracking study on the effects of web object placement on different types of websites. <i>International Journal of Human Computer Studies</i> , 2013 , 71, 228-235	4.6	51
87	Disassembling gamification 2013 ,		50
86	Vertical versus dynamic menus on the world wide web: Eye tracking study measuring the influence of menu design and task complexity on user performance and subjective preference. <i>Computers in Human Behavior</i> , 2011 , 27, 459-472	7.7	49
85	Decreased fractional anisotropy in the middle cerebellar peduncle in children with epilepsy and/or attention deficit/hyperactivity disorder: a preliminary study. <i>Epilepsy and Behavior</i> , 2009 , 15, 294-8	3.2	43
84	The Stroop task: comparison between the original paradigm and computerized versions in children and adults. <i>Clinical Neuropsychologist</i> , 2012 , 26, 1142-53	4.4	39
83	Sleep loss-related decrements in planning performance in healthy elderly depend on task difficulty. <i>Journal of Sleep Research</i> , 2005 , 14, 409-17	5.8	39
82	Therapy-induced plasticity of cognitive functions in MS patients: insights from fMRI. <i>Journal of Physiology (Paris)</i> , 2006 , 99, 455-62		37
81	Computerised working memory training in healthy adults: a comparison of two different training schedules. <i>Neuropsychological Rehabilitation</i> , 2012 , 22, 716-33	3.1	36
80	Cognitive Load in eCommerce ApplicationsMeasurement and Effects on User Satisfaction. <i>Advances in Human-Computer Interaction</i> , 2009 , 2009, 1-9	2.8	35
79	Eye-tracking the cancellation and focus model for preference judgments. <i>Journal of Experimental Social Psychology</i> , 2008 , 44, 904-911	2.6	35
78	Increasing Donating Behavior Through a Game for Change 2015 ,		34
77	Circadian sleep-wake cycles, well-being, and light therapy in borderline personality disorder. <i>Journal of Personality Disorders</i> , 2013 , 27, 680-96	2.6	31
76	Usable error message presentation in the World Wide Web: Do not show errors right away. <i>Interacting With Computers</i> , 2007 , 19, 330-341	1.6	29

75	Relation between functional brain imaging, cognitive impairment and cognitive rehabilitation in patients with multiple sclerosis. <i>Journal of Neurology</i> , 2007 , 254 Suppl 2, I153-7	5.5	29
74	Attention-deficit/hyperactivity disorder in childhood epilepsy: a neuropsychological and functional imaging study. <i>Epilepsia</i> , 2012 , 53, 325-33	6.4	28
73	Intranet satisfaction questionnaire: Development and validation of a questionnaire to measure user satisfaction with the Intranet. <i>Computers in Human Behavior</i> , 2009 , 25, 1241-1250	7.7	27
72	Interactive Narratives Affecting Social Change. <i>Journal of Media Psychology</i> , 2017 , 29, 54-66	1.2	22
71	Anxiety trait modulates psychophysiological reactions, but not habituation processes related to affective auditory stimuli. <i>International Journal of Psychophysiology</i> , 2006 , 61, 87-97	2.9	21
70	Cognitive rehabilitation of working memory in juvenile multiple sclerosis-effects on cognitive functioning, functional MRI and network related connectivity. <i>Restorative Neurology and Neuroscience</i> , 2015 , 33, 713-25	2.8	20
69	Reduced response to reward in smokers and cannabis users. <i>Neuropsychobiology</i> , 2009 , 60, 94-103	4	20
68	Tracking the subprocesses of decision-based action in the human frontal lobes. <i>NeuroImage</i> , 2006 , 30, 656-67	7.9	19
67	Case-Based fMRI Analysis after Cognitive Rehabilitation in MS: A Novel Approach. <i>Frontiers in Neurology</i> , 2015 , 6, 78	4.1	18
66	Learning qualitative and quantitative reasoning in a microworld for elastic impacts. <i>European Journal of Psychology of Education</i> , 1990 , 5, 501-516	2.3	18
65	An Odd Kind of Pleasure 2018 ,		18
64	Aesthetics in Context: The Role of Aesthetics and Usage Mode for a Website's Success. <i>Interacting With Computers</i> , 2018 , 30, 133-149	1.6	16
63	Designing usable web forms 2014 ,		16
62	Working memory training in patients with chronic schizophrenia: a pilot study. <i>Psychiatry Journal</i> , 2013 , 2013, 154867	2.4	15
61	Building an interaction design pattern language: A case study. <i>Computers in Human Behavior</i> , 2010 , 26, 452-463	7.7	15
60	Are Engineers Condemned to Design? A Survey on Software Engineering and UI Design in Switzerland. <i>Lecture Notes in Computer Science</i> , 2007 , 555-568	0.9	15
59	The Role of Visual Complexity in Affective Reactions to Webpages: Subjective, Eye Movement, and Cardiovascular Responses. <i>IEEE Transactions on Affective Computing</i> , 2011 , 2, 230-236	5.7	14
58	Enhancing online forms: Use format specifications for fields with format restrictions to help respondents. <i>Interacting With Computers</i> , 2011 , 23, 33-39	1.6	14

57	Salient beliefs influencing the intention to consider Web Accessibility. <i>Computers in Human Behavior</i> , 2019 , 92, 352-360	7.7	14
56	The quality of data collected online: An investigation of careless responding in a crowdsourced sample. <i>Methods in Psychology</i> , 2020 , 2, 100022	2.3	13
55	A Good Reason to Die 2017 ,		13
54	A pilot study on the benefit of cognitive rehabilitation in Parkinson's disease. <i>Therapeutic Advances in Neurological Disorders</i> , 2016 , 9, 153-64	6.6	12
53	Error prevention in online forms: Use color instead of asterisks to mark required-fields. <i>Interacting With Computers</i> , 2009 , 21, 257-262	1.6	12
52	The role of working memory in dichotic-listening studies of auditory laterality. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2009 , 31, 959-66	2.1	12
51	Choosing to Help Monsters 2018 ,		11
50	Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. <i>Computers in Human Behavior</i> , 2018 , 89, 163-172	7.7	11
49	Working towards Usable Forms on the Worldwide Web: Optimizing Multiple Selection Interface Elements. <i>Advances in Human-Computer Interaction</i> , 2011 , 2011, 1-6	2.8	11
48	User-friendly locations of error messages in web forms: Put them on the right side of the erroneous input field. <i>Interacting With Computers</i> , 2012 , 24, 107-118	1.6	10
47	Exploring Emotional Attachment to Game Characters 2019 ,		9
46	Effect of drawing hand and age on figural fluency: a graphomotor study with the five-point test in children. <i>Child Neuropsychology</i> , 2010 , 16, 32-41	2.7	9
45	Effects of Mood and Problem Solving in Dyads on Transfer. <i>Swiss Journal of Psychology</i> , 2007 , 66, 51-65	0.8	9
44	Working towards Usable Forms on the World Wide Web: Optimizing Date Entry Input Fields. <i>Advances in Human-Computer Interaction</i> , 2011 , 2011, 1-8	2.8	8
43	"It Was Sad But Still Good" 2015 ,		7
42	Perceived User Experience of Animated Transitions in Mobile User Interfaces 2016 ,		7
41	Online ad banners 2013 ,		7
40	Ecological knowledge: Acquisition and use in problem solving and in decision making. <i>International Journal of Educational Research</i> , 1987 , 11, 665-685	2.1	6

39	The constructive process of knowledge acquisition: Student modeling. <i>Lecture Notes in Computer Science</i> , 1989 , 486-499	0.9	6
38	Facets In HCI 2015 ,		5
37	Cognitive functioning, emotional processing, mood, and personality variables before and after stereotactic surgery: a study of 8 cases with chronic neuropathic pain. <i>Neurosurgery</i> , 2013 , 73, 121-8	3.2	5
36	Scientific Problem Solving in a Virtual Laboratory: A Comparison Between Individuals and Pairs. <i>Swiss Journal of Psychology</i> , 2008 , 67, 71-83	0.8	5
35	Effects of Cerebellothalamic Tractotomy on Cognitive and Emotional Functioning in Essential Tremor: A Preliminary Study in 5 Essential Tremor Patients. <i>Stereotactic and Functional Neurosurgery</i> , 2015 , 93, 127-132	1.6	4
34	The WReSt Heuristic: The Role of Recall as Well as Feature Importance in and Beyond the Cancellation and Focus Model. <i>Social Cognition</i> , 2008 , 26, 25-43	1.2	4
33	Color Similarity in Visual Search. <i>Swiss Journal of Psychology</i> , 2007 , 66, 191-199	0.8	4
32	The Winner Gives It All' 2016 ,		4
31	Informational, but not Intrinsically Motivating Gamification' 2016 ,		3
30	To Save or To Sacrifice? 2017 ,		3
29	Empirical evaluation of 20 web form optimization guidelines 2013 ,		3
28	Response to the Reviews on Bargas-Avila et al. (2009) 'Intranet Satisfaction Questionnaire: Development and Validation of a Questionnaire to Measure User Satisfaction with the Intranet'. <i>Interacting With Computers</i> , 2013 , 25, 304-306	1.6	3
27	ZeGo: Development and Validation of a Short Questionnaire to Measure User Satisfaction with e-Government Portals. <i>Advances in Human-Computer Interaction</i> , 2010 , 2010, 1-10	2.8	3
26	A Case Study of User-Centred Design in Four Swiss RUP Projects. <i>Advances in Human-Computer Interaction</i> , 2010 , 2010, 1-10	2.8	3
25	Aesthetic Evaluation of Digitally Reproduced Art Images. <i>Frontiers in Psychology</i> , 2020 , 11, 615575	3.4	3
24	"It's Like I Would Die as Well" 2016 ,		3
23	Understanding Fitness App Usage Over Time 2018 ,		2
22	A diary study exploring game completion and player experience 2014 ,		2

21	Long-term modality effect in multimedia learning 2014 ,		2
20	Symbol/Meaning paired-associate recall: an "archetypal memory" advantage?. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2013 , 3, 541-61	2.3	2
19	Informational vs. Controlling Gamification 2015 ,		2
18	How Web Professionals Perceive Web Accessibility in Practice: Active Roles, Process Phases and Key Disabilities. <i>Lecture Notes in Computer Science</i> , 2020 , 294-302	0.9	2
17	Measuring the Why of Interaction 2018 ,		2
16	Impact of contextualizing information on aesthetic experience and psychophysiological responses to art in a museum: A naturalistic randomized controlled trial.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2021 , 15, 505-516	4.9	2
15	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform. <i>PLoS ONE</i> , 2020 , 15, e0234422	3.7	1
14	Mental models for web objects in different cultural settings 2014 ,		1
13	The impact of interactive visual simulations on learning statistics 2014 ,		1
12	The organization of interaction design pattern languages alongside the design process. <i>Interacting With Computers</i> , 2011 , 23, 189-201	1.6	1
11	How to Use Plain and Easy-to-Read Language for a Positive User Experience on Websites. <i>Lecture Notes in Computer Science</i> , 2018 , 514-522	0.9	1
10	My Train Talks to Me: Participatory Design of a Mobile App for Travellers with Visual Impairments. <i>Lecture Notes in Computer Science</i> , 2020 , 10-18	0.9	1
9	Hedonic Enjoyment and Personal Expressiveness in Positive User Experiences 2016 ,		1
8	Aesthetic design of app interfaces and their impact on secondary students' interest and learning. <i>Computers and Education Open</i> , 2022 , 3, 100075	2.5	0
7	You Never Get a Second Chance to Make a First Impression. <i>Advances in Marketing, Customer Relationship Management, and E-services Book Series</i> , 221-235	0.3	
6	Domain Representation and Student Modeling in a Microworld for Elastic Impacts. <i>Human Factors in Information Technology</i> , 1991 , 361-372		
5	The Flexible Use of Multiple Mental Domain Representations 1993 , 77-89		
4	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform 2020 , 15, e0234422		

- 3 Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform **2020**, 15, e0234422
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