Klaus Opwis

List of Publications by Year in Descending Order

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	Aesthetic design of app interfaces and their impact on secondary students'interest and learning. *Computers and Education Open*, **2022**, 3, 100075	2.5	0
109	Impact of contextualizing information on aesthetic experience and psychophysiological responses to art in a museum: A naturalistic randomized controlled trial.. *Psychology of Aesthetics, Creativity, and the Arts*, **2021**, 15, 505-516	4.9	2
108	The quality of data collected online: An investigation of careless responding in a crowdsourced sample. *Methods in Psychology*, **2020**, 2, 100022	2.3	13
107	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform. *PLoS ONE*, **2020**, 15, e0234422	3.7	1
106	How Web Professionals Perceive Web Accessibility in Practice: Active Roles, Process Phases and Key Disabilities. *Lecture Notes in Computer Science*, **2020**, 294-302	0.9	2
105	My Train Talks to Me: Participatory Design of a Mobile App for Travellers with Visual Impairments. *Lecture Notes in Computer Science*, **2020**, 10-18	0.9	1
104	Aesthetic Evaluation of Digitally Reproduced Art Images. *Frontiers in Psychology*, **2020**, 11, 615575	3.4	3
103	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform **2020**, 15, e0234422		
102	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform **2020**, 15, e0234422		
101	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform **2020**, 15, e0234422		
100	Potentials and pitfalls of increasing prosocial behavior and self-efficacy over time using an online personalized platform **2020**, 15, e0234422		
99	Exploring Emotional Attachment to Game Characters **2019**,		9
98	Salient beliefs influencing the intention to consider Web Accessibility. *Computers in Human Behavior*, **2019**, 92, 352-360	7.7	14
97	Aesthetics in Context'he Role of Aesthetics and Usage Mode for a Website'Success. *Interacting With Computers*, **2018**, 30, 133-149	1.6	16
96	Choosing to Help Monsters **2018**,		11
95	Understanding Fitness App Usage Over Time **2018**,		2
94	Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. *Computers in Human Behavior*, **2018**, 89, 163-172	7.7	11

93	How to Use Plain and Easy-to-Read Language for a Positive User Experience on Websites. *Lecture Notes in Computer Science*, **2018**, 514-522	0.9	1
92	Measuring the ⬛Why⬛ of Interaction **2018**,		2
91	⬛An Odd Kind of Pleasure⬛ **2018**,		18
90	Towards understanding the effects of individual gamification elements on intrinsic motivation and performance. *Computers in Human Behavior*, **2017**, 71, 525-534	7.7	314
89	A Good Reason to Die **2017**,		13
88	To Save or To Sacrifice? **2017**,		3
87	Interactive Narratives Affecting Social Change. *Journal of Media Psychology*, **2017**, 29, 54-66	1.2	22
86	Perceived User Experience of Animated Transitions in Mobile User Interfaces **2016**,		7
85	Informational, but not Intrinsically Motivating Gamification' **2016**,		3
84	A pilot study on the benefit of cognitive rehabilitation in Parkinson's disease. *Therapeutic Advances in Neurological Disorders*, **2016**, 9, 153-64	6.6	12
83	"It's Like I Would Die as Well" **2016**,		3
82	The Winner Gives It All' **2016**,		4
81	Hedonic Enjoyment and Personal Expressiveness in Positive User Experiences **2016**,		1
80	Negative Emotion, Positive Experience? **2016**,		61
79	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. *Computers in Human Behavior*, **2015**, 49, 375-389	7.7	67
78	Facets In HCI **2015**,		5
77	"It Was Sad But Still Good" **2015**,		7
76	Trust and distrust on the web: User experiences and website characteristics. *Computers in Human Behavior*, **2015**, 45, 39-50	7.7	114

75	Cognitive rehabilitation of working memory in juvenile multiple sclerosis-effects on cognitive functioning, functional MRI and network related connectivity. *Restorative Neurology and Neuroscience*, **2015**, 33, 713-25	2.8	20
74	Case-Based fMRI Analysis after Cognitive Rehabilitation in MS: A Novel Approach. *Frontiers in Neurology*, **2015**, 6, 78	4.1	18
73	Effects of Cerebellothalamic Tractotomy on Cognitive and Emotional Functioning in Essential Tremor: A Preliminary Study in 5 Essential Tremor Patients. *Stereotactic and Functional Neurosurgery*, **2015**, 93, 127-132	1.6	4
72	Increasing Donating Behavior Through a Game for Change **2015**,		34
71	Informational vs. Controlling Gamification **2015**,		2
70	A systematic review of quantitative studies on the enjoyment of digital entertainment games **2014**,		67
69	Designing usable web forms **2014**,		16
68	Mental models for web objects in different cultural settings **2014**,		1
67	A diary study exploring game completion and player experience **2014**,		2
66	The impact of interactive visual simulations on learning statistics **2014**,		1
65	Long-term modality effect in multimedia learning **2014**,		2
64	Location matters, especially for non-salient features An eye-tracking study on the effects of web object placement on different types of websites. *International Journal of Human Computer Studies*, **2013**, 71, 228-235	4.6	51
63	Disassembling gamification **2013**,		50
62	Online ad banners **2013**,		7
61	Empirical evaluation of 20 web form optimization guidelines **2013**,		3
60	Symbol/Meaning paired-associate recall: an "archetypal memory" advantage?. *Behavioral Sciences (Basel, Switzerland)*, **2013**, 3, 541-61	2.3	2
59	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'. *Interacting With Computers*, **2013**, 25, 304-306	1.6	3
58	Circadian sleep-wake cycles, well-being, and light therapy in borderline personality disorder. *Journal of Personality Disorders*, **2013**, 27, 680-96	2.6	31

No.		IF	Cites
57	Do points, levels and leaderboards harm intrinsic motivation? **2013**,		116
56	Cognitive functioning, emotional processing, mood, and personality variables before and after stereotactic surgery: a study of 8 cases with chronic neuropathic pain. *Neurosurgery*, **2013**, 73, 121-8	3.2	5
55	Working memory training in patients with chronic schizophrenia: a pilot study. *Psychiatry Journal*, **2013**, 2013, 154867	2.4	15
54	Is beautiful really usable? Toward understanding the relation between usability, aesthetics, and affect in HCI. *Computers in Human Behavior*, **2012**, 28, 1596-1607	7.7	150
53	User-friendly locations of error messages in web forms: Put them on the right side of the erroneous input field. *Interacting With Computers*, **2012**, 24, 107-118	1.6	10
52	The role of visual complexity and prototypicality regarding first impression of websites: Working towards understanding aesthetic judgments. *International Journal of Human Computer Studies*, **2012**, 70, 794-811	4.6	152
51	Computerised working memory training in healthy adults: a comparison of two different training schedules. *Neuropsychological Rehabilitation*, **2012**, 22, 716-33	3.1	36
50	Attention-deficit/hyperactivity disorder in childhood epilepsy: a neuropsychological and functional imaging study. *Epilepsia*, **2012**, 53, 325-33	6.4	28
49	The Stroop task: comparison between the original paradigm and computerized versions in children and adults. *Clinical Neuropsychologist*, **2012**, 26, 1142-53	4.4	39
48	Working towards Usable Forms on the World Wide Web: Optimizing Date Entry Input Fields. *Advances in Human-Computer Interaction*, **2011**, 2011, 1-8	2.8	8
47	The Role of Visual Complexity in Affective Reactions to Webpages: Subjective, Eye Movement, and Cardiovascular Responses. *IEEE Transactions on Affective Computing*, **2011**, 2, 230-236	5.7	14
46	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. *Computers in Human Behavior*, **2011**, 27, 459-472	7.7	49
45	Enhancing online forms: Use format specifications for fields with format restrictions to help respondents. *Interacting With Computers*, **2011**, 23, 33-39	1.6	14
44	The organization of interaction design pattern languages alongside the design process. *Interacting With Computers*, **2011**, 23, 189-201	1.6	1
43	Sleep-wake cycles and cognitive functioning in schizophrenia. *British Journal of Psychiatry*, **2011**, 198, 269-76	5.4	137
42	Working towards Usable Forms on the Worldwide Web: Optimizing Multiple Selection Interface Elements. *Advances in Human-Computer Interaction*, **2011**, 2011, 1-6	2.8	11
41	ZeGo: Development and Validation of a Short Questionnaire to Measure User Satisfaction with e-Government Portals. *Advances in Human-Computer Interaction*, **2010**, 2010, 1-10	2.8	3
40	A Case Study of User-Centred Design in Four Swiss RUP Projects. *Advances in Human-Computer Interaction*, **2010**, 2010, 1-10	2.8	3

39	Effect of drawing hand and age on figural fluency: a graphomotor study with the five-point test in children. *Child Neuropsychology*, **2010**, 16, 32-41	2.7	9
38	Mental models for web objects: Where do users expect to find the most frequent objects in online shops, news portals, and company web pages?. *Interacting With Computers*, **2010**, 22, 140-152	1.6	58
37	Structural and functional imaging approaches in attention deficit/hyperactivity disorder: does the temporal lobe play a key role?. *Psychiatry Research - Neuroimaging*, **2010**, 183, 230-6	2.9	92
36	Building an interaction design pattern language: A case study. *Computers in Human Behavior*, **2010**, 26, 452-463	7.7	15
35	Symmetry and aesthetics in website design: It's a man's business. *Computers in Human Behavior*, **2010**, 26, 1831-1837	7.7	111
34	Cognitive Load in eCommerce Applications Measurement and Effects on User Satisfaction. *Advances in Human-Computer Interaction*, **2009**, 2009, 1-9	2.8	35
33	Reduced response to reward in smokers and cannabis users. *Neuropsychobiology*, **2009**, 60, 94-103	4	20
32	Intranet satisfaction questionnaire: Development and validation of a questionnaire to measure user satisfaction with the Intranet. *Computers in Human Behavior*, **2009**, 25, 1241-1250	7.7	27
31	Effects of methylphenidate on working memory functioning in children with attention deficit/hyperactivity disorder. *European Journal of Paediatric Neurology*, **2009**, 13, 516-23	3.8	73
30	Visual complexity of websites: Effects on users experience, physiology, performance, and memory. *International Journal of Human Computer Studies*, **2009**, 67, 703-715	4.6	169
29	Error prevention in online forms: Use color instead of asterisks to mark required-fields. *Interacting With Computers*, **2009**, 21, 257-262	1.6	12
28	Decreased fractional anisotropy in the middle cerebellar peduncle in children with epilepsy and/or attention deficit/hyperactivity disorder: a preliminary study. *Epilepsy and Behavior*, **2009**, 15, 294-8	3.2	43
27	Working memory training in patients with multiple sclerosis - comparison of two different training schedules. *Restorative Neurology and Neuroscience*, **2009**, 27, 225-35	2.8	85
26	The Fatigue Scale for Motor and Cognitive Functions (FSMC): validation of a new instrument to assess multiple sclerosis-related fatigue. *Multiple Sclerosis Journal*, **2009**, 15, 1509-17	5	280
25	The role of working memory in dichotic-listening studies of auditory laterality. *Journal of Clinical and Experimental Neuropsychology*, **2009**, 31, 959-66	2.1	12
24	Eye-tracking the cancellation and focus model for preference judgments. *Journal of Experimental Social Psychology*, **2008**, 44, 904-911	2.6	35
23	Satisfaction, image and loyalty: new versus experienced customers. *European Journal of Marketing*, **2008**, 42, 1095-1105	4.4	118
22	The WReSt Heuristic: The Role of Recall as Well as Feature Importance in and Beyond the Cancellation and Focus Model. *Social Cognition*, **2008**, 26, 25-43	1.2	4

#	Reference	IF	Cit
21	Beyond web content accessibility guidelines: Design of enhanced text user interfaces for blind internet users. *International Journal of Human Computer Studies*, **2008**, 66, 257-270	4.6	52
20	Scientific Problem Solving in a Virtual Laboratory: A Comparison Between Individuals and Pairs. *Swiss Journal of Psychology*, **2008**, 67, 71-83	0.8	5
19	Effects of Mood and Problem Solving in Dyads on Transfer. *Swiss Journal of Psychology*, **2007**, 66, 51-65	0.8	9
18	Usable error message presentation in the World Wide Web: Do not show errors right away. *Interacting With Computers*, **2007**, 19, 330-341	1.6	29
17	Relation between functional brain imaging, cognitive impairment and cognitive rehabilitation in patients with multiple sclerosis. *Journal of Neurology*, **2007**, 254 Suppl 2, II53-7	5.5	29
16	How do we learn in a negative mood? Effects of a negative mood on transfer and learning. *Learning and Instruction*, **2007**, 17, 1-16	5.8	66
15	Fatigue in multiple sclerosis: relation to depression, physical impairment, personality and action control. *Multiple Sclerosis Journal*, **2007**, 13, 1161-7	5	69
14	Are Engineers Condemned to Design? A Survey on Software Engineering and UI Design in Switzerland. *Lecture Notes in Computer Science*, **2007**, 555-568	0.9	15
13	Color Similarity in Visual Search. *Swiss Journal of Psychology*, **2007**, 66, 191-199	0.8	4
12	Therapy-induced plasticity of cognitive functions in MS patients: insights from fMRI. *Journal of Physiology (Paris)*, **2006**, 99, 455-62		37
11	Tracking the subprocesses of decision-based action in the human frontal lobes. *NeuroImage*, **2006**, 30, 656-67	7.9	19
10	Anxiety trait modulates psychophysiological reactions, but not habituation processes related to affective auditory stimuli. *International Journal of Psychophysiology*, **2006**, 61, 87-97	2.9	21
9	Sleep loss-related decrements in planning performance in healthy elderly depend on task difficulty. *Journal of Sleep Research*, **2005**, 14, 409-17	5.8	39
8	Analysis of impairment related functional architecture in MS patients during performance of different attention tasks. *Journal of Neurology*, **2003**, 250, 461-72	5.5	137
7	Chess expertise and memory for chess positions in children and adults. *Journal of Experimental Child Psychology*, **1993**, 56, 328-49	2.3	85
6	The Flexible Use of Multiple Mental Domain Representations **1993**, 77-89		
5	Domain Representation and Student Modeling in a Microworld for Elastic Impacts. *Human Factors in Information Technology*, **1991**, 361-372		
4	Learning qualitative and quantitative reasoning in a microworld for elastic impacts. *European Journal of Psychology of Education*, **1990**, 5, 501-516	2.3	18

3	The constructive process of knowledge acquisition: Student modeling. *Lecture Notes in Computer Science*, **1989**, 486-499	0.9	6
2	Ecological knowledge: Acquisition and use in problem solving and in decision making. *International Journal of Educational Research*, **1987**, 11, 665-685	2.1	6
1	You Never Get a Second Chance to Make a First Impression. *Advances in Marketing, Customer Relationship Management, and E-services Book Series*,221-235	0.3	