Eye movement, vection, and motion sickness with foves

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Citation Report

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1	Vertical object motion during horizontal ocular pursuit: compensation for eye movements increases with presentation duration. Vision Research, 2005, 45, 845-853.	1.4	20
2	Sound localisation during illusory self-rotation. Experimental Brain Research, 2008, 185, 337-340.	1.5	4
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4	Estimating the time-to-passage of visual self-motion: Is the second order motion information processed?. Vision Research, 2010, 50, 914-923.	1.4	9
5	Visually induced motion sickness, visual stress and photosensitive epileptic seizures: What do they have in common? â€“ Preface to the special issue. Applied Ergonomics, 2010, 41, 491-493.	3.1	23
6	Cortical neural response to visual navigation through a Virtual environment. , 2011, , .		1
7	Vertical Heterophoria and Susceptibility to Visually Induced Motion Sickness. Strabismus, 2012, 20, 17-23.	0.7	16
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9	Are There Side Effects to Watching 3D Movies? A Prospective Crossover Observational Study on Visually Induced Motion Sickness. PLoS ONE, 2013, 8, e56160.	2.5	88
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11	Integration of sensory information precedes the sensation of vection: A combined behavioral and event-related brain potential (ERP) study. Behavioural Brain Research, 2014, 259, 131-136.	2.2	33
12	Vection and visually induced motion sickness: how are they related?. Frontiers in Psychology, 2015, 6, 472.	2.1	212
13	Comparing the effectiveness of different displays in enhancing illusions of self-movement (vection). Frontiers in Psychology, 2015, 6, 713.	2.1	40
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16	The Effects of Peripheral Vision and Light Stimulation on Distance Judgments Through HMDs. ACM Transactions on Applied Perception, 2018, 15, 1-14.	1.9	16
17	Allocating less attention to central vision during vection is correlated with less motion sickness. Ergonomics, 2018, 61, 933-946.	2.1	17
18	Predicting vection and visually induced motion sickness based on spontaneous postural activity. Experimental Brain Research, 2018, 236, 315-329.	1.5	50

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19	Health effects associated with occupational exposure to hand-arm or whole body vibration. Journal of Toxicology and Environmental Health - Part B: Critical Reviews, 2018, 21, 320-334.	6.5	79
20	Presence and Cybersickness in Virtual Reality Are Negatively Related: A Review. Frontiers in Psychology, 2019, 10, 158.	2.1	454
21	Effects of steering locomotion and teleporting on cybersickness and presence in HMD-based virtual reality. Virtual Reality, 2020, 24, 453-468.	6.1	83
22	A simulation sickness study on a driving simulator equipped with a vibration platform. Transportation Research Part F: Traffic Psychology and Behaviour, 2020, 68, 15-22.	3.7	25
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25	Objective and subjective responses to motion sickness: the group and the individual. Experimental Brain Research, 2021, 239, 515-531.	1.5	33
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27	Mitigation of Cybersickness in Immersive 360Â°Videos. , 2021, , .		11
28	Action Video Game Players Do Not Differ in the Perception of Contrast-Based Motion Illusions but Experience More Vection and Less Discomfort in a Virtual Environment Compared to Non-Action Video Game Players. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 0, , 1.	1.6	5
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30	Donâ€™t Block the Ground: Reducing Discomfort in Virtual Reality with an Asymmetric Field-of-View Restrictor. , 2021, , .		8