

# Robert Leeb

## List of Publications by Year in descending order

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Version: 2024-02-01

38  
papers

3,832  
citations

304743

22  
h-index

434195

31  
g-index

39  
all docs

39  
docs citations

39  
times ranked

3111  
citing authors

#	ARTICLE	IF	CITATIONS
1	Review of the BCI Competition IV. <i>Frontiers in Neuroscience</i> , 2012, 6, 55.	2.8	686
2	Brain-Computer Communication: Motivation, Aim, and Impact of Exploring a Virtual Apartment. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2007, 15, 473-482.	4.9	393
3	Self-Paced (Asynchronous) BCI Control of a Wheelchair in Virtual Environments: A Case Study with a Tetraplegic. <i>Computational Intelligence and Neuroscience</i> , 2007, 2007, 1-8.	1.7	353
4	Brain-Computer Interfaces, Virtual Reality, and Videogames. <i>Computer</i> , 2008, 41, 66-72.	1.1	294
5	Spatial filtering and selection of optimized components in four class motor imagery EEG data using independent components analysis. <i>Pattern Recognition Letters</i> , 2007, 28, 957-964.	4.2	209
6	Walking from thought. <i>Brain Research</i> , 2006, 1071, 145-152.	2.2	208
7	Toward Self-Paced Brain-Computer Communication: Navigation Through Virtual Worlds. <i>IEEE Transactions on Biomedical Engineering</i> , 2008, 55, 675-682.	4.2	186
8	A hybrid brain-computer interface based on the fusion of electroencephalographic and electromyographic activities. <i>Journal of Neural Engineering</i> , 2011, 8, 025011.	3.5	177
9	Towards Independence: A BCI Telepresence Robot for People With Severe Motor Disabilities. <i>Proceedings of the IEEE</i> , 2015, 103, 969-982.	21.3	150
10	Towards Noninvasive Hybrid Brain-Computer Interfaces: Framework, Practice, Clinical Application, and Beyond. <i>Proceedings of the IEEE</i> , 2015, 103, 926-943.	21.3	133
11	Transferring brain-computer interfaces beyond the laboratory: Successful application control for motor-disabled users. <i>Artificial Intelligence in Medicine</i> , 2013, 59, 121-132.	6.5	131
12	Tools for brain-computer interaction: a general concept for a hybrid BCI. <i>Frontiers in Neuroinformatics</i> , 2011, 5, 30.	2.5	121
13	The role of shared-control in BCI-based telepresence. , 2010, , .		85
14	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. <i>Presence: Teleoperators and Virtual Environments</i> , 2006, 15, 500-514.	0.6	78
15	Thinking Penguin: Multimodal Brain-Computer Interface Control of a VR Game. <i>IEEE Transactions on Games</i> , 2013, 5, 117-128.	1.4	74
16	Combining BCI with Virtual Reality: Towards New Applications and Improved BCI. <i>Biological and Medical Physics Series</i> , 2012, , 197-220.	0.4	69
17	Navigating Virtual Reality by Thought: What Is It Like?. <i>Presence: Teleoperators and Virtual Environments</i> , 2007, 16, 100-110.	0.6	59
18	Event-related EEG theta and alpha band oscillatory responses during language translation. <i>Brain Research Bulletin</i> , 2007, 72, 57-65.	3.0	57

#	ARTICLE	IF	CITATIONS
19	Multimodal Fusion of Muscle and Brain Signals for a Hybrid-BCI. , 2010, 2010, 4343-6.		54
20	Human EEG reveals distinct neural correlates of power and precision grasping types. NeuroImage, 2018, 181, 635-644.	4.2	47
21	Walking through a virtual city by thought. , 2004, 2004, 4503-6.		37
22	Workshops of the Fifth International Brain-Computer Interface Meeting: Defining the Future. Brain-Computer Interfaces, 2014, 1, 27-49.	1.8	35
23	Human-Computer Interface Issues in Controlling Virtual Reality With Brain-Computer Interface. Human-Computer Interaction, 2010, 25, 67-94.	4.4	31
24	Understanding and Realizing Presence in the Presencia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.2	27
25	Brain-Computer Interfaces and Assistive Technology. The International Library of Ethics, Law and Technology, 2014, , 7-38.	0.4	23
26	On the road to a neuroprosthetic hand: A novel hand grasp orthosis based on functional electrical stimulation. , 2010, 2010, 146-9.		20
27	Brain-computer interfaces and virtual reality for neurorehabilitation. Handbook of Clinical Neurology / Edited By P J Vinken and G W Bruyn, 2020, 168, 183-197.	1.8	16
28	Recent and Upcoming BCI Progress: Overview, Analysis, and Recommendations. Biological and Medical Physics Series, 2012, , 1-13.	0.4	13
29	Brain-Computer Interface Systems Used for Virtual Reality Control. , 2011, , .		11
30	The Graz Brain-Computer Interface. The Frontiers Collection, 2009, , 79-96.	0.2	11
31	Investigation of cue-based vertical and horizontal eye movements with electroencephalographic and eye-tracking data. Clinical Neurophysiology, 2009, 120, 1988-1993.	1.5	10
32	Behavioral and Cortical Effects during Attention Driven Brain-Computer Interface Operations in Spatial Neglect: A Feasibility Case Study. Frontiers in Human Neuroscience, 2017, 11, 336.	2.0	10
33	tDCS Modulates Motor Imagery-Related BCI Features. Biosystems and Biorobotics, 2013, , 647-651.	0.3	5
34	Quantification and reduction of visual load during BCI operation. , 2014, , .		4
35	Correction to "Brain - computer communication: Motivation, aim, and impact of exploring a virtual apartment". IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2008, 16, 119-119.	4.9	3
36	Moving Brain-Controlled Devices Outside the Lab: Principles and Applications. Trends in Augmentation of Human Performance, 2015, , 73-94.	0.4	1

#	ARTICLE	IF	CITATIONS
37	Introduction to Devices, Applications and Users: Towards Practical BCIs Based on Shared Control Techniques. Biological and Medical Physics Series, 2012, , 107-129.	0.4	1
38	10. Brain-Machine Symbiosis. , 2015, , 175-197.		0