Robert Leeb

List of Publications by Year
in descending order

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	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
2	Human EEG reveals distinct neural correlates of power and precision grasping types. NeuroImage, 2018, 181, 635-644.	4.2	47
3	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
4	10. Brain-Machine Symbiosis. , 2015, , 175-197.		0
5	Towards Noninvasive Hybrid Brainâ€“Computer Interfaces: Framework, Practice, Clinical Application, and Beyond. Proceedings of the IEEE, 2015, 103, 926-943.	21.3	133
6	Towards Independence: A BCI Telepresence Robot for People With Severe Motor Disabilities. Proceedings of the IEEE, 2015, 103, 969-982.	21.3	150
7	Moving Brain-Controlled Devices Outside the Lab: Principles and Applications. Trends in Augmentation of Human Performance, 2015, , 73-94.	0.4	1
8	Quantification and reduction of visual load during BCI operation. , 2014, , .		4
9	Workshops of the Fifth International Brain-Computer Interface Meeting: Defining the Future. Brain-Computer Interfaces, 2014, 1, 27-49.	1.8	35
10	Brainâ€“Computer Interfaces and Assistive Technology. The International Library of Ethics, Law and Technology, 2014, , 7-38.	0.4	23
11	Transferring brainâ€“computer interfaces beyond the laboratory: Successful application control for motor-disabled users. Artificial Intelligence in Medicine, 2013, 59, 121-132.	6.5	131
12	Thinking Penguin: Multimodal Brainâ€“Computer Interface Control of a VR Game. IEEE Transactions on Games, 2013, 5, 117-128.	1.4	74
13	tDCS Modulates Motor Imagery-Related BCI Features. Biosystems and Biorobotics, 2013, , 647-651.	0.3	5
14	Combining BCI with Virtual Reality: Towards New Applications and Improved BCI. Biological and Medical Physics Series, 2012, , 197-220.	0.4	69
15	Recent and Upcoming BCI Progress: Overview, Analysis, and Recommendations. Biological and Medical Physics Series, 2012, , 1-13.	0.4	13
16	Review of the BCI Competition IV. Frontiers in Neuroscience, 2012, 6, 55.	2.8	686
17	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
18	A hybrid brainâ€“computer interface based on the fusion of electroencephalographic and electromyographic activities. Journal of Neural Engineering, 2011, 8, 025011.	3.5	177

#	Article	IF	Citations
19	Brain-Computer Interface Systems Used for Virtual Reality Control. , 2011, , .		11
20	Tools for brain-computer interaction: a general concept for a hybrid BCI. Frontiers in Neuroinformatics, 2011, 5, 30.	2.5	121
21	Human-Computer Interface Issues in Controlling Virtual Reality With Brain-Computer Interface. Human-Computer Interaction, 2010, 25, 67-94.	4.4	31
22	Multimodal Fusion of Muscle and Brain Signals for a Hybrid-BCI. , 2010, 2010, 4343-6.		54
23	On the road to a neuroprosthetic hand: A novel hand grasp orthosis based on functional electrical stimulation. , 2010, 2010, 146-9.		20
24	The role of shared-control in BCI-based telepresence. , 2010, , .		85
25	Investigation of cue-based vertical and horizontal eye movements with electroencephalographic and eye-tracking data. Clinical Neurophysiology, 2009, 120, 1988-1993.	1.5	10
26	The Graz Brain-Computer Interface. The Frontiers Collection, 2009, , 79-96.	0.2	11
27	Brain-Computer Interfaces, Virtual Reality, and Videogames. Computer, 2008, 41, 66-72.	1.1	294
28	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
29	Toward Self-Paced Brainâ€“Computer Communication: Navigation Through Virtual Worlds. IEEE Transactions on Biomedical Engineering, 2008, 55, 675-682.	4.2	186
30	Navigating Virtual Reality by Thought: What Is It Like?. Presence: Teleoperators and Virtual Environments, 2007, 16, 100-110.	0.6	59
31	Self-Paced (Asynchronous) BCI Control of a Wheelchair in Virtual Environments: A Case Study with a Tetraplegic. Computational Intelligence and Neuroscience, 2007, 2007, 1-8.	1.7	353
32	Event-related EEG theta and alpha band oscillatory responses during language translation. Brain Research Bulletin, 2007, 72, 57-65.	3.0	57
33	Understanding and Realizing Presence in the Presenccia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.2	27
34	Spatial filtering and selection of optimized components in four class motor imagery EEG data using independent components analysis. Pattern Recognition Letters, 2007, 28, 957-964.	4.2	209
35	Brainâ€“Computer Communication: Motivation, Aim, and Impact of Exploring a Virtual Apartment. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2007, 15, 473-482.	4.9	393
36	Walking from thought. Brain Research, 2006, 1071, 145-152.	2.2	208

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37	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. Presence: Teleoperators and Virtual Environments, 2006, 15, 500-514.	0.6	78
38	Walking through a virtual city by thought. , 2004, 2004, 4503-6.		37