

Chang S Nam

List of Publications by Year in descending order

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Version: 2024-02-01

103
papers

2,090
citations

331670

21
h-index

276875

41
g-index

109
all docs

109
docs citations

109
times ranked

2439
citing authors

#	ARTICLE	IF	CITATIONS
1	Culture and gender modulate dlPFC integration in the emotional brain: evidence from dynamic causal modeling. <i>Cognitive Neurodynamics</i> , 2023, 17, 153-168.	4.0	5
2	Evaluating Effective Connectivity of Trust in Human-Automation Interaction: A Dynamic Causal Modeling (DCM) Study. <i>Human Factors</i> , 2022, 64, 1051-1069.	3.5	6
3	Emotion depends on context, culture and their interaction: evidence from effective connectivity. <i>Social Cognitive and Affective Neuroscience</i> , 2022, 17, 206-217.	3.0	8
4	Detecting Human Trust Calibration in Automation: A Convolutional Neural Network Approach. <i>IEEE Transactions on Human-Machine Systems</i> , 2022, 52, 774-783.	3.5	3
5	Interactive reinforcement learning and error-related potential classification for implicit feedback. , 2022, , 127-143.		0
6	Use of deep learning techniques in EEG-based BCI applications. , 2022, , 173-189.		0
7	Reinforcement learning in EEG-based human-robot interaction. , 2022, , 145-154.		1
8	Trusting Autonomous Security Robots: The Role of Reliability and Stated Social Intent. <i>Human Factors</i> , 2021, 63, 603-618.	3.5	23
9	Introduction: The evolution of trust in human-robot interaction. , 2021, , xxi-xxv.		0
10	Effect of Low Intensity Transcranial Ultrasound Stimulation on Neuromodulation in Animals and Humans: An Updated Systematic Review. <i>Frontiers in Neuroscience</i> , 2021, 15, 620863.	2.8	27
11	Direct Communication Between Brains: A Systematic PRISMA Review of Brain-To-Brain Interface. <i>Frontiers in Neurobotics</i> , 2021, 15, 656943.	2.8	12
12	Dual Task Effects on Speed and Accuracy During Cognitive and Upper Limb Motor Tasks in Adults With Stroke Hemiparesis. <i>Frontiers in Human Neuroscience</i> , 2021, 15, 671541.	2.0	4
13	Low-cost brain computer interface for everyday use. <i>Experimental Brain Research</i> , 2021, 239, 3573-3583.	1.5	4
14	A Functional BCI Model by the P2731 working group: Physiology. <i>Brain-Computer Interfaces</i> , 2021, 8, 54-81.	1.8	1
15	A functional BCI model by the P2731 working group: control interface. <i>Brain-Computer Interfaces</i> , 2021, 8, 154-160.	1.8	1
16	Brain-to-Brain Neural Synchrony During Social Interactions: A Systematic Review on Hyperscanning Studies. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 6669.	2.5	36
17	Functional Electrical Stimulation Controlled by Motor Imagery Brain-Computer Interface for Rehabilitation. <i>Brain Sciences</i> , 2020, 10, 512.	2.3	12
18	The Role of Individual Differences as Predictors of Trust in Autonomous Security Robots. , 2020, , .		10

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19	Factors affecting trust in high-vulnerability human-robot interaction contexts: A structural equation modelling approach. <i>Applied Ergonomics</i> , 2020, 85, 103056.	3.1	61
20	A Sensorimotor Rhythm-Based Brain-Computer Interface Controlled Functional Electrical Stimulation for Handgrasp Rehabilitation. <i>Cognitive Science and Technology</i> , 2020, , 329-349.	0.4	2
21	Neuroergonomics Behind the Wheel: Neural Correlates of Driving. <i>Cognitive Science and Technology</i> , 2020, , 353-388.	0.4	5
22	The EEG Cookbook: A Practical Guide to Neuroergonomics Research. <i>Cognitive Science and Technology</i> , 2020, , 33-51.	0.4	3
23	Adaptive Control of Thought-Rational (ACT-R): Applying a Cognitive Architecture to Neuroergonomics. <i>Cognitive Science and Technology</i> , 2020, , 105-114.	0.4	3
24	Brain-Computer Interfaces for Spinal Cord Injury Rehabilitation. <i>Cognitive Science and Technology</i> , 2020, , 315-328.	0.4	5
25	Abstract WP194: Interference of Cognitive Tasks and Upper Limb Movements in Chronic Stroke Patients: A Dual-Task Study. <i>Stroke</i> , 2020, 51, .	2.0	0
26	Deep Learning Techniques in Neuroergonomics. <i>Cognitive Science and Technology</i> , 2020, , 115-138.	0.4	0
27	Dynamic Causal Modeling (DCM) for EEG Approach to Neuroergonomics. <i>Cognitive Science and Technology</i> , 2020, , 139-158.	0.4	0
28	Neural Correlates and Mechanisms of Trust. <i>Cognitive Science and Technology</i> , 2020, , 451-461.	0.4	2
29	Functional Near-Infrared Spectroscopy (fNIRS) in Neuroergonomics. <i>Cognitive Science and Technology</i> , 2020, , 53-76.	0.4	1
30	Transcranial Direct Current Stimulation (tDCS): A Beginner's Guide for Neuroergonomists. <i>Cognitive Science and Technology</i> , 2020, , 77-101.	0.4	1
31	Temporally Constrained Sparse Group Spatial Patterns for Motor Imagery BCI. <i>IEEE Transactions on Cybernetics</i> , 2019, 49, 3322-3332.	9.5	232
32	Emotional expressions facilitate human-human trust when using automation in high-risk situations. <i>Military Psychology</i> , 2019, 31, 292-305.	1.1	4
33	BCI-Based Expressive Arts: Moving Toward Mind-Body Alignment. , 2019, , 355-373.		1
34	Designing of smart chair for monitoring of sitting posture using convolutional neural networks. <i>Data Technologies and Applications</i> , 2019, 53, 142-155.	1.4	12
35	Neural Correlates of Trust During an Automated System Monitoring Task: Preliminary Results of an Effective Connectivity Study. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 83-87.	0.3	6
36	Detecting Human Trust Calibration in Automation: A Deep Learning Approach. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 88-90.	0.3	3

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37	Quantitative modeling of user performance in multitasking environments. <i>Computers in Human Behavior</i> , 2018, 84, 130-140.	8.5	10
38	Immersion of virtual reality for rehabilitation - Review. <i>Applied Ergonomics</i> , 2018, 69, 153-161.	3.1	220
39	Working memory capacity influences performance and brain networks: Evidence from effective connectivity analysis. , 2018, , .		0
40	Affective experience of physical user interfaces: Similarities and differences among control types. <i>Human Factors and Ergonomics in Manufacturing</i> , 2018, 28, 56-68.	2.7	3
41	Behavioral and Neural Correlates of Hysteresis Effects during Multitasking. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2018, 62, 11-13.	0.3	2
42	Neural Correlates of Workload Transition in Multitasking: An ACT-R Model of Hysteresis Effect. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 535.	2.0	10
43	A meta-analysis of human-system interfaces in unmanned aerial vehicle (UAV) swarm management. <i>Applied Ergonomics</i> , 2017, 58, 66-80.	3.1	62
44	Muscle loading in exoskeletal orthotic use in an activity of daily living. <i>Applied Ergonomics</i> , 2017, 58, 190-197.	3.1	8
45	The Role of Haptic Feedback in Robotic-Assisted Retinal Microsurgery Systems: A Systematic Review. <i>IEEE Transactions on Haptics</i> , 2017, 10, 94-105.	2.7	16
46	Touchscreen interfaces in context: A systematic review of research into touchscreens across settings, populations, and implementations. <i>Applied Ergonomics</i> , 2017, 61, 116-143.	3.1	40
47	Trends in BCI Research I: Brain-Computer Interfaces for Assessment of Patients with Locked-in Syndrome or Disorders of Consciousness. <i>Springer Briefs in Electrical and Computer Engineering</i> , 2017, , 105-125.	0.5	6
48	The effects of interruption similarity and complexity on performance in a simulated visual-manual assembly operation. <i>Applied Ergonomics</i> , 2017, 59, 94-103.	3.1	13
49	Emotional Granularity Effects on Event-Related Brain Potentials during Affective Picture Processing. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 133.	2.0	41
50	Neuroimaging of Human Balance Control: A Systematic Review. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 170.	2.0	107
51	Behavioral and Neural Correlates of Executive Function: Interplay between Inhibition and Updating Processes. <i>Frontiers in Neuroscience</i> , 2017, 11, 378.	2.8	27
52	A systematic review of hybrid brain-computer interfaces: Taxonomy and usability perspectives. <i>PLoS ONE</i> , 2017, 12, e0176674.	2.5	90
53	Executive function updating level modulates connectivity network between brain regions in alpha band. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017, 61, 49-50.	0.3	1
54	Investigating Eye Movements, Attention, and Multitasking with MATB-II. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017, 61, 863-864.	0.3	0

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55	Call For Book Chapters: Brain-Computer Interfaces Handbook: Technological and Theoretical Advances. Brain-Computer Interfaces, 2016, 3, 121-122.	1.8	0
56	Effects of Working Memory Capacity, Task Switching, and Task Difficulty on Multitasking Performance. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 502-506.	0.3	2
57	Collaborative Brain-Computer Interface for People with Motor Disabilities [Research Frontier]. IEEE Computational Intelligence Magazine, 2016, 11, 56-66.	3.2	15
58	The Effects of Haptic Feedback and Visual Distraction on Pointing Task Performance. International Journal of Human-Computer Interaction, 2016, 32, 89-102.	4.8	22
59	Artistic brain-computer interfaces: state-of-the-art control mechanisms. Brain-Computer Interfaces, 2015, 2, 70-75.	1.8	25
60	A Wandering Mind Cannot Resolve Conflicts in Displayed Information. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1397-1401.	0.3	3
61	A Collaborative Brain-Computer Interface (BCI) for ALS Patients. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 716-720.	0.3	6
62	The Human Factors and Ergonomics of P300-Based Brain-Computer Interfaces. Brain Sciences, 2015, 5, 318-356.	2.3	40
63	Comparison of Stimulation Patterns to Elicit Steady-State Somatosensory Evoked Potentials (SSSEPs): Implications for Hybrid and SSSEP-Based BCIs. , 2015, , .		8
64	Wayfinding of Users With Visual Impairments in Haptically Enhanced Virtual Environments. International Journal of Human-Computer Interaction, 2015, 31, 295-306.	4.8	6
65	Navigation by vibration: Effects of vibrotactile feedback on a navigation task. International Journal of Industrial Ergonomics, 2015, 46, 76-84.	2.6	21
66	Feasibility of a Wearable, Sensor-based Motion Tracking System. Procedia Manufacturing, 2015, 3, 192-199.	1.9	7
67	Arts and Brain-Computer Interfaces (BCIs). Brain-Computer Interfaces, 2015, 2, 57-59.	1.8	10
68	Designing Better, Cost-Effective Brain-Computer Interfaces. Ergonomics in Design, 2015, 23, 13-19.	0.7	7
69	Use of Reference Frame and Movement Pattern in Haptically Enhanced 3D Virtual Environment. International Journal of Human-Computer Interaction, 2014, 30, 891-903.	4.8	1
70	Does Touch Matter?: The Effects of Haptic Visualization on Human Performance, Behavior and Perception. International Journal of Human-Computer Interaction, 2014, 30, 839-841.	4.8	10
71	Scenario-Based Observation Approach for Eliciting User Requirements for Haptic User Interfaces. International Journal of Human-Computer Interaction, 2014, 30, 842-854.	4.8	3
72	Effects of Luminosity Contrast and Stimulus Duration on User Performance and Preference in a P300-Based Brain-Computer Interface. International Journal of Human-Computer Interaction, 2014, 30, 151-163.	4.8	34

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73	Elicitation of Haptic User Interface Needs of People with Low Vision. <i>International Journal of Human-Computer Interaction</i> , 2013, 29, 488-500.	4.8	14
74	Acceptance of Assistive Technology by Special Education Teachers: A Structural Equation Model Approach. <i>International Journal of Human-Computer Interaction</i> , 2013, 29, 365-377.	4.8	50
75	Influence of Haptic Feedback on a Pointing Task in a Haptically Enhanced 3D Virtual Environment. <i>Lecture Notes in Computer Science</i> , 2013, , 561-567.	1.3	1
76	Behavioral Characteristics of Users with Visual Impairment in Haptically Enhanced Virtual Environments. <i>Lecture Notes in Computer Science</i> , 2013, , 618-625.	1.3	2
77	Use of Reference Frame in Haptic Virtual Environments: Implications for Users with Visual Impairments. <i>Lecture Notes in Computer Science</i> , 2013, , 610-617.	1.3	0
78	Severe motor disability affects functional cortical integration in the context of brain-computer interface (BCI) use. <i>Ergonomics</i> , 2012, 55, 581-591.	2.1	28
79	Haptic User Interfaces for the Visually Impaired: Implications for Haptically Enhanced Science Learning Systems. <i>International Journal of Human-Computer Interaction</i> , 2012, 28, 784-798.	4.8	17
80	The Effects of Individuals' Mood State and Personality Trait on the Cognitive Processing of Emotional Stimuli. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012, 56, 1059-1063.	0.3	3
81	A Preliminary Research on P300-Based BCI Application for People with Motor Disabilities. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012, 56, 1049-1053.	0.3	0
82	Brain-computer interface (BCI) and ergonomics. <i>Ergonomics</i> , 2012, 55, 513-515.	2.1	5
83	Movement imagery-related lateralization of event-related (de)synchronization (ERD/ERS): Motor-imagery duration effects. <i>Clinical Neurophysiology</i> , 2011, 122, 567-577.	1.5	148
84	Event-related (De)synchronization (ERD/ERS) during motor imagery tasks: Implications for brain-computer interfaces. <i>International Journal of Industrial Ergonomics</i> , 2011, 41, 428-436.	2.6	119
85	Leg strength comparison between younger and middle-age adults. <i>International Journal of Industrial Ergonomics</i> , 2010, 40, 315-320.	2.6	8
86	A P300-Based Brain-Computer Interface: Effects of Interface Type and Screen Size. <i>International Journal of Human-Computer Interaction</i> , 2010, 27, 52-68.	4.8	60
87	Evaluation of P300-Based Brain-Computer Interface in Real-World Contexts. <i>International Journal of Human-Computer Interaction</i> , 2010, 26, 621-637.	4.8	31
88	Current Trends in Brain-Computer Interface (BCI) Research and Development. <i>International Journal of Human-Computer Interaction</i> , 2010, 27, 1-4.	4.8	8
89	Supporting Collaborative Privacy-Observant Information Sharing Using RFID-Tagged Objects. <i>Advances in Human-Computer Interaction</i> , 2009, 2009, 1-13.	2.8	1
90	Incorporating affective customer needs for luxuriousness into product design attributes. <i>Human Factors and Ergonomics in Manufacturing</i> , 2009, 19, 105-127.	2.7	52

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91	The process of team communication in multi-cultural contexts: An empirical study using Bales's™ interaction process analysis (IPA). International Journal of Industrial Ergonomics, 2009, 39, 771-782.	2.6	34
92	Evaluation of human-agent user interfaces in multi-agent systems. International Journal of Industrial Ergonomics, 2009, 39, 192-201.	2.6	15
93	Haptic Science Learning System for Students with Visual Impairments: A Preliminary Study. Lecture Notes in Computer Science, 2009, , 157-166.	1.3	2
94	Capturing judgment policy on customers' creditworthiness: A lens model and SDT approach. International Journal of Industrial Ergonomics, 2008, 38, 593-600.	2.6	4
95	The roles of sensory modalities in collaborative virtual environments (CVEs). Computers in Human Behavior, 2008, 24, 1404-1417.	8.5	33
96	Environmental Noise and P300-Based Brain-Computer Interface (BCI). Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 803-807.	0.3	6
97	Designing for Usability and Safety in RFID-Based Intelligent Commuting Environments. , 2007, ,		2
98	Influence of Avatar Creation on Attitude, Empathy, Presence, and Para-Social Interaction. , 2007, , 711-720.		7
99	Guidelines for the Development and Improvement of Universal Access Systems for Blind Students. Lecture Notes in Computer Science, 2007, , 603-612.	1.3	3
100	Co-presence in Shared Virtual Environments: Avatars Beyond the Opposition of Presence and Representation. Lecture Notes in Computer Science, 2007, , 949-958.	1.3	2
101	Culture and Cognition: Implications for Cognitive Design of Learning Resources. Proceedings of the Human Factors and Ergonomics Society, 2005, 49, 1444-1448.	0.3	1
102	The Neural Correlates of Moral Thinking: A Meta-Analysis. International Journal of Computational & Neural Engineering, 0, , 28-39.	0.0	3
103	Web-Based Learning Environment: A Theory-Based Design Process for Development and Evaluation. Journal of Information Technology Education:Research, 0, 6, 023-043.	0.0	56