# Sandro Franceschini

List of Publications by Year
in descending order



| 29 | 1,676 | 623734 14 | 713466 21 |
|---|---|---|---|
| papers | citations | h-index | g-index |

| 29 | 29 | 29 | 1528 |
|---|---|---|---|
| all docs | docs citations | times ranked | citing authors |

| # | Article | IF | Citations |
|---|---|---|---|
| 1 | A Causal Link between Visual Spatial Attention and Reading Acquisition. Current Biology, 2012, 22, 814-819. | 3.9 | 413 |
| 2 | Action Video Games Make Dyslexic Children Read Better. Current Biology, 2013, 23, 462-466. | 3.9 | 394 |
| 3 | Multiple Causal Links Between Magnocellularâ€“Dorsal Pathway Deficit and Developmental Dyslexia. Cerebral Cortex, 2016, 26, 4356-4369. | 2.9 | 136 |
| 4 | Action video games improve reading abilities and visual-to-auditory attentional shifting in English-speaking children with dyslexia. Scientific Reports, 2017, 7, 5863. | 3.3 | 115 |
| 5 | The Italian version of the Obsessive Compulsive Inventory: Its psychometric properties on community and clinical samples. Journal of Anxiety Disorders, 2009, 23, 204-211. | 3.2 | 103 |
| 6 | A different vision of dyslexia: Local precedence on global perception. Scientific Reports, 2017, 7, 17462. | 3.3 | 71 |
| 7 | Is excessive visual crowding causally linked to developmental dyslexia?. Neuropsychologia, 2019, 130, 107-117. | 1.6 | 60 |
| 8 | Metacognitive beliefs and strategies predict worry, obsessiveâ€“compulsive symptoms and coping styles: A preliminary prospective study on an Italian nonâ€clinical sample. Clinical Psychology and Psychotherapy, 2007, 14, 258-268. | 2.7 | 57 |
| 9 | Decreased Coherent Motion Discrimination in Autism Spectrum Disorder: The Role of Attentional Zoom-Out Deficit. PLoS ONE, 2012, 7, e49019. | 2.5 | 46 |
| 10 | Improving action video games abilities increases the phonological decoding speed and phonological short-term memory in children with developmental dyslexia. Neuropsychologia, 2019, 130, 100-106. | 1.6 | 44 |
| 11 | â€œShall We Play a Game?â€ Improving Reading Through Action Video Games in Developmental Dyslexia. Current Developmental Disorders Reports, 2015, 2, 318-329. | 2.1 | 41 |
| 12 | Action Video Games Enhance Attentional Control and Phonological Decoding in Children with Developmental Dyslexia. Brain Sciences, 2021, 11, 171. | 2.3 | 38 |
| 13 | A Serious Game for Predicting the Risk of Developmental Dyslexia in Pre-Readers Children. , 2012, , . | | 33 |
| 14 | Serious Games for Early Identification of Developmental Dyslexia. Computers in Entertainment, 2017, 15, 1-24. | 1.1 | 32 |
| 15 | Sluggish dorsally-driven inhibition of return during orthographic processing in adults with dyslexia. Brain and Language, 2018, 179, 1-10. | 1.6 | 18 |
| 16 | Beyond Reading Modulation: Temporo-Parietal tDCS Alters Visuo-Spatial Attention and Motion Perception in Dyslexia. Brain Sciences, 2021, 11, 263. | 2.3 | 14 |
| 17 | Short-Term Effects of Video-Games on Cognitive Enhancement: the Role of Positive Emotions. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2022, 6, 29-46. | 1.6 | 14 |
| 18 | The causal link between magnocellular-dorsal pathway functioning and dyslexia. Journal of Vision, 2015, 15, 195. | 0.3 | 13 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Caffeine improves text reading and global perception. Journal of Psychopharmacology, 2020, 34, 315-325. | 4.0 | 9 |
| 20 | Role of Visual Attention in Developmental Dyslexia. , 2019, , 307-326. | | 8 |
| 21 | Local perception impairs the lexical reading route. Psychological Research, 2021, 85, 1748-1756. | 1.7 | 8 |
| 22 | Manual dexterity predicts phonological decoding speed in typical reading adults. Psychological Research, 2021, 85, 2882-2891. | 1.7 | 5 |
| 23 | Dyslexia prevention by action video game training: behavioural and neurophysiological evidence. Journal of Vision, 2016, 16, 489. | 0.3 | 2 |
| 24 | A Web Application for Reading and Attentional Assessments. , 2018, , . | | 1 |
| 25 | Action video games improve reading and cross-modal attentional shifting as well as phonological skills in English-speaking children with dyslexia. Journal of Vision, 2017, 17, 639. | 0.3 | 1 |
| 26 | Action video games improve math abilities in children with developmental dyscalculia. Journal of Vision, 2016, 16, 1278. | 0.3 | 0 |
| 27 | "When trees overshadow the forest": A peculiar vision of dyslexia. Journal of Vision, 2017, 17, 641. | 0.3 | 0 |
| 28 | Abnormal visual crowding and developmental dyslexia: Cause or effect?. Journal of Vision, 2018, 18, 545. | 0.3 | 0 |
| 29 | Action Video Games Improve Multi-sensory Perceptual Noise-Exclusion in Developmental Dyslexia. Journal of Vision, 2019, 19, 158d. | 0.3 | 0 |