

# Sandro Franceschini

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3509393/publications.pdf>

Version: 2024-02-01

29  
papers

1,676  
citations

623734

14  
h-index

713466

21  
g-index

29  
all docs

29  
docs citations

29  
times ranked

1528  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Local perception impairs the lexical reading route. Psychological Research, 2021, 85, 1748-1756.	1.7	8
3	Action Video Games Enhance Attentional Control and Phonological Decoding in Children with Developmental Dyslexia. Brain Sciences, 2021, 11, 171.	2.3	38
4	Beyond Reading Modulation: Temporo-Parietal tDCS Alters Visuo-Spatial Attention and Motion Perception in Dyslexia. Brain Sciences, 2021, 11, 263.	2.3	14
5	Manual dexterity predicts phonological decoding speed in typical reading adults. Psychological Research, 2021, 85, 2882-2891.	1.7	5
6	Caffeine improves text reading and global perception. Journal of Psychopharmacology, 2020, 34, 315-325.	4.0	9
7	Role of Visual Attention in Developmental Dyslexia. , 2019, , 307-326.		8
8	Is excessive visual crowding causally linked to developmental dyslexia?. Neuropsychologia, 2019, 130, 107-117.	1.6	60
9	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
10	Action Video Games Improve Multi-sensory Perceptual Noise-Exclusion in Developmental Dyslexia. Journal of Vision, 2019, 19, 158d.	0.3	0
11	Sluggish dorsally-driven inhibition of return during orthographic processing in adults with dyslexia. Brain and Language, 2018, 179, 1-10.	1.6	18
12	A Web Application for Reading and Attentional Assessments. , 2018, , .		1
13	Abnormal visual crowding and developmental dyslexia: Cause or effect?. Journal of Vision, 2018, 18, 545.	0.3	0
14	Serious Games for Early Identification of Developmental Dyslexia. Computers in Entertainment, 2017, 15, 1-24.	1.1	32
15	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
16	A different vision of dyslexia: Local precedence on global perception. Scientific Reports, 2017, 7, 17462.	3.3	71
17	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
18	"When trees overshadow the forest": A peculiar vision of dyslexia. Journal of Vision, 2017, 17, 641.	0.3	0

#	ARTICLE	IF	CITATIONS
19	Multiple Causal Links Between Magnocellularâ€“Dorsal Pathway Deficit and Developmental Dyslexia. <i>Cerebral Cortex</i> , 2016, 26, 4356-4369.	2.9	136
20	Dyslexia prevention by action video game training: behavioural and neurophysiological evidence. <i>Journal of Vision</i> , 2016, 16, 489.	0.3	2
21	Action video games improve math abilities in children with developmental dyscalculia. <i>Journal of Vision</i> , 2016, 16, 1278.	0.3	0
22	â€œShall We Play a Game?â€ Improving Reading Through Action Video Games in Developmental Dyslexia. <i>Current Developmental Disorders Reports</i> , 2015, 2, 318-329.	2.1	41
23	The causal link between magnocellular-dorsal pathway functioning and dyslexia. <i>Journal of Vision</i> , 2015, 15, 195.	0.3	13
24	Action Video Games Make Dyslexic Children Read Better. <i>Current Biology</i> , 2013, 23, 462-466.	3.9	394
25	A Serious Game for Predicting the Risk of Developmental Dyslexia in Pre-Readers Children. , 2012, , .		33
26	A Causal Link between Visual Spatial Attention and Reading Acquisition. <i>Current Biology</i> , 2012, 22, 814-819.	3.9	413
27	Decreased Coherent Motion Discrimination in Autism Spectrum Disorder: The Role of Attentional Zoom-Out Deficit. <i>PLoS ONE</i> , 2012, 7, e49019.	2.5	46
28	The Italian version of the Obsessive Compulsive Inventory: Its psychometric properties on community and clinical samples. <i>Journal of Anxiety Disorders</i> , 2009, 23, 204-211.	3.2	103
29	Metacognitive beliefs and strategies predict worry, obsessiveâ€“compulsive symptoms and coping styles: A preliminary prospective study on an Italian nonâ€“clinical sample. <i>Clinical Psychology and Psychotherapy</i> , 2007, 14, 258-268.	2.7	57