

Doron Friedman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3633007/publications.pdf>

Version: 2024-02-01

18
papers

1,305
citations

567281

15
h-index

940533

16
g-index

19
all docs

19
docs citations

19
times ranked

1379
citing authors

#	ARTICLE	IF	CITATIONS
1	Immersive Journalism: Immersive Virtual Reality for the First-Person Experience of News. Presence: Teleoperators and Virtual Environments, 2010, 19, 291-301.	0.6	338
2	Walking from thought. Brain Research, 2006, 1071, 145-152.	2.2	208
3	Analysis of Physiological Responses to a Social Situation in an Immersive Virtual Environment. Presence: Teleoperators and Virtual Environments, 2006, 15, 553-569.	0.6	96
4	Covert neurofeedback without awareness shapes cortical network spontaneous connectivity. Proceedings of the National Academy of Sciences of the United States of America, 2016, 113, E2413-20.	7.1	87
5	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. Presence: Teleoperators and Virtual Environments, 2006, 15, 500-514.	0.6	78
6	The future of online therapy. Computers in Human Behavior, 2014, 41, 288-294.	8.5	75
7	Navigating Virtual Reality by Thought: What Is It Like?. Presence: Teleoperators and Virtual Environments, 2007, 16, 100-110.	0.6	59
8	Temporal and Spatial Variations in Presence: Qualitative Analysis of Interviews from an Experiment on Breaks in Presence. Presence: Teleoperators and Virtual Environments, 2008, 17, 293-309.	0.6	56
9	A method for generating an illusion of backwards time travel using immersive virtual reality—An exploratory study. Frontiers in Psychology, 2014, 5, 943.	2.1	49
10	Virtual research assistants: Replacing human interviewers by automated avatars in virtual worlds. Computers in Human Behavior, 2013, 29, 1608-1616.	8.5	45
11	Differential Magnetic Resonance Neurofeedback Modulations across Extrinsic (Visual) and Intrinsic (Default-Mode) Nodes of the Human Cortex. Journal of Neuroscience, 2015, 35, 2588-2595.	3.6	40
12	Thought-Controlled Nanoscale Robots in a Living Host. PLoS ONE, 2016, 11, e0161227.	2.5	38
13	Controlling an avatar by thought using real-time fMRI. Journal of Neural Engineering, 2014, 11, 035006.	3.5	34
14	Human-Computer Interface Issues in Controlling Virtual Reality With Brain-Computer Interface. Human-Computer Interaction, 2010, 25, 67-94.	4.4	31
15	The enemy's gaze: Immersive virtual environments enhance peace promoting attitudes and emotions in violent intergroup conflicts. PLoS ONE, 2019, 14, e0222342.	2.5	23
16	Virtual reality-based conflict resolution: The impact of immersive 360° video on changing view points and moral judgment in the context of violent intergroup conflict. New Media and Society, 2021, 23, 2255-2278.	5.0	17
17	Brain-Computer Interfacing and Virtual Reality. , 2015, , 1-22.		14
18	Brain-Computer Interfacing and Virtual Reality. , 2017, , 151-171.		3