Jan B F Van Erp

List of Publications by Year
in descending order

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Version: 2024-02-01

147	4,527	117625	118850
papers	citations	34 h-index	62 g-index

155	155	155	3611
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Waypoint navigation with a vibrotactile waist belt. ACM Transactions on Applied Perception, 2005, 2, 106-117.	1.9	371
2	Estimating workload using EEG spectral power and ERPs in the n-back task. Journal of Neural Engineering, 2012, 9, 045008.	3.5	279
3	Brain-Computer Interfaces: Beyond Medical Applications. Computer, 2012, 45, 26-34.	1.1	272
4	Vibrotactile in-vehicle navigation system. Transportation Research Part F: Traffic Psychology and Behaviour, 2004, 7, 247-256.	3.7	255
5	A tactile P300 brain-computer interface. Frontiers in Neuroscience, 2010, 4, 19.	2.8	204
6	Combining and comparing EEG, peripheral physiology and eye-related measures for the assessment of mental workload. Frontiers in Neuroscience, 2014, 8, 322.	2.8	186
7	Presenting directions with a vibrotactile torso display. Ergonomics, 2005, 48, 302-313.	2.1	168
8	Effects of Aging in Multisensory Integration: A Systematic Review. Frontiers in Aging Neuroscience, 2017, 9, 80.	3.4	117
9	Using neurophysiological signals that reflect cognitive or affective state: six recommendations to avoid common pitfalls. Frontiers in Neuroscience, 2015, 9, 136.	2.8	99
10	Social Touch in HumanÃ¢â‚¬â€œComputer Interaction. Frontiers in Digital Humanities, 2015, 2, .	1.2	92
11	Field-Based Validation of a Tactile Navigation Device. IEEE Transactions on Haptics, 2010, 3, 78-87.	2.7	85
12	Emotional Responses to Multisensory Environmental Stimuli. SAGE Open, 2016, 6, 215824401663059.	1.7	83
13	Methods for Evaluating Emotions Evoked by Food Experiences: A Literature Review. Frontiers in Psychology, 2018, 9, 911.	2.1	83
14	Social Touch in Humanâ€“Robot Interaction: Robot-Initiated Touches can Induce Positive Responses without Extensive Prior Bonding. International Journal of Social Robotics, 2019, 11, 285-304.	4.6	70
15	Distinguishing between target and nontarget fixations in a visual search task using fixation-related potentials. Journal of Vision, 2013, 13, 17-17.	0.3	69
16	Evidence for effects of task difficulty but not learning on neurophysiological variables associated with effort. International Journal of Psychophysiology, 2014, 93, 242-252.	1.0	67
17	Image parameters for driving with indirect viewing systems. Ergonomics, 2003, 46, 1471-1499.	2.1	58
18	Improving target detection in visual search through the augmenting multi-sensory cues. Ergonomics, 2013, 56, 729-738.	2.1	56

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19	Perceiving blocks of emotional pictures and sounds: effects on physiological variables. Frontiers in Human Neuroscience, 2013, 7, 295.	2.0	55
20	Affective and Behavioral Responses to Robot-Initiated Social Touch: Toward Understanding the Opportunities and Limitations of Physical Contact in Humanâ€“Robot Interaction. Frontiers in ICT, 2017, 4, .	3.6	54
21	EmojiGrid: A 2D Pictorial Scale for the Assessment of Food Elicited Emotions. Frontiers in Psychology, 2018, 9, 2396.	2.1	51
22	A Tactile Seat for Direction Coding in Car Driving: Field Evaluation. IEEE Transactions on Haptics, 2009, 2, 181-188.	2.7	50
23	Tactile information presentation in the cockpit. Lecture Notes in Computer Science, 2001, , 174-181.	1.3	50
24	Touch down: The effect of artificial touch cues on orientation in microgravity. Neuroscience Letters, 2006, 404, 78-82.	2.1	49
25	Multimodal warnings to enhance risk communication and safety. Safety Science, 2014, 61, 29-35.	4.9	49
26	Multisensory temporal numerosity judgment. Brain Research, 2008, 1242, 116-125.	2.2	47
27	Brainâ€“machine interfaces in space: Using spontaneous rather than intentionally generated brain signals. Acta Astronautica, 2010, 67, 1-11.	3.2	45
28	A Tactile Cockpit Instrument Supports the Control of Self-Motion During Spatial Disorientation. Human Factors, 2006, 48, 219-228.	3.5	44
29	Tactile navigation display. Lecture Notes in Computer Science, 2001, , 165-173.	1.3	42
30	The Perception of Visual UncertaintyRepresentation by Non-Experts. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 935-943.	4.4	41
31	CROCUFID: A Cross-Cultural Food Image Database for Research on Food Elicited Affective Responses. Frontiers in Psychology, 2019, 10, 58.	2.1	39
32	Vibro-Tactile and Visual Asynchronies: Sensitivity and Consistency. Perception, 2004, 33, 103-111.	1.2	36
33	Control-display mapping in brainâ€“computer interfaces. Ergonomics, 2012, 55, 564-580.	2.1	36
34	How to Touch Humans: Guidelines for Social Agents and Robots That Can Touch. , 2013, , .		36
35	Toward Enhanced Teleoperation Through Embodiment. Frontiers in Robotics and AI, 2020, 7, 14.	3.2	36
36	Direction coding using a tactile chair. Applied Ergonomics, 2009, 40, 477-484.	3.1	35

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37	Uni-, bi- and tri-modal warning signals: Effects of temporal parameters and sensory modality on perceived urgency. Safety Science, 2015, 72, 1-8.	4.9	34
38	EmojiGrid: A 2D pictorial scale for cross-cultural emotion assessment of negatively and positively valenced food. Food Research International, 2019, 115, 541-551.	6.2	34
39	Neurophysiological responses during cooking food associated with different emotions. Food Quality and Preference, 2017, 62, 307-316.	4.6	33
40	Tactile Cueing Effects on Performance in Simulated Aerial Combat with High Acceleration. Aviation, Space, and Environmental Medicine, 2007, 78, 1128-1134.	0.5	32
41	Does bimodal stimulus presentation increase ERP components usable in BCIs?. Journal of Neural Engineering, 2012, 9, 045005.	3.5	31
42	Physiological synchrony in EEG, electrodermal activity and heart rate reflects shared selective auditory attention. Journal of Neural Engineering, 2020, 17, 046028.	3.5	31
43	Cross-modal visual and vibrotactile tracking. Applied Ergonomics, 2004, 35, 105-112.	3.1	30
44	Simulating Affective Touch: Using a Vibrotactile Array to Generate Pleasant Stroking Sensations. Lecture Notes in Computer Science, 2016, , 240-250.	1.3	30
45	Measuring workload using a combination of electroencephalography and near infrared spectroscopy. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1822-1826.	0.3	29
46	Explicit and Implicit Responses to Tasting Drinks Associated with Different Tasting Experiences. Sensors, 2019, 19, 4397.	3.8	27
47	Setting the Standards for Haptic and Tactile Interactions: ISOâ€™s Work. Lecture Notes in Computer Science, 2010, , 353-358.	1.3	26
48	Counting visual and tactile events: The effect of attention on multisensory integration. Attention, Perception, and Psychophysics, 2009, 71, 1854-1861.	1.3	24
49	Physiological signals distinguish between reading emotional and non-emotional sections in a novel. Brain-Computer Interfaces, 2015, 2, 76-89.	1.8	24
50	Absolute localization of vibrotactile stimuli on the torso. Perception & Psychophysics, 2008, 70, 1016-1023.	2.3	23
51	Public Understanding of Visual Representations of Uncertainty in Temperature Forecasts. Journal of Cognitive Engineering and Decision Making, 2015, 9, 241-262.	2.3	21
52	Tactile, Visual, and Bimodal P300s: Could Bimodal P300s Boost BCI Performance?. SRX Neuroscience, 2010, 2010, 1-9.	0.5	21
53	Effects of mediated social touch on affective experiences and trust. PeerJ, 2015, 3, e1297.	2.0	21
54	Effects of Head-Slaved and Peripheral Displays on Lane-Keeping Performance and Spatial Orientation. Human Factors, 1999, 41, 453-466.	3.5	19

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55	Improving Real-Life Estimates of Emotion Based on Heart Rate: A Perspective on Taking Metabolic Heart Rate Into Account. Frontiers in Human Neuroscience, 2018, 12, 284.	2.0	19
56	The EmojiGrid as a Tool to Assess Experienced and Perceived Emotions. Psych, 2019, 1, 469-481.	1.6	19
57	Physiological Synchrony in EEG, Electrodermal Activity and Heart Rate Detects Attentionally Relevant Events in Time. Frontiers in Neuroscience, 2020, 14, 575521.	2.8	19
58	Validation of Principles for Tactile Navigation Displays. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1687-1691.	0.3	18
59	Observers can reliably identify illusory flashes in the illusory flash paradigm. Experimental Brain Research, 2013, 226, 73-79.	1.5	18
60	Neuroticism, Extraversion, Conscientiousness and Stress: Physiological Correlates. IEEE Transactions on Affective Computing, 2015, 6, 109-117.	8.3	18
61	Error-related EEG patterns during tactile human-machine interaction. , 2009, , .		16
62	Controlling a Tactile ERPâ€“BCI in a Dual Task. IEEE Transactions on Games, 2013, 5, 129-140.	1.4	15
63	Navigating virtual mazes: The benefits of audiovisual landmarks. Displays, 2014, 35, 110-117.	3.7	15
64	Deep Physiological Arousal Detection in a Driving Simulator Using Wearable Sensors. , 2017, , .		15
65	Obstacle Detection Display for Visually Impaired: Coding of Direction, Distance, and Height on a Vibrotactile Waist Band. Frontiers in ICT, 2017, 4, .	3.6	15
66	Control Performance With Three Translational Degrees of Freedom. Human Factors, 2002, 44, 144-155.	3.5	14
67	Pre- and post-stimulus EEG patterns associated with the touch-induced illusory flash. Neuroscience Letters, 2014, 562, 79-84.	2.1	14
68	Tactile Cuing to Augment Multisensory Human-Machine Interaction. Ergonomics in Design, 2015, 23, 4-9.	0.7	13
69	Editorial: Using neurophysiological signals that reflect cognitive or affective state. Frontiers in Neuroscience, 2015, 9, 193.	2.8	13
70	Model Adaptation and Personalization for Physiological Stress Detection. , 2018, , .		13
71	Aging and Sensitivity to Illusory Target Motion WithÂorÂWithout Secondary Tasks. Multisensory Research, 2018, 31, 227-249.	1.1	13
72	The Relation Between Valence and Arousal in Subjective Odor Experience. Chemosensory Perception, 2020, 13, 141-151.	1.2	12

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73	Multimodal Interfaces: A Framework Based on Modality Appropriateness. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1542-1546.	0.3	11
74	Vibrotactile and Visual Threat Cueing with High G Threat Intercept in Dynamic Flight Simulation. Proceedings of the Human Factors and Ergonomics Society, 2006, 50, 1547-1551.	0.3	11
75	Measuring cooking experience implicitly and explicitly: Physiology, facial expression and subjective ratings. Food Quality and Preference, 2019, 78, 103726.	4.6	11
76	EEG-Based Navigation from a Human Factors Perspective. Human-computer Interaction Series, 2010, , 71-86.	0.6	11
77	Driving with a Head-Slaved Camera System. Proceedings of the Human Factors and Ergonomics Society, 2001, 45, 1372-1376.	0.3	10
78	An Immersive Self-Report Tool for the Affective Appraisal of 360Â° VR Videos. Frontiers in Virtual Reality, 2020, 1, .	3.7	10
79	Observing Touch from Video: The Influence of Social Cues on Pleasantness Perceptions. Lecture Notes in Computer Science, 2016, , 196-205.	1.3	10
80	Communication via warm haptic interfaces does not increase social warmth. Journal on Multimodal User Interfaces, 2018, 12, 329-344.	2.9	9
81	Do food cinemagraphs evoke stronger appetitive responses than stills?. International Journal of Food Design, 2019, 4, 63-83.	0.8	9
82	The EmojiGrid as an Immersive Self-report Tool for the Affective Assessment of 360 VR Videos. Lecture Notes in Computer Science, 2019, , 330-335.	1.3	9
83	Inducing circular vection with tactile stimulation encircling the waist. Acta Psychologica, 2018, 182, 32-38.	1.5	8
84	Effortless Passive BCIs for Healthy Users. Lecture Notes in Computer Science, 2013, , 615-622.	1.3	8
85	Connected Through Mediated Social Touch: â€œBetter Than a Like on Facebook.â€•A Longitudinal Explorative Field Study Among Geographically Separated Romantic Couples. Frontiers in Psychology, 2022, 13, 817787.	2.1	8
86	Gaze-independent ERP-BCIs: augmenting performance through location-congruent bimodal stimuli. Frontiers in Systems Neuroscience, 2014, 8, 143.	2.5	7
87	Effects of Likeness and Synchronicity on the Ownership Illusion over a Moving Virtual Robotic Arm and Hand. , 2019, , .		7
88	Time-Shrinking and the Design of Tactons. Lecture Notes in Computer Science, 2008, , 289-294.	1.3	7
89	Tactile Working Memory Capacity of Users Who Are Blind in an Electronic Travel Aid Application with a Vibration Belt. ACM Transactions on Accessible Computing, 2020, 13, 1-14.	2.4	7
90	Neuroticism, Extraversion and Stress: Physiological Correlates. , 2013, , .		6

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91	Touch-based Brain Computer Interfaces: State of the art. , 2014, , .		6
92	A network model of affective odor perception. PLoS ONE, 2020, 15, e0236468.	2.5	6
93	Haptic Feedback in a Teleoperated Box & Blocks Task. Lecture Notes in Computer Science, 2020, , 96-104.	1.3	6
94	Towards a multiscale QoE assessment of mediated social communication. Quality and User Experience, 2022, 7, .	3.9	6
95	Exploring the use of tactile feedback in an ERP-based auditory BCI. , 2012, 2012, 6707-10.		5
96	Warmth in affective mediated interaction: Exploring the effects of physical warmth on interpersonal warmth. , 2015, , .		5
97	Physiological correlates of mental effort as manipulated through lane width during simulated driving. , 2015, , .		5
98	Range-IT. , 2017, , .		5
99	Are food cinemagraphs more yummy than stills?. , 2017, , .		5
100	Cognitive task performance under (combined) conditions of a metabolic and sensory stressor. Cognition, Technology and Work, 2021, 23, 805-817.	3.0	5
101	Comparing Explicit and Implicit Measures for Assessing Cross-Cultural Food Experience. Frontiers in Neuroergonomics, 2021, 2, .	1.1	5
102	Sequential Effects in Odor Perception. Chemosensory Perception, 2022, 15, 19-25.	1.2	5
103	Tactile roughness perception in the presence of olfactory and trigeminal stimulants. PeerJ, 2015, 3, e955.	2.0	5
104	Serial Dependence of Emotion Within and Between Stimulus Sensory Modalities. Multisensory Research, 2021, 35, 151-172.	1.1	5
105	More than a feeling: bringing touch into astronautsâ€™ spatial orientation. Microgravity Science and Technology, 2007, 19, 108-112.	1.4	4
106	The EmojiGrid as a rating tool for the affective appraisal of touch. PLoS ONE, 2020, 15, e0237873.	2.5	4
107	Affective rating of audio and video clips using the EmojiGrid. F1000Research, 2020, 9, 970.	1.6	4
108	Toward physiological indices of emotional state driving future ebook interactivity. PeerJ Computer Science, 0, 2, e60.	4.5	4

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109	The relative contribution of five key perceptual cues and their interaction to the sense of embodiment.. Technology Mind and Behavior, 2022, 3, .	1.7	4
110	What Is Targeted When We Train Working Memory? Evidence From a Meta-Analysis of the Neural Correlates of Working Memory Training Using Activation Likelihood Estimation. Frontiers in Psychology, 2022, 13, 868001.	2.1	4
111	Multisensory Effects Differ for Counting Small and Large Pulse Numbers. Seeing and Perceiving, 2011, 24, 565-578.	0.3	3
112	A Simple Target Interception Task as Test for Activities of Daily Life Performance in Older Adults. Frontiers in Neuroscience, 2019, 13, 524.	2.8	3
113	Graphical uncertainty representations for ensemble predictions. Information Visualization, 2019, 18, 373-383.	1.9	3
114	Estimating Affective Taste Experience Using Combined Implicit Behavioral and Neurophysiological Measures. IEEE Transactions on Affective Computing, 2023, 14, 849-856.	8.3	3
115	The Relative Importance of Social Cues in Immersive Mediated Communication. Lecture Notes in Networks and Systems, 2022, , 491-498.	0.7	3
116	Towards a Test Battery to Benchmark Dexterous Performance in Teleoperated Systems. Lecture Notes in Computer Science, 2018, , 440-451.	1.3	3
117	BCIs in Multimodal Interaction and Multitask Environments: Theoretical Issues and Initial Guidelines. Lecture Notes in Computer Science, 2011, , 610-619.	1.3	3
118	Interpersonal EEG Synchrony While Listening to a Story Recorded Using Consumer-Grade EEG Devices. Lecture Notes in Information Systems and Organisation, 2020, , 253-259.	0.6	3
119	Integrating Cognitive Developmental Neuroscience in Society: Lessons Learned From a Multidisciplinary Research Project on Education and Social Safety of Youth. Frontiers in Integrative Neuroscience, 2021, 15, 756640.	2.1	3
120	Unsupervised Clustering of Individuals Sharing Selective Attentional Focus Using Physiological Synchrony. Frontiers in Neuroergonomics, 2022, 2, .	1.1	3
121	Toward Standard Guidelines to Design the Sense of Embodiment in Teleoperation Applications: A Review and Toolbox. Human-Computer Interaction, 2023, 38, 322-351.	4.4	3
122	Emotional State During Tasting Affects Emotional Experience Differently and Robustly for Novel and Familiar Foods. Frontiers in Psychology, 2020, 11, 558172.	2.1	2
123	Affective rating of audio and video clips using the EmojiGrid. F1000Research, 2020, 9, 970.	1.6	2
124	Holistic Quality Assessment of Mediated Immersive Multisensory Social Communication. Lecture Notes in Computer Science, 2020, , 209-215.	1.3	2
125	Subjective User Experience and Performance with Active Tangibles on a Tabletop Interface. Lecture Notes in Computer Science, 2015, , 212-223.	1.3	2
126	The Cross-modal Congruency Effect as an Objective Measure of Embodiment. , 2020, , .		2

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127	Vestibulo-tactile interactions regarding motion perception and eye movements in yaw. Journal of Vestibular Research: Equilibrium and Orientation, 2005, 15, 149-60.	2.0	2
128	Linking Categorical and Dimensional Approaches to Assess Food-Related Emotions. Foods, 2022, 11, 972.	4.3	2
129	Grasping Temperature: Thermal Feedback in VR Robot Teleoperation. , 2022, , .		2
130	Head Movements While Steering around Bends. Perceptual and Motor Skills, 2012, 114, 85-95.	1.3	1
131	Closeness with Robots as Social Partners. , 2019, , .		1
132	A novel, simple and objective method to detect movement artefacts in electrodermal activity. , 2019, , .		1
133	Is the Touch-Induced Illusory Flash Distinguishable from a Real Flash?. Lecture Notes in Computer Science, 2010, , 406-411.	1.3	1
134	Sequential dependency for affective appraisal of food images. Humanities and Social Sciences Communications, 2021, 8, .	2.9	1
135	Experiencing Touch by Technology. Lecture Notes in Computer Science, 2022, , 110-118.	1.3	1
136	Tactile Displays in the Cockpit: Developments in the Netherlands. , 2008, , .		0
137	Framework for BCIs in Multimodal Interaction and Multitask Environments. Biological and Medical Physics Series, 2012, , 239-250.	0.4	0
138	Multimodal perception and simulation.. , 0, , 227-242.		0
139	Quality control of geological voxel models using experts' gaze. Computers and Geosciences, 2015, 76, 50-58.	4.2	0
140	Navigation with a passive brain based interface. , 2009, , .		0
141	Multisensory Memory for Object Identity and Location. Lecture Notes in Computer Science, 2014, , 169-176.	1.3	0
142	Nakama. , 2015, , .		0
143	Effects of aging on illusory target motion in a hitting task.. Journal of Vision, 2017, 17, 815.	0.3	0
144	Improving real-life, heart rate based estimates of emotion by taking metabolic heart rate into account â€“ a perspective and an example in cooking. Frontiers in Human Neuroscience, 0, 12, .	2.0	0

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145	Brainâ€“Computer Interfaces and Haptics. , 2018, , 253-266.		0
146	Sensitivity to Illusory Target Motion in Elderly and Association with Problems in the Activities of Daily Life. Journal of Vision, 2018, 18, 841.	0.3	0
147	The EmojiGrid as a Rating Tool for the Affective Appraisal of Touch. Lecture Notes in Computer Science, 2020, , 3-11.	1.3	0