

# Jan B F Van Erp

## List of Publications by Year in descending order

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147  
papers

4,527  
citations

117453

34  
h-index

118652

62  
g-index

155  
all docs

155  
docs citations

155  
times ranked

3611  
citing authors

#	ARTICLE	IF	CITATIONS
1	Estimating Affective Taste Experience Using Combined Implicit Behavioral and Neurophysiological Measures. <i>IEEE Transactions on Affective Computing</i> , 2023, 14, 849-856.	5.7	3
2	Toward Standard Guidelines to Design the Sense of Embodiment in Teleoperation Applications: A Review and Toolbox. <i>Human-Computer Interaction</i> , 2023, 38, 322-351.	3.1	3
3	Sequential Effects in Odor Perception. <i>Chemosensory Perception</i> , 2022, 15, 19-25.	0.7	5
4	The Relative Importance of Social Cues in Immersive Mediated Communication. <i>Lecture Notes in Networks and Systems</i> , 2022, , 491-498.	0.5	3
5	Unsupervised Clustering of Individuals Sharing Selective Attentional Focus Using Physiological Synchrony. <i>Frontiers in Neuroergonomics</i> , 2022, 2, .	0.6	3
6	Connected Through Mediated Social Touch: "Better Than a Like on Facebook." A Longitudinal Explorative Field Study Among Geographically Separated Romantic Couples. <i>Frontiers in Psychology</i> , 2022, 13, 817787.	1.1	8
7	Linking Categorical and Dimensional Approaches to Assess Food-Related Emotions. <i>Foods</i> , 2022, 11, 972.	1.9	2
8	The relative contribution of five key perceptual cues and their interaction to the sense of embodiment.. <i>Technology Mind and Behavior</i> , 2022, 3, .	1.1	4
9	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. <i>Frontiers in Psychology</i> , 2022, 13, 868001.	1.1	4
10	Experiencing Touch by Technology. <i>Lecture Notes in Computer Science</i> , 2022, , 110-118.	1.0	1
11	Towards a multiscale QoE assessment of mediated social communication. <i>Quality and User Experience</i> , 2022, 7, .	2.8	6
12	Grasping Temperature: Thermal Feedback in VR Robot Teleoperation. , 2022, , .		2
13	Cognitive task performance under (combined) conditions of a metabolic and sensory stressor. <i>Cognition, Technology and Work</i> , 2021, 23, 805-817.	1.7	5
14	Comparing Explicit and Implicit Measures for Assessing Cross-Cultural Food Experience. <i>Frontiers in Neuroergonomics</i> , 2021, 2, .	0.6	5
15	Serial Dependence of Emotion Within and Between Stimulus Sensory Modalities. <i>Multisensory Research</i> , 2021, 35, 151-172.	0.6	5
16	Sequential dependency for affective appraisal of food images. <i>Humanities and Social Sciences Communications</i> , 2021, 8, .	1.3	1
17	Integrating Cognitive Developmental Neuroscience in Society: Lessons Learned From a Multidisciplinary Research Project on Education and Social Safety of Youth. <i>Frontiers in Integrative Neuroscience</i> , 2021, 15, 756640.	1.0	3
18	The Relation Between Valence and Arousal in Subjective Odor Experience. <i>Chemosensory Perception</i> , 2020, 13, 141-151.	0.7	12

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19	An Immersive Self-Report Tool for the Affective Appraisal of 360° VR Videos. <i>Frontiers in Virtual Reality</i> , 2020, 1, .	2.5	10
20	Emotional State During Tasting Affects Emotional Experience Differently and Robustly for Novel and Familiar Foods. <i>Frontiers in Psychology</i> , 2020, 11, 558172.	1.1	2
21	Physiological Synchrony in EEG, Electrodermal Activity and Heart Rate Detects Attentionally Relevant Events in Time. <i>Frontiers in Neuroscience</i> , 2020, 14, 575521.	1.4	19
22	A network model of affective odor perception. <i>PLoS ONE</i> , 2020, 15, e0236468.	1.1	6
23	The EmojiGrid as a rating tool for the affective appraisal of touch. <i>PLoS ONE</i> , 2020, 15, e0237873.	1.1	4
24	Toward Enhanced Teleoperation Through Embodiment. <i>Frontiers in Robotics and AI</i> , 2020, 7, 14.	2.0	36
25	Affective rating of audio and video clips using the EmojiGrid. <i>F1000Research</i> , 2020, 9, 970.	0.8	2
26	Haptic Feedback in a Teleoperated Box & Blocks Task. <i>Lecture Notes in Computer Science</i> , 2020, , 96-104.	1.0	6
27	Holistic Quality Assessment of Mediated Immersive Multisensory Social Communication. <i>Lecture Notes in Computer Science</i> , 2020, , 209-215.	1.0	2
28	Physiological synchrony in EEG, electrodermal activity and heart rate reflects shared selective auditory attention. <i>Journal of Neural Engineering</i> , 2020, 17, 046028.	1.8	31
29	Affective rating of audio and video clips using the EmojiGrid. <i>F1000Research</i> , 2020, 9, 970.	0.8	4
30	Interpersonal EEG Synchrony While Listening to a Story Recorded Using Consumer-Grade EEG Devices. <i>Lecture Notes in Information Systems and Organisation</i> , 2020, , 253-259.	0.4	3
31	Tactile Working Memory Capacity of Users Who Are Blind in an Electronic Travel Aid Application with a Vibration Belt. <i>ACM Transactions on Accessible Computing</i> , 2020, 13, 1-14.	1.9	7
32	The EmojiGrid as a Rating Tool for the Affective Appraisal of Touch. <i>Lecture Notes in Computer Science</i> , 2020, , 3-11.	1.0	0
33	The Cross-modal Congruency Effect as an Objective Measure of Embodiment. , 2020, , .		2
34	Explicit and Implicit Responses to Tasting Drinks Associated with Different Tasting Experiences. <i>Sensors</i> , 2019, 19, 4397.	2.1	27
35	Closeness with Robots as Social Partners. , 2019, , .		1
36	A Simple Target Interception Task as Test for Activities of Daily Life Performance in Older Adults. <i>Frontiers in Neuroscience</i> , 2019, 13, 524.	1.4	3

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37	Effects of Likeness and Synchronicity on the Ownership Illusion over a Moving Virtual Robotic Arm and Hand. , 2019, , .		7
38	Measuring cooking experience implicitly and explicitly: Physiology, facial expression and subjective ratings. Food Quality and Preference, 2019, 78, 103726.	2.3	11
39	Do food cinemagraphs evoke stronger appetitive responses than stills?. International Journal of Food Design, 2019, 4, 63-83.	0.6	9
40	CROCUFID: A Cross-Cultural Food Image Database for Research on Food Elicited Affective Responses. Frontiers in Psychology, 2019, 10, 58.	1.1	39
41	The EmojiGrid as a Tool to Assess Experienced and Perceived Emotions. Psych, 2019, 1, 469-481.	0.7	19
42	A novel, simple and objective method to detect movement artefacts in electrodermal activity. , 2019, , .		1
43	EmojiGrid: A 2D pictorial scale for cross-cultural emotion assessment of negatively and positively valenced food. Food Research International, 2019, 115, 541-551.	2.9	34
44	Graphical uncertainty representations for ensemble predictions. Information Visualization, 2019, 18, 373-383.	1.2	3
45	Social Touch in Human-Robot Interaction: Robot-Initiated Touches can Induce Positive Responses without Extensive Prior Bonding. International Journal of Social Robotics, 2019, 11, 285-304.	3.1	70
46	The EmojiGrid as an Immersive Self-report Tool for the Affective Assessment of 360 VR Videos. Lecture Notes in Computer Science, 2019, , 330-335.	1.0	9
47	Inducing circular vection with tactile stimulation encircling the waist. Acta Psychologica, 2018, 182, 32-38.	0.7	8
48	Communication via warm haptic interfaces does not increase social warmth. Journal on Multimodal User Interfaces, 2018, 12, 329-344.	2.0	9
49	Model Adaptation and Personalization for Physiological Stress Detection. , 2018, , .		13
50	EmojiGrid: A 2D Pictorial Scale for the Assessment of Food Elicited Emotions. Frontiers in Psychology, 2018, 9, 2396.	1.1	51
51	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.	1.0	19
52	Ageing and Sensitivity to Illusory Target Motion With/Without Secondary Tasks. Multisensory Research, 2018, 31, 227-249.	0.6	13
53	Methods for Evaluating Emotions Evoked by Food Experiences: A Literature Review. Frontiers in Psychology, 2018, 9, 911.	1.1	83
54	Towards a Test Battery to Benchmark Dexterous Performance in Teleoperated Systems. Lecture Notes in Computer Science, 2018, , 440-451.	1.0	3

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55	Brain-Computer Interfaces and Haptics. , 2018, , 253-266.		0
56	Sensitivity to Illusory Target Motion in Elderly and Association with Problems in the Activities of Daily Life. Journal of Vision, 2018, 18, 841.	0.1	0
57	Neurophysiological responses during cooking food associated with different emotions. Food Quality and Preference, 2017, 62, 307-316.	2.3	33
58	Range-IT. , 2017, , .		5
59	Are food cinemagraphs more yummy than stills?. , 2017, , .		5
60	Deep Physiological Arousal Detection in a Driving Simulator Using Wearable Sensors. , 2017, , .		15
61	Affective and Behavioral Responses to Robot-Initiated Social Touch: Toward Understanding the Opportunities and Limitations of Physical Contact in Human-Robot Interaction. Frontiers in ICT, 2017, 4, .	3.6	54
62	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
63	Effects of Aging in Multisensory Integration: A Systematic Review. Frontiers in Aging Neuroscience, 2017, 9, 80.	1.7	117
64	Effects of aging on illusory target motion in a hitting task.. Journal of Vision, 2017, 17, 815.	0.1	0
65	Simulating Affective Touch: Using a Vibrotactile Array to Generate Pleasant Stroking Sensations. Lecture Notes in Computer Science, 2016, , 240-250.	1.0	30
66	Emotional Responses to Multisensory Environmental Stimuli. SAGE Open, 2016, 6, 215824401663059.	0.8	83
67	Observing Touch from Video: The Influence of Social Cues on Pleasantness Perceptions. Lecture Notes in Computer Science, 2016, , 196-205.	1.0	10
68	Tactile Cuing to Augment Multisensory Human-Machine Interaction. Ergonomics in Design, 2015, 23, 4-9.	0.4	13
69	Public Understanding of Visual Representations of Uncertainty in Temperature Forecasts. Journal of Cognitive Engineering and Decision Making, 2015, 9, 241-262.	0.9	21
70	Warmth in affective mediated interaction: Exploring the effects of physical warmth on interpersonal warmth. , 2015, , .		5
71	Social Touch in Human-Computer Interaction. Frontiers in Digital Humanities, 2015, 2, .	1.2	92
72	Using neurophysiological signals that reflect cognitive or affective state: six recommendations to avoid common pitfalls. Frontiers in Neuroscience, 2015, 9, 136.	1.4	99

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73	Editorial: Using neurophysiological signals that reflect cognitive or affective state. <i>Frontiers in Neuroscience</i> , 2015, 9, 193.	1.4	13
74	Neuroticism, Extraversion, Conscientiousness and Stress: Physiological Correlates. <i>IEEE Transactions on Affective Computing</i> , 2015, 6, 109-117.	5.7	18
75	Physiological correlates of mental effort as manipulated through lane width during simulated driving. , 2015, , .		5
76	Physiological signals distinguish between reading emotional and non-emotional sections in a novel. <i>Brain-Computer Interfaces</i> , 2015, 2, 76-89.	0.9	24
77	Quality control of geological voxel models using experts' gaze. <i>Computers and Geosciences</i> , 2015, 76, 50-58.	2.0	0
78	Uni-, bi- and tri-modal warning signals: Effects of temporal parameters and sensory modality on perceived urgency. <i>Safety Science</i> , 2015, 72, 1-8.	2.6	34
79	Subjective User Experience and Performance with Active Tangibles on a Tabletop Interface. <i>Lecture Notes in Computer Science</i> , 2015, , 212-223.	1.0	2
80	Effects of mediated social touch on affective experiences and trust. <i>PeerJ</i> , 2015, 3, e1297.	0.9	21
81	Tactile roughness perception in the presence of olfactory and trigeminal stimulants. <i>PeerJ</i> , 2015, 3, e955.	0.9	5
82	Nakama. , 2015, , .		0
83	Combining and comparing EEG, peripheral physiology and eye-related measures for the assessment of mental workload. <i>Frontiers in Neuroscience</i> , 2014, 8, 322.	1.4	186
84	Gaze-independent ERP-BCIs: augmenting performance through location-congruent bimodal stimuli. <i>Frontiers in Systems Neuroscience</i> , 2014, 8, 143.	1.2	7
85	Pre- and post-stimulus EEG patterns associated with the touch-induced illusory flash. <i>Neuroscience Letters</i> , 2014, 562, 79-84.	1.0	14
86	Navigating virtual mazes: The benefits of audiovisual landmarks. <i>Displays</i> , 2014, 35, 110-117.	2.0	15
87	Multimodal warnings to enhance risk communication and safety. <i>Safety Science</i> , 2014, 61, 29-35.	2.6	49
88	The Perception of Visual Uncertainty Representation by Non-Experts. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2014, 20, 935-943.	2.9	41
89	Touch-based Brain Computer Interfaces: State of the art. , 2014, , .		6
90	Evidence for effects of task difficulty but not learning on neurophysiological variables associated with effort. <i>International Journal of Psychophysiology</i> , 2014, 93, 242-252.	0.5	67

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91	Multisensory Memory for Object Identity and Location. Lecture Notes in Computer Science, 2014, , 169-176.	1.0	0
92	Observers can reliably identify illusory flashes in the illusory flash paradigm. Experimental Brain Research, 2013, 226, 73-79.	0.7	18
93	How to Touch Humans: Guidelines for Social Agents and Robots That Can Touch. , 2013, , .		36
94	Controlling a Tactile ERP-based BCI in a Dual Task. IEEE Transactions on Games, 2013, 5, 129-140.	1.7	15
95	Distinguishing between target and nontarget fixations in a visual search task using fixation-related potentials. Journal of Vision, 2013, 13, 17-17.	0.1	69
96	Neuroticism, Extraversion and Stress: Physiological Correlates. , 2013, , .		6
97	Improving target detection in visual search through the augmenting multi-sensory cues. Ergonomics, 2013, 56, 729-738.	1.1	56
98	Perceiving blocks of emotional pictures and sounds: effects on physiological variables. Frontiers in Human Neuroscience, 2013, 7, 295.	1.0	55
99	Effortless Passive BCIs for Healthy Users. Lecture Notes in Computer Science, 2013, , 615-622.	1.0	8
100	Head Movements While Steering around Bends. Perceptual and Motor Skills, 2012, 114, 85-95.	0.6	1
101	Measuring workload using a combination of electroencephalography and near infrared spectroscopy. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1822-1826.	0.2	29
102	Control-display mapping in brain-computer interfaces. Ergonomics, 2012, 55, 564-580.	1.1	36
103	Estimating workload using EEG spectral power and ERPs in the n-back task. Journal of Neural Engineering, 2012, 9, 045008.	1.8	279
104	Exploring the use of tactile feedback in an ERP-based auditory BCI. , 2012, 2012, 6707-10.		5
105	Framework for BCIs in Multimodal Interaction and Multitask Environments. Biological and Medical Physics Series, 2012, , 239-250.	0.3	0
106	Does bimodal stimulus presentation increase ERP components usable in BCIs?. Journal of Neural Engineering, 2012, 9, 045005.	1.8	31
107	Brain-Computer Interfaces: Beyond Medical Applications. Computer, 2012, 45, 26-34.	1.2	272
108	Multisensory Effects Differ for Counting Small and Large Pulse Numbers. Seeing and Perceiving, 2011, 24, 565-578.	0.4	3

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109	BCIs in Multimodal Interaction and Multitask Environments: Theoretical Issues and Initial Guidelines. Lecture Notes in Computer Science, 2011, , 610-619.	1.0	3
110	A tactile P300 brain-computer interface. Frontiers in Neuroscience, 2010, 4, 19.	1.4	204
111	Field-Based Validation of a Tactile Navigation Device. IEEE Transactions on Haptics, 2010, 3, 78-87.	1.8	85
112	Brain-machine interfaces in space: Using spontaneous rather than intentionally generated brain signals. Acta Astronautica, 2010, 67, 1-11.	1.7	45
113	EEG-Based Navigation from a Human Factors Perspective. Human-computer Interaction Series, 2010, , 71-86.	0.4	11
114	Setting the Standards for Haptic and Tactile Interactions: ISO's Work. Lecture Notes in Computer Science, 2010, , 353-358.	1.0	26
115	Is the Touch-Induced Illusory Flash Distinguishable from a Real Flash?. Lecture Notes in Computer Science, 2010, , 406-411.	1.0	1
116	Tactile, Visual, and Bimodal P300s: Could Bimodal P300s Boost BCI Performance?. SRX Neuroscience, 2010, 2010, 1-9.	0.5	21
117	Error-related EEG patterns during tactile human-machine interaction. , 2009, , .		16
118	A Tactile Seat for Direction Coding in Car Driving: Field Evaluation. IEEE Transactions on Haptics, 2009, 2, 181-188.	1.8	50
119	Direction coding using a tactile chair. Applied Ergonomics, 2009, 40, 477-484.	1.7	35
120	Counting visual and tactile events: The effect of attention on multisensory integration. Attention, Perception, and Psychophysics, 2009, 71, 1854-1861.	0.7	24
121	Navigation with a passive brain based interface. , 2009, , .		0
122	Absolute localization of vibrotactile stimuli on the torso. Perception & Psychophysics, 2008, 70, 1016-1023.	2.3	23
123	Multisensory temporal numerosity judgment. Brain Research, 2008, 1242, 116-125.	1.1	47
124	Tactile Displays in the Cockpit: Developments in the Netherlands. , 2008, , .		0
125	Time-Shrinking and the Design of Tactons. Lecture Notes in Computer Science, 2008, , 289-294.	1.0	7
126	Tactile Cueing Effects on Performance in Simulated Aerial Combat with High Acceleration. Aviation, Space, and Environmental Medicine, 2007, 78, 1128-1134.	0.6	32



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127	More than a feeling: bringing touch into astronauts's spatial orientation. <i>Microgravity Science and Technology</i> , 2007, 19, 108-112.	0.7	4
128	Touch down: The effect of artificial touch cues on orientation in microgravity. <i>Neuroscience Letters</i> , 2006, 404, 78-82.	1.0	49
129	A Tactile Cockpit Instrument Supports the Control of Self-Motion During Spatial Disorientation. <i>Human Factors</i> , 2006, 48, 219-228.	2.1	44
130	Multimodal Interfaces: A Framework Based on Modality Appropriateness. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2006, 50, 1542-1546.	0.2	11
131	Validation of Principles for Tactile Navigation Displays. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2006, 50, 1687-1691.	0.2	18
132	Vibrotactile and Visual Threat Cueing with High G Threat Intercept in Dynamic Flight Simulation. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2006, 50, 1547-1551.	0.2	11
133	Waypoint navigation with a vibrotactile waist belt. <i>ACM Transactions on Applied Perception</i> , 2005, 2, 106-117.	1.2	371
134	Presenting directions with a vibrotactile torso display. <i>Ergonomics</i> , 2005, 48, 302-313.	1.1	168
135	Vestibulo-tactile interactions regarding motion perception and eye movements in yaw. <i>Journal of Vestibular Research: Equilibrium and Orientation</i> , 2005, 15, 149-60.	0.8	2
136	Vibro-Tactile and Visual Asynchronies: Sensitivity and Consistency. <i>Perception</i> , 2004, 33, 103-111.	0.5	36
137	Cross-modal visual and vibrotactile tracking. <i>Applied Ergonomics</i> , 2004, 35, 105-112.	1.7	30
138	Vibrotactile in-vehicle navigation system. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2004, 7, 247-256.	1.8	255
139	Image parameters for driving with indirect viewing systems. <i>Ergonomics</i> , 2003, 46, 1471-1499.	1.1	58
140	Control Performance With Three Translational Degrees of Freedom. <i>Human Factors</i> , 2002, 44, 144-155.	2.1	14
141	Driving with a Head-Slaved Camera System. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2001, 45, 1372-1376.	0.2	10
142	Tactile navigation display. <i>Lecture Notes in Computer Science</i> , 2001, , 165-173.	1.0	42
143	Tactile information presentation in the cockpit. <i>Lecture Notes in Computer Science</i> , 2001, , 174-181.	1.0	50
144	Effects of Head-Slaved and Peripheral Displays on Lane-Keeping Performance and Spatial Orientation. <i>Human Factors</i> , 1999, 41, 453-466.	2.1	19

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145	Multimodal perception and simulation.. , 0, , 227-242.		0
146	Toward physiological indices of emotional state driving future ebook interactivity. PeerJ Computer Science, 0, 2, e60.	2.7	4
147	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, .	1.0	0