

Konstantina Kilteni

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5692067/publications.pdf>

Version: 2024-02-01

24
papers

2,998
citations

471477

17
h-index

713444

21
g-index

33
all docs

33
docs citations

33
times ranked

1864
citing authors

#	ARTICLE	IF	CITATIONS
1	The Sense of Embodiment in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 373-387.	0.6	887
2	Extending Body Space in Immersive Virtual Reality: A Very Long Arm Illusion. <i>PLoS ONE</i> , 2012, 7, e40867.	2.5	354
3	Over my fake body: body ownership illusions for studying the multisensory basis of own-body perception. <i>Frontiers in Human Neuroscience</i> , 2015, 9, 141.	2.0	348
4	Drumming in Immersive Virtual Reality: The Body Shapes the Way We Play. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013, 19, 597-605.	4.4	212
5	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. <i>Frontiers in Robotics and AI</i> , 2014, 1, .	3.2	174
6	Motor imagery involves predicting the sensory consequences of the imagined movement. <i>Nature Communications</i> , 2018, 9, 1617.	12.8	173
7	First Person Perspective of Seated Participants Over a Walking Virtual Body Leads to Illusory Agency Over the Walking. <i>Scientific Reports</i> , 2016, 6, 28879.	3.3	149
8	Body ownership determines the attenuation of self-generated tactile sensations. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2017, 114, 8426-8431.	7.1	106
9	Functional Connectivity between the Cerebellum and Somatosensory Areas Implements the Attenuation of Self-Generated Touch. <i>Journal of Neuroscience</i> , 2020, 40, 894-906.	3.6	72
10	The body fades away: investigating the effects of transparency of an embodied virtual body on pain threshold and body ownership. <i>Scientific Reports</i> , 2015, 5, 13948.	3.3	70
11	First-Person Perspective Virtual Body Posture Influences Stress: A Virtual Reality Body Ownership Study. <i>PLoS ONE</i> , 2016, 11, e0148060.	2.5	64
12	Sensorimotor predictions and tool use: Hand-held tools attenuate self-touch. <i>Cognition</i> , 2017, 165, 1-9.	2.2	58
13	The sense of body ownership relaxes temporal constraints for multisensory integration. <i>Scientific Reports</i> , 2016, 6, 30628.	3.3	52
14	Efference Copy Is Necessary for the Attenuation of Self-Generated Touch. <i>iScience</i> , 2020, 23, 100843.	4.1	52
15	Body ownership increases the interference between observed and executed movements. <i>PLoS ONE</i> , 2019, 14, e0209899.	2.5	50
16	Rapid learning and unlearning of predicted sensory delays in self-generated touch. <i>eLife</i> , 2019, 8, .	6.0	50
17	Decreased Corticospinal Excitability after the Illusion of Missing Part of the Arm. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 145.	2.0	34
18	Predictive attenuation of touch and tactile gating are distinct perceptual phenomena. <i>iScience</i> , 2022, 25, 104077.	4.1	23

#	ARTICLE	IF	CITATIONS
19	No evidence for somatosensory attenuation during action observation of self-touch. <i>European Journal of Neuroscience</i> , 2021, 54, 6422-6444.	2.6	15
20	Predicting pain: differential pain thresholds during self-induced, externally induced, and imagined self-induced pressure pain. <i>Pain</i> , 2021, 162, 1539-1544.	4.2	11
21	The positive dimension of schizotypy is associated with a reduced attenuation and precision of self-generated touch. , 2022, 8, .		8
22	Drumming in immersive virtual reality: The body shapes the way we play. , 2013, , .		6
23	Highlights from the 30th Annual Meeting of the Society for the Neural Control of Movement. <i>Journal of Neurophysiology</i> , 2021, 126, 967-975.	1.8	6
24	Demonstration: VR-HYPERSPACE â€” The innovative use of virtual reality to increase comfort by changing the perception of self and space. , 2014, , .		1