

Stephen H Fairclough

List of Publications by Year in descending order

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Version: 2024-02-01

75
papers

2,601
citations

331670

21
h-index

206112

48
g-index

77
all docs

77
docs citations

77
times ranked

2593
citing authors

#	ARTICLE	IF	CITATIONS
1	Fundamentals of physiological computing. <i>Interacting With Computers</i> , 2009, 21, 133-145.	1.5	402
2	The influence of task demand and learning on the psychophysiological response. <i>International Journal of Psychophysiology</i> , 2005, 56, 171-184.	1.0	218
3	A metabolic measure of mental effort. <i>Biological Psychology</i> , 2004, 66, 177-190.	2.2	212
4	Impairment of Driving Performance Caused by Sleep Deprivation or Alcohol: A Comparative Study. <i>Human Factors</i> , 1999, 41, 118-128.	3.5	177
5	Prediction of subjective states from psychophysiology: A multivariate approach. <i>Biological Psychology</i> , 2006, 71, 100-110.	2.2	144
6	The influence of performance feedback on goal-setting and mental effort regulation. <i>Motivation and Emotion</i> , 2009, 33, 63-74.	1.3	123
7	A research agenda for physiological computing. <i>Interacting With Computers</i> , 2004, 16, 857-878.	1.5	112
8	Criteria for driver impairment. <i>Ergonomics</i> , 2003, 46, 433-445.	2.1	105
9	A Neuroergonomics Approach to Mental Workload, Engagement and Human Performance. <i>Frontiers in Neuroscience</i> , 2020, 14, 268.	2.8	94
10	Evaluation of an Adaptive Game that Uses EEG Measures Validated during the Design Process as Inputs to a Biocybernetic Loop. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 223.	2.0	78
11	The effect of psychological stress and relaxation on interoceptive accuracy: Implications for symptom perception. <i>Journal of Psychosomatic Research</i> , 2007, 62, 289-295.	2.6	70
12	Use of auditory event-related potentials to measure immersion during a computer game. <i>International Journal of Human Computer Studies</i> , 2015, 73, 107-114.	5.6	58
13	The effect of time headway feedback on following behaviour. <i>Accident Analysis and Prevention</i> , 1997, 29, 387-397.	5.7	45
14	Activation of the rostromedial prefrontal cortex during the experience of positive emotion in the context of esthetic experience. An fNIRS study. <i>Frontiers in Human Neuroscience</i> , 2013, 7, 879.	2.0	44
15	Anxiety and performance in the British driving test. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2006, 9, 43-52.	3.7	43
16	Capturing user engagement via psychophysiology: measures and mechanisms for biocybernetic adaptation. <i>International Journal of Autonomous and Adaptive Communications Systems</i> , 2013, 6, 63.	0.3	43
17	Editorial: Trends in Neuroergonomics. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 165.	2.0	39
18	Effects of mood induction via music on cardiovascular measures of negative emotion during simulated driving. <i>Physiology and Behavior</i> , 2014, 129, 173-180.	2.1	33

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19	Construction of the biocybernetic loop. , 2012, , .		30
20	Signal Processing of Multimodal Mobile Lifelogging Data Towards Detecting Stress in Real-World Driving. IEEE Transactions on Mobile Computing, 2019, 18, 632-644.	5.8	30
21	The effect of task demand and incentive on neurophysiological and cardiovascular markers of effort. International Journal of Psychophysiology, 2017, 119, 58-66.	1.0	23
22	fNIRS activity in the prefrontal cortex and motivational intensity: impact of working memory load, financial reward, and correlation-based signal improvement. Neurophotonics, 2018, 5, 1.	3.3	23
23	The Role of the Prefrontal Cortex and Functional Connectivity during Maritime Operations: An fNIRS study. Brain and Behavior, 2021, 11, e01910.	2.2	22
24	Biocybernetic loop: From awareness to evolution. , 2009, , .		21
25	Grand Challenges in Neurotechnology and System Neuroergonomics. Frontiers in Neuroergonomics, 2020, 1, .	1.1	21
26	Cardiovascular and electrocortical markers of anger and motivation during a simulated driving task. International Journal of Psychophysiology, 2012, 84, 188-193.	1.0	20
27	Physiological Computing. Computer, 2015, 48, 12-16.	1.1	20
28	Measuring task engagement as an input to physiological computing. , 2009, , .		19
29	Physiological data must remain confidential. Nature, 2014, 505, 263-263.	27.8	19
30	Classification Accuracy from the Perspective of the User. , 2015, , .		16
31	Effects of performance feedback on cardiovascular reactivity and frontal EEG asymmetry. International Journal of Psychophysiology, 2011, 81, 291-298.	1.0	15
32	Electrophysiological indices of response inhibition in human polydrug users. Journal of Psychopharmacology, 2013, 27, 779-789.	4.0	15
33	Effects of self-directed and other-directed introspection and emotional valence on activation of the rostral prefrontal cortex during aesthetic experience. Neuropsychologia, 2015, 71, 38-45.	1.6	15
34	Computer games as distraction from PAIN: Effects of hardware and difficulty on pain tolerance and subjective IMMERSION. International Journal of Human Computer Studies, 2020, 139, 102427.	5.6	15
35	Personal informatics and negative emotions during commuter driving: Effects of data visualization on cardiovascular reactivity & mood. International Journal of Human Computer Studies, 2020, 144, 102499.	5.6	15
36	A cognitiveâ€œperceptual model of symptom perception in males and females: The roles of negative affect, selective attention, health anxiety and psychological job demands. Journal of Health Psychology, 2013, 18, 848-857.	2.3	13

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37	A Framework for Psychophysiological Classification within a Cultural Heritage Context Using Interest. <i>ACM Transactions on Computer-Human Interaction</i> , 2015, 21, 1-19.	5.7	13
38	The Effect of an Extrinsic Incentive on Psychophysiological Measures of Mental Effort and Motivational Disposition when Task Demand is Varied. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2010, 54, 259-263.	0.3	12
39	Reflective pervasive systems. <i>ACM Transactions on Autonomous and Adaptive Systems</i> , 2012, 7, 1-19.	0.8	12
40	ERP evidence suggests executive dysfunction in ecstasy polydrug users. <i>Psychopharmacology</i> , 2013, 228, 375-388.	3.1	12
41	A Lifelogging Platform Towards Detecting Negative Emotions in Everyday Life using Wearable Devices. , 2018, , .		12
42	Assessment of threat and negativity bias in virtual reality. <i>Scientific Reports</i> , 2020, 10, 17338.	3.3	11
43	Brain and body interfaces. , 2011, , .		10
44	Introduction to the Special Issue on Physiological Computing for Human-Computer Interaction. <i>ACM Transactions on Computer-Human Interaction</i> , 2015, 21, 1-4.	5.7	9
45	Physiological Computing and Intelligent Adaptation. , 2017, , 539-556.		9
46	A mobile lifelogging platform to measure anxiety and anger during real-life driving. , 2017, , .		8
47	The Impact of Music on Affect during Anger Inducing Drives. <i>Lecture Notes in Computer Science</i> , 2011, , 407-416.	1.3	8
48	Playing Exergames and Sporting Activity. <i>Social Psychology</i> , 2013, 44, 264-270.	0.7	8
49	Psychophysiology in ergonomics. <i>Applied Ergonomics</i> , 2009, 40, 963-964.	3.1	7
50	Electrophysiological evidence of atypical processing underlying mental set shifting in ecstasy polydrug and polydrug users.. <i>Experimental and Clinical Psychopharmacology</i> , 2013, 21, 507-515.	1.8	6
51	Detecting and Visualizing Context and Stress via a Fuzzy Rule-Based System During Commuter Driving. , 2019, , .		6
52	Neural Efficiency and Mental Workload. , 2019, , 73-77.		6
53	A Closed-Loop Perspective on Symbiotic Human-Computer Interaction. <i>Lecture Notes in Computer Science</i> , 2015, , 57-67.	1.3	6
54	Mental Effort Regulation and the Functional Impairment of the Driver. , 2000, , 479-502.		6

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55	Adaptive virtual reality. , 2022, , 159-176.		6
56	Towards an adaptive cultural heritage experience using physiological computing. , 2013, , .		5
57	Designing human-computer interaction with neuroadaptive technology. , 2022, , 1-15.		5
58	Detecting Negative Emotions During Real-Life Driving via Dynamically Labelled Physiological Data. , 2018, , .		4
59	Effortful listening: Sympathetic activity varies as a function of listening demand but parasympathetic activity does not. Hearing Research, 2021, 410, 108348.	2.0	4
60	Brain computer interfaces as intelligent sensors for enhancing human-computer interaction. , 2012, , .		3
61	Physiological Computing Systems. Lecture Notes in Computer Science, 2014, , .	1.3	3
62	Lifelogging Technologies to Detect Negative Emotions Associated with Cardiovascular Disease. , 2016, , 27-44.		3
63	Editorial: Detection and Estimation of Working Memory States and Cognitive Functions Based on Neurophysiological Measures. Frontiers in Human Neuroscience, 2018, 12, 440.	2.0	3
64	Physiological Computing: Interfacing with the Human Nervous System. Philips Research, 2010, , 1-20.	0.2	3
65	Decomposing immersion. , 2013, , .		2
66	Meaningful Interaction with Physiological Computing. Human-computer Interaction Series, 2014, , 1-16.	0.6	2
67	The efficacy of psychophysiology for realising affective computing. , 2004, , .		1
68	Detection of anger with and without control for affective computing systems. , 2009, , .		1
69	Tutorial 1: Adaptive augmented reality (A2R): Where AR meets user's interest. , 2012, , .		1
70	Classification of Game Demand and the Presence of Experimental Pain Using Functional Near-Infrared Spectroscopy. Frontiers in Neuroergonomics, 2021, 2, .	1.1	1
71	Tutorial 1: Adaptive augmented reality (A2R): Where AR meets user's interest. , 2012, , .		0
72	Applications and Issues for Physiological Computing Systems: An Introduction to the Special Issue. Interacting With Computers, 2015, 27, 489-491.	1.5	0

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73	The Influence of Game Demand on Distraction from Experimental Pain: A fNIRS Study. <i>Frontiers in Human Neuroscience</i> , 0, 12, .	2.0	0
74	Utilization of Neurophysiological Data to Classify Player Immersion to Distract from Pain. <i>Lecture Notes in Computer Science</i> , 2020, , 756-774.	1.3	0
75	The influence of a neuroadaptive game as a distraction from pain: a fNIRS study. , 2022, , 95-116.		0