

# 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	Adaptive virtual reality. , 2022, , 159-176.		6
2	The influence of a neuroadaptive game as a distraction from pain: a fNIRS study. , 2022, , 95-116.		0
3	Designing human-computer interaction with neuroadaptive technology. , 2022, , 1-15.		5
4	The Role of the Prefrontal Cortex and Functional Connectivity during Maritime Operations: An fNIRS study. Brain and Behavior, 2021, 11, e01910.	2.2	22
5	Effortful listening: Sympathetic activity varies as a function of listening demand but parasympathetic activity does not. Hearing Research, 2021, 410, 108348.	2.0	4
6	Classification of Game Demand and the Presence of Experimental Pain Using Functional Near-Infrared Spectroscopy. Frontiers in Neuroergonomics, 2021, 2, .	1.1	1
7	Grand Challenges in Neurotechnology and System Neuroergonomics. Frontiers in Neuroergonomics, 2020, 1, .	1.1	21
8	Assessment of threat and negativity bias in virtual reality. Scientific Reports, 2020, 10, 17338.	3.3	11
9	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
10	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
11	A Neuroergonomics Approach to Mental Workload, Engagement and Human Performance. Frontiers in Neuroscience, 2020, 14, 268.	2.8	94
12	Utilization of Neurophysiological Data to Classify Player Immersion to Distract from Pain. Lecture Notes in Computer Science, 2020, , 756-774.	1.3	0
13	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
14	Detecting and Visualizing Context and Stress via a Fuzzy Rule-Based System During Commuter Driving. , 2019, , .		6
15	Neural Efficiency and Mental Workload. , 2019, , 73-77.		6
16	Detecting Negative Emotions During Real-Life Driving via Dynamically Labelled Physiological Data. , 2018, , .		4
17	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
18	A Lifelogging Platform Towards Detecting Negative Emotions in Everyday Life using Wearable Devices. , 2018, , .		12

#	ARTICLE	IF	CITATIONS
19	FNIRS activity in the prefrontal cortex and motivational intensity: impact of working memory load, financial reward, and correlation-based signal improvement. <i>Neurophotronics</i> , 2018, 5, 1.	3.3	23
20	A mobile lifelogging platform to measure anxiety and anger during real-life driving. , 2017, , .		8
21	The effect of task demand and incentive on neurophysiological and cardiovascular markers of effort. <i>International Journal of Psychophysiology</i> , 2017, 119, 58-66.	1.0	23
22	Physiological Computing and Intelligent Adaptation. , 2017, , 539-556.		9
23	Editorial: Trends in Neuroergonomics. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 165.	2.0	39
24	Lifelogging Technologies to Detect Negative Emotions Associated with Cardiovascular Disease. , 2016, , 27-44.		3
25	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
26	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
27	Physiological Computing. <i>Computer</i> , 2015, 48, 12-16.	1.1	20
28	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
29	Applications and Issues for Physiological Computing Systems: An Introduction to the Special Issue. <i>Interacting With Computers</i> , 2015, 27, 489-491.	1.5	0
30	Classification Accuracy from the Perspective of the User. , 2015, , .		16
31	Effects of self-directed and other-directed introspection and emotional valence on activation of the rostral prefrontal cortex during aesthetic experience. <i>Neuropsychologia</i> , 2015, 71, 38-45.	1.6	15
32	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
33	A Closed-Loop Perspective on Symbiotic Human-Computer Interaction. <i>Lecture Notes in Computer Science</i> , 2015, , 57-67.	1.3	6
34	Physiological data must remain confidential. <i>Nature</i> , 2014, 505, 263-263.	27.8	19
35	Physiological Computing Systems. <i>Lecture Notes in Computer Science</i> , 2014, , .	1.3	3
36	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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37	Meaningful Interaction with Physiological Computing. Human-computer Interaction Series, 2014, , 1-16.	0.6	2
38	ERP evidence suggests executive dysfunction in ecstasy polydrug users. Psychopharmacology, 2013, 228, 375-388.	3.1	12
39	Towards an adaptive cultural heritage experience using physiological computing. , 2013, , .		5
40	Decomposing immersion. , 2013, , .		2
41	Electrophysiological indices of response inhibition in human polydrug users. Journal of Psychopharmacology, 2013, 27, 779-789.	4.0	15
42	A cognitiveâ€“perceptual 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
43	Electrophysiological evidence of atypical processing underlying mental set shifting in ecstasy polydrug and polydrug users.. Experimental and Clinical Psychopharmacology, 2013, 21, 507-515.	1.8	6
44	Capturing user engagement via psychophysiology: measures and mechanisms for biocybernetic adaptation. International Journal of Autonomous and Adaptive Communications Systems, 2013, 6, 63.	0.3	43
45	Activation of the rostromedial prefrontal cortex during the experience of positive emotion in the context of esthetic experience. An fNIRS study. Frontiers in Human Neuroscience, 2013, 7, 879.	2.0	44
46	Playing Exergames and Sporting Activity. Social Psychology, 2013, 44, 264-270.	0.7	8
47	Construction of the biocybernetic loop. , 2012, , .		30
48	Reflective pervasive systems. ACM Transactions on Autonomous and Adaptive Systems, 2012, 7, 1-19.	0.8	12
49	Brain computer interfaces as intelligent sensors for enhancing human-computer interaction. , 2012, , .		3
50	Tutorial 1: Adaptive augmented reality (A2R): Where AR meets user's interest. , 2012, , .		0
51	Tutorial 1: Adaptive augmented reality (A2R): Where AR meets user's interest. , 2012, , .		1
52	Cardiovascular and electrocortical markers of anger and motivation during a simulated driving task. International Journal of Psychophysiology, 2012, 84, 188-193.	1.0	20
53	Effects of performance feedback on cardiovascular reactivity and frontal EEG asymmetry. International Journal of Psychophysiology, 2011, 81, 291-298.	1.0	15
54	Brain and body interfaces. , 2011, , .		10

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55	The Impact of Music on Affect during Anger Inducing Drives. Lecture Notes in Computer Science, 2011, , 407-416.	1.3	8
56	The Effect of an Extrinsic Incentive on Psychophysiological Measures of Mental Effort and Motivational Disposition when Task Demand is Varied. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 259-263.	0.3	12
57	Physiological Computing: Interfacing with the Human Nervous System. Philips Research, 2010, , 1-20.	0.2	3
58	Biocybernetic loop: From awareness to evolution. , 2009, , .		21
59	Measuring task engagement as an input to physiological computing. , 2009, , .		19
60	The influence of performance feedback on goal-setting and mental effort regulation. Motivation and Emotion, 2009, 33, 63-74.	1.3	123
61	Psychophysiology in ergonomics. Applied Ergonomics, 2009, 40, 963-964.	3.1	7
62	Fundamentals of physiological computing. Interacting With Computers, 2009, 21, 133-145.	1.5	402
63	Detection of anger with and without control for affective computing systems. , 2009, , .		1
64	The effect of psychological stress and relaxation on interoceptive accuracy: Implications for symptom perception. Journal of Psychosomatic Research, 2007, 62, 289-295.	2.6	70
65	Anxiety and performance in the British driving test. Transportation Research Part F: Traffic Psychology and Behaviour, 2006, 9, 43-52.	3.7	43
66	Prediction of subjective states from psychophysiology: A multivariate approach. Biological Psychology, 2006, 71, 100-110.	2.2	144
67	The influence of task demand and learning on the psychophysiological response. International Journal of Psychophysiology, 2005, 56, 171-184.	1.0	218
68	The efficacy of psychophysiology for realising affective computing. , 2004, , .		1
69	A research agenda for physiological computing. Interacting With Computers, 2004, 16, 857-878.	1.5	112
70	A metabolic measure of mental effort. Biological Psychology, 2004, 66, 177-190.	2.2	212
71	Criteria for driver impairment. Ergonomics, 2003, 46, 433-445.	2.1	105
72	Mental Effort Regulation and the Functional Impairment of the Driver. , 2000, , 479-502.		6

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73	Impairment of Driving Performance Caused by Sleep Deprivation or Alcohol: A Comparative Study. Human Factors, 1999, 41, 118-128.	3.5	177
74	The effect of time headway feedback on following behaviour. Accident Analysis and Prevention, 1997, 29, 387-397.	5.7	45
75	The Influence of Game Demand on Distraction from Experimental Pain: A fNIRS Study. Frontiers in Human Neuroscience, 0, 12, .	2.0	0