

# Maximilian A Friehs

## List of Publications by Year in descending order

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Version: 2024-02-01

20  
papers

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citations

933410

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h-index

996954

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g-index

21  
all docs

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docs citations

21  
times ranked

379  
citing authors

#	ARTICLE	IF	CITATIONS
1	Stimulating performance: A scoping review on transcranial electrical stimulation effects on olympic sports. <i>Psychology of Sport and Exercise</i> , 2022, 59, 102130.	2.1	5
2	More than skin deep: about the influence of self-relevant avatars on inhibitory control. <i>Cognitive Research: Principles and Implications</i> , 2022, 7, 31.	2.0	11
3	Dual-tDCS over the right prefrontal cortex does not modulate stop-signal task performance. <i>Experimental Brain Research</i> , 2021, 239, 811-820.	1.5	13
4	Shocking advantage! Improving digital game performance using non-invasive brain stimulation. <i>International Journal of Human Computer Studies</i> , 2021, 148, 102582.	5.6	21
5	Transcranial direct current stimulation over the left anterior temporal lobe during memory retrieval differentially affects true and false recognition in the DRM task. <i>European Journal of Neuroscience</i> , 2021, 54, 4609-4620.	2.6	5
6	Effects of single-session transcranial direct current stimulation on reactive response inhibition. <i>Neuroscience and Biobehavioral Reviews</i> , 2021, 128, 749-765.	6.1	35
7	Electrify your Game! Anodal tDCS Increases the Resistance to Head Fakes in Basketball. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2020, 4, 62-70.	1.6	22
8	Food for Your Mind? The Effect of Tyrosine on Selective Attention. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2020, 4, 285-295.	1.6	4
9	Perturbation of the right prefrontal cortex disrupts interference control. <i>NeuroImage</i> , 2020, 222, 117279.	4.2	28
10	Evidence Against Combined Effects of Stress and Brain Stimulation on Working Memory. <i>Open Psychology</i> , 2020, 2, 40-56.	0.3	10
11	Effective Gamification of the Stop-Signal Task: Two Controlled Laboratory Experiments. <i>JMIR Serious Games</i> , 2020, 8, e17810.	3.1	35
12	Cathodal tDCS increases stop-signal reaction time. <i>Cognitive, Affective and Behavioral Neuroscience</i> , 2019, 19, 1129-1142.	2.0	34
13	Red or blue pill. , 2019, , .		11
14	Offline beats online. <i>NeuroReport</i> , 2019, 30, 795-799.	1.2	53
15	Game Dynamics that Support Snacking, not Feasting. , 2019, , .		16
16	Single session tDCS over the left DLPFC disrupts interference processing. <i>Brain and Cognition</i> , 2018, 120, 1-7.	1.8	51
17	Pimping inhibition: Anodal tDCS enhances stop-signal reaction time.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2018, 44, 1933-1945.	0.9	44
18	Disrupting Interference Processing Using Transcranial Direct Current Stimulation. , 2018, , .		0

#	ARTICLE	IF	CITATIONS
19	Age-Based Preferences and Player Experience. , 2017, , .		35
20	The (Gami)fictional Ego-Center: Projecting the Location of the Self Into an Avatar. Frontiers in Psychology, 0, 13, .	2.1	4