Louise O'Hare

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Spatial frequency and visual discomfort. Vision Research, 2011, 51, 1767-1777.	1.4	80
2	Two Independent Mechanisms for Motion-In-Depth Perception: Evidence from Individual Differences. Frontiers in Psychology, 2010, 1, 155.	2.1	65
3	Visual processing in migraine. Cephalalgia, 2016, 36, 1057-1076.	3.9	39
4	Uncomfortable images produce non-sparse responses in a model of primary visual cortex. Royal Society Open Science, 2015, 2, 140535.	2.4	38
5	Visual discomfort and blur. Journal of Vision, 2013, 13, 7-7.	0.3	25
6	Visual Discomfort and Depth-of-Field. I-Perception, 2013, 4, 156-169.	1.4	24
7	Resting-State Alpha-Band Oscillations in Migraine. Perception, 2018, 47, 379-396.	1.2	21
8	The Effect of Motion Direction and Eccentricity on Vection, VR Sickness and Head Movements in Virtual Reality. Multisensory Research, 2021, 34, 623-662.	1.1	20
9	Steadyâ€state <scp>VEP</scp> responses to uncomfortable stimuli. European Journal of Neuroscience, 2017, 45, 410-422.	2.6	16
10	Causal Role of Thalamic Interneurons in Brain State Transitions: A Study Using a Neural Mass Model Implementing Synaptic Kinetics. Frontiers in Computational Neuroscience, 2016, 10, 115.	2.1	15
11	Depth of Field Affects Perceived Depth in Stereographs. ACM Transactions on Applied Perception, 2015, 11, 1-18.	1.9	13
12	Electrophysiological aftereffects of high-frequency transcranial random noise stimulation (hf-tRNS): an EEG investigation. Experimental Brain Research, 2021, 239, 2399-2418.	1.5	13
13	Typical Lateral Interactions, but Increased Contrast Sensitivity, in Migraine-With-Aura. Vision (Switzerland), 2018, 2, 7.	1.2	12
14	Migraine Visual Aura and Cortical Spreading Depression—Linking Mathematical Models to Empirical Evidence. Vision (Switzerland), 2021, 5, 30.	1.2	9
15	The relationship between vection, cybersickness and head movements elicited by illusory motion in virtual reality. Displays, 2022, 71, 102111.	3.7	9
16	Improvement in visual perception after high-frequency transcranial random noise stimulation (hf-tRNS) in those with migraine: An equivalent noise approach. Neuropsychologia, 2021, 161, 107990.	1.6	6
17	VEP Responses to Op-Art Stimuli. PLoS ONE, 2015, 10, e0139400.	2.5	6
18	Visual Search and Visual Discomfort. Perception, 2013, 42, 1-15.	1.2	5

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#	Article	IF	CITATIONS
19	Action Video Game Players Do Not Differ in the Perception of Contrast-Based Motion Illusions but Experience More Vection and Less Discomfort in a Virtual Environment Compared to Non-Action Video Game Players. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 0, , 1.	1.6	5
20	Multisensory Integration in Migraine: RecentÂDevelopments. Multisensory Research, 2017, 30, 549-563.	1.1	4
21	ERP responses to images of abstract artworks, photographs of natural scenes, and artificially created uncomfortable images. Journal of Cognitive Psychology, 2018, 30, 627-641.	0.9	3
22	Effect of within-session breaks in play on responsible gambling behaviour during sustained monetary losses. Current Psychology, 2022, 41, 315-327.	2.8	3
23	Visual Discomfort From Flash Afterimages of Riloid Patterns. Perception, 2017, 46, 709-727.	1.2	2
24	Investigating Head Movements Induced by â€~Riloid' Patterns in Migraine and Control Groups UsingÁaÂVirtualÂRealityÂDisplay. Multisensory Research, 2018, 31, 753-777.	1.1	2
25	Temporal Integration of Motion Streaks in Migraine. Vision (Switzerland), 2018, 2, 27.	1.2	1
26	No Evidence of Reduced Contrast Sensitivity in Migraine-with-Aura for Large, Narrowband, Centrally Presented Noise-Masked Stimuli. Vision (Switzerland), 2021, 5, 32.	1.2	1
27	Steadyâ€state visual evoked potential responses predict visual discomfort judgements. European Journal of Neuroscience, 2021, 54, 7575-7598.	2.6	1