Louise O'Hare

List of Publications by Year
in descending order

27 papers	438 citations	759233 12 h-index	752698 20 g-index
27 all docs	27 docs citations	27 times ranked	362 citing authors

#	Article	IF	Citations
1	Effect of within-session breaks in play on responsible gambling behaviour during sustained monetary losses. Current Psychology, 2022, 41, 315-327.	2.8	3
2	The relationship between vection, cybersickness and head movements elicited by illusory motion in virtual reality. Displays, 2022, 71, 102111.	3.7	9
3	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
4	Migraine Visual Aura and Cortical Spreading Depressionâ€"Linking Mathematical Models to Empirical Evidence. Vision (Switzerland), 2021, 5, 30.	1.2	9
5	Electrophysiological aftereffects of high-frequency transcranial random noise stimulation (hf-tRNS): an EEG investigation. Experimental Brain Research, 2021, 239, 2399-2418.	1.5	13
6	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
7	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
8	Steadyâ€state visual evoked potential responses predict visual discomfort judgements. European Journal of Neuroscience, 2021, 54, 7575-7598.	2.6	1
9	Resting-State Alpha-Band Oscillations in Migraine. Perception, 2018, 47, 379-396.	1.2	21
10	Temporal Integration of Motion Streaks in Migraine. Vision (Switzerland), 2018, 2, 27.	1.2	1
11	Investigating Head Movements Induced by â€˜Riloidâ€™ Patterns in Migraine and Control Groups UsingÂaÂVirtualÂRealityÂDisplay. Multisensory Research, 2018, 31, 753-777.	1.1	2
12	Typical Lateral Interactions, but Increased Contrast Sensitivity, in Migraine-With-Aura. Vision (Switzerland), 2018, 2, 7.	1.2	12
13	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
14	Visual Discomfort From Flash Afterimages of Riloid Patterns. Perception, 2017, 46, 709-727.	1.2	2
15	Multisensory Integration in Migraine: RecentÂDevelopments. Multisensory Research, 2017, 30, 549-563.	1.1	4
16	Steadyâ€state <scp>VEP</scp> responses to uncomfortable stimuli. European Journal of Neuroscience, 2017, 45, 410-422.	2.6	16
17	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
18	Visual processing in migraine. Cephalalgia, 2016, 36, 1057-1076.	3.9	39

#	Article	IF	Citations
19	Uncomfortable images produce non-sparse responses in a model of primary visual cortex. Royal Society Open Science, 2015, 2, 140535.	2.4	38
20	Depth of Field Affects Perceived Depth in Stereographs. ACM Transactions on Applied Perception, 2015, 11, 1-18.	1.9	13
21	VEP Responses to Op-Art Stimuli. PLoS ONE, 2015, 10, e0139400.	2.5	6
22	Visual Search and Visual Discomfort. Perception, 2013, 42, 1-15.	1.2	5
23	Visual Discomfort and Depth-of-Field. I-Perception, 2013, 4, 156-169.	1.4	24
24	Visual discomfort and blur. Journal of Vision, 2013, 13, 7-7.	0.3	25
25	Spatial frequency and visual discomfort. Vision Research, 2011, 51, 1767-1777.	1.4	80
26	Two Independent Mechanisms for Motion-In-Depth Perception: Evidence from Individual Differences. Frontiers in Psychology, 2010, 1, 155.	2.1	65
27	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