Paul F M J Verschure

List of Publications by Year
in descending order

317 papers	7,320 citations	81900 39 h-index	88630 70 g-index
342 all docs	342 docs citations	342 times ranked	6613 citing authors

#	Article	IF	Citations
1	Consensus Paper: Towards a Systems-Level View of Cerebellar Function: the Interplay Between Cerebellum, Basal Ganglia, and Cortex. Cerebellum, 2017, 16, 203-229.	2.5	321
2	Neurorehabilitation using the virtual reality based Rehabilitation Gaming System: methodology, design, psychometrics, usability and validation. Journal of NeuroEngineering and Rehabilitation, 2010, 7, 48.	4.6	265
3	The hippocampalâ€“striatal axis in learning, prediction and goal-directed behavior. Trends in Neurosciences, 2011, 34, 548-559.	8.6	252
4	Environmentally mediated synergy between perception and behaviour in mobile robots. Nature, 2003, 425, 620-624.	27.8	237
5	The Affective Slider: A Digital Self-Assessment Scale for the Measurement of Human Emotions. PLoS ONE, 2016, 11, e0148037.	2.5	223
6	Virtual reality based rehabilitation speeds up functional recovery of the upper extremities after stroke: A randomized controlled pilot study in the acute phase of stroke using the Rehabilitation Gaming System. Restorative Neurology and Neuroscience, 2011, 29, 287-298.	0.7	201
7	Principles of Neurorehabilitation After Stroke Based on Motor Learning and Brain Plasticity Mechanisms. Frontiers in Systems Neuroscience, 2019, 13, 74.	2.5	197
8	The state of the art in biomimetics. Bioinspiration and Biomimetics, 2013, 8, 013001.	2.9	187
9	A MODEL OF GRID CELLS BASED ON A TWISTED TORUS TOPOLOGY. International Journal of Neural Systems, 2007, 17, 231-240.	5.2	164
10	The Combined Impact of Virtual Reality Neurorehabilitation and Its Interfaces on Upper Extremity Functional Recovery in Patients With Chronic Stroke. Stroke, 2012, 43, 2720-2728.	2.0	149
11	Distributed adaptive control: The self-organization of structured behavior. Robotics and Autonomous Systems, 1992, 9, 181-196.	5.1	145
12	Effect of Specific Over Nonspecific VR-Based Rehabilitation on Poststroke Motor Recovery: A Systematic Meta-analysis. Neurorehabilitation and Neural Repair, 2019, 33, 112-129.	2.9	133
13	A Model of the Ventral Visual System Based on Temporal Stability and Local Memory. PLoS Biology, 2006, 4, e120.	5.6	110
14	An artificial moth: Chemical source localization using a robot based neuronal model of moth optomotor anemotactic search. Autonomous Robots, 2006, 20, 197-213.	4.8	110
15	The why, what, where, when and how of goal-directed choice: neuronal and computational principles. Philosophical Transactions of the Royal Society B: Biological Sciences, 2014, 369, 20130483.	4.0	105
16	Collision avoidance using a model of the locust LGMD neuron. Robotics and Autonomous Systems, 2000, 30, 17-38.	5.1	100
17	Interactive visuo-motor therapy system for stroke rehabilitation. Medical and Biological Engineering and Computing, 2007, 45, 901-907.	2.8	100
18	A critical time window for recovery extends beyond one-year post-stroke. Journal of Neurophysiology, 2019, 122, 350-357.	1.8	100

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19	Using a Hybrid Brain Computer Interface and Virtual Reality System to Monitor and Promote Cortical Reorganization through Motor Activity and Motor Imagery Training. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2013, 21, 174-181.	4.9	90
20	Distributed Adaptive Control: A theory of the Mind, Brain, Body Nexus. Biologically Inspired Cognitive Architectures, 2012, 1, 55-72.	0.9	88
21	A bottom up approach towards the acquisition and expression of sequential representations applied to a behaving real-world device: Distributed Adaptive Control III. Neural Networks, 1998, 11, 1531-1549.	5.9	81
22	Neural Variability in Premotor Cortex Is Modulated by Trial History and Predicts Behavioral Performance. Neuron, 2013, 78, 249-255.	8.1	80
23	A high-throughput behavioral paradigm for Drosophila olfaction - The Flywalk. Scientific Reports, 2012, 2, 361.	3.3	78
24	NEUROINFORMATICS: THE INTEGRATION OF SHARED DATABASES AND TOOLS TOWARDS INTEGRATIVE NEUROSCIENCE. Journal of Integrative Neuroscience, 2002, 01, 117-128.	1.7	77
25	Invariant representations of visual patterns in a temporal population code. Proceedings of the National Academy of Sciences of the United States of America, 2003, 100, 324-329.	7.1	75
26	The Mechanism of Rate Remapping in the Dentate Gyrus. Neuron, 2010, 68, 1051-1058.	8.1	72
27	A note on chaotic behavior in simple neural networks. Neural Networks, 1990, 3, 119-122.	5.9	71
28	A real-world rational agent: unifying old and new AI. Cognitive Science, 2003, 27, 561-590.	1.7	69
29	Counteracting learned non-use in chronic stroke patients with reinforcement-induced movement therapy. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 74.	4.6	69
30	The cerebellum in action: a simulation and robotics study. European Journal of Neuroscience, 2002, 16, 1361-1376.	2.6	61
31	A functional magnetic resonance imaging study of visuomotor processing in a virtual realityâ€based paradigm: Rehabilitation Gaming System. European Journal of Neuroscience, 2013, 37, 1441-1447.	2.6	61
32	Neuroscience data and tool sharing. Neuroinformatics, 2003, 1, 149-165.	2.8	54
33	Coordinated representational reinstatement in the human hippocampus and lateral temporal cortex during episodic memory retrieval. Nature Communications, 2019, 10, 2255.	12.8	52
34	Nucleo-olivary inhibition balances the interaction between the reactive and adaptive layers in motor control. Neural Networks, 2013, 47, 64-71.	5.9	50
35	A Signature of Attractor Dynamics in the CA3 Region of the Hippocampus. PLoS Computational Biology, 2014, 10, e1003641.	3.2	49
36	Network dynamics with BrainX3: a large-scale simulation of the human brain network with real-time interaction. Frontiers in Neuroinformatics, 2015, 9, 02.	2.5	48

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37	DAC-h3: A Proactive Robot Cognitive Architecture to Acquire and Express Knowledge About the World and the Self. IEEE Transactions on Cognitive and Developmental Systems, 2018, 10, 1005-1022.	3.8	48
38	Live soundscape composition based on synthetic emotions. IEEE MultiMedia, 2003, 10, 82-90.	1.7	47
39	The visual amplification of goal-oriented movements counteracts acquired non-use in hemiparetic stroke patients. Journal of NeuroEngineering and Rehabilitation, 2015, 12, 50.	4.6	47
40	Domiciliary VR-Based Therapy for Functional Recovery and Cortical Reorganization: Randomized Controlled Trial in Participants at the Chronic Stage Post Stroke. JMIR Serious Games, 2017, 5, e15.	3.1	44
41	A fly-locust based neuronal control system applied to an unmanned aerial vehicle: the invertebrate neuronal principles for course stabilization, altitude control and collision avoidance. International Journal of Robotics Research, 2007, 26, 759-772.	8.5	42
42	Beyond Rationalism: Symbols, Patterns and Behavior. Connection Science, 1992, 4, 313-325.	3.0	41
43	Motor Cost Influences Perceptual Decisions. PLoS ONE, 2015, 10, e0144841.	2.5	38
44	Multilevel analysis of classical conditioning in a behaving real world artifact. Robotics and Autonomous Systems, 1995, 16, 247-265.	5.1	37
45	Emotional and cognitive influences in air traffic controller tasks: An investigation using a virtual environment?. Applied Ergonomics, 2018, 69, 1-9.	3.1	37
46	A biomimetic approach to machine olfaction, featuring a very large-scale chemical sensor array and embedded neuro-bio-inspired computation. Microsystem Technologies, 2014, 20, 729-742.	2.0	36
47	Prioritized Research for the Prevention, Treatment, and Reversal of Chronic Disease: Recommendations From the Lifestyle Medicine Research Summit. Frontiers in Medicine, 2020, 7, 585744.	2.6	36
48	Real-Time Position Reconstruction with Hippocampal Place Cells. Frontiers in Neuroscience, 2011, 5, 85.	2.8	35
49	Cerebellar alterations in cannabis users: A systematic review. Addiction Biology, 2019, 24, 1121-1137.	2.6	35
50	Adaptive conjunctive cognitive training (ACCT) in virtual reality for chronic stroke patients: a randomized controlled pilot trial. Journal of NeuroEngineering and Rehabilitation, 2020, 17, 42.	4.6	35
51	iqr: A Tool for the Construction of Multi-level Simulations of Brain and Behaviour. Neuroinformatics, 2010, 8, 113-134.	2.8	34
52	An Interactive Space That Learns to Influence Human Behavior. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2005, 35, 66-77.	2.9	33
53	The Rehabilitation Gaming System: a Virtual Reality Based System for the Evaluation and Rehabilitation of Motor Deficits. , 2007, , .		32
54	An embodied biologically constrained model of foraging: from classical and operant conditioning to adaptive real-world behavior in DAC-X. Neural Networks, 2015, 72, 88-108.	5.9	31

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55	IQR: a distributed system for real-time real-world neuronal simulation. Neurocomputing, 2002, 44-46, 1043-1048.	5.9	30
56	Spatio-temporal Ca2+dynamics of moth olfactory projection neurones. European Journal of Neuroscience, 2005, 22, 647-657.	2.6	30
57	A biologically based model for the integration of sensoryâ€“motor contingencies in rules and plans: A prefrontal cortex based extension of the Distributed Adaptive Control architecture. Brain Research Bulletin, 2011, 85, 289-304.	3.0	30
58	Synthetic consciousness: the distributed adaptive control perspective. Philosophical Transactions of the Royal Society B: Biological Sciences, 2016, 371, 20150448.	4.0	30
59	A Spatial-Context Effect in Recognition Memory. Frontiers in Behavioral Neuroscience, 2017, 11, 143.	2.0	30
60	Volitional learning promotes theta phase coding in the human hippocampus. Proceedings of the National Academy of Sciences of the United States of America, 2021, 118, .	7.1	30
61	USING A MOBILE ROBOT TO STUDY LOCUST COLLISION AVOIDANCE RESPONSES. International Journal of Neural Systems, 1999, 09, 405-410.	5.2	29
62	Including Social Interaction in Stroke VR-Based Motor Rehabilitation Enhances Performance: A Pilot Study. Presence: Teleoperators and Virtual Environments, 2012, 21, 490-501.	0.6	29
63	Inference of human affective states from psychophysiological measurements extracted under ecologically valid conditions. Frontiers in Neuroscience, 2014, 8, 286.	2.8	28
64	Understanding and Realizing Presence in the Presenccia Project. IEEE Computer Graphics and Applications, 2007, 27, 90-93.	1.2	27
65	Non-Linear Neuronal Responses as an Emergent Property of Afferent Networks: A Case Study of the Locust Lobula Giant Movement Detector. PLoS Computational Biology, 2010, 6, e1000701.	3.2	27
66	PASAR: An integrated model of prediction, anticipation, sensation, attention and response for artificial sensorimotor systems. Information Sciences, 2012, 186, 1-19.	6.9	27
67	Measuring the Complexity of Consciousness. Frontiers in Neuroscience, 2018, 12, 424.	2.8	27
68	Telehealth for rehabilitation and recovery after stroke: State of the evidence and future directions. International Journal of Stroke, 2022, 17, 487-493.	5.9	27
69	The rehabilitation gaming system: a review. Studies in Health Technology and Informatics, 2009, 145, 65-83.	0.3	27
70	A computational model of thalamocortical dysrhythmia. European Journal of Neuroscience, 2011, 33, 1281-1290.	2.6	26
71	The Convergence of Machine and Biological Intelligence. IEEE Intelligent Systems, 2013, 28, 28-43.	4.0	26
72	The Impact of Cortical Lesions on Thalamo-Cortical Network Dynamics after Acute Ischaemic Stroke: A Combined Experimental and Theoretical Study. PLoS Computational Biology, 2016, 12, e1005048.	3.2	26

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73	A tactile luminous floor for an interactive autonomous space. Robotics and Autonomous Systems, 2007, 55, 433-443.	5.1	25
74	ALLOSTATIC CONTROL FOR ROBOT BEHAVIOR REGULATION: A COMPARATIVE RODENT-ROBOT STUDY. International Journal of Modeling, Simulation, and Scientific Computing, 2010, 13, 377-403.	1.4	24
75	Robot Companions for Citizens. Procedia Computer Science, 2011, 7, 47-51.	2.0	24
76	The principles of goal-directed decision-making: from neural mechanisms to computation and robotics. Philosophical Transactions of the Royal Society B: Biological Sciences, 2014, 369, 20130470.	4.0	24
77	Social Integration of Stroke Patients through the Multiplayer Rehabilitation Gaming System. Lecture Notes in Computer Science, 2014, , 100-114.	1.3	24
78	On the Role of Biophysical Properties of Cortical Neurons in Binding and Segmentation of Visual Scenes. Neural Computation, 1999, 11, 1113-1138.	2.2	23
79	Insect-Like mapless navigation based on head direction cells and contextual learning using chemo-visual sensors. , 2009, , .		23
80	Relationship between intensity and recovery in post-stroke rehabilitation: a retrospective analysis. Journal of Neurology, Neurosurgery and Psychiatry, 2022, 93, 226-228.	1.9	23
81	What Can Robots Tell Us About Brains? A Synthetic Approach Towards the Study of Learning and Problem Solving. Reviews in the Neurosciences, 1999, 10, 291-310.	2.9	22
82	PREDICTION OF THE POSITION OF AN ANIMAL BASED ON POPULATIONS OF GRID AND PLACE CELLS: A COMPARATIVE SIMULATION STUDY. Journal of Integrative Neuroscience, 2007, 06, 433-446.	1.7	22
83	Adaptive fields: distributed representations of classically conditioned associations. Network: Computation in Neural Systems, 1991, 2, 189-206.	3.6	21
84	Local and Global Gating of Synaptic Plasticity. Neural Computation, 2000, 12, 519-529.	2.2	21
85	Roboser: A Real-World Composition System. Computer Music Journal, 2005, 29, 55-74.	0.1	21
86	Augmented Dyadic Therapy Boosts Recovery of Language Function in Patients With Nonfluent Aphasia. Stroke, 2019, 50, 1270-1274.	2.0	21
87	Cooperative human robot interaction systems: IV. Communication of shared plans with Naïve humans using gaze and speech. , 2013, , .		20
88	Discrepancies between Multi-Electrode LFP and CSD Phase-Patterns: A Forward Modeling Study. Frontiers in Neural Circuits, 2016, 10, 51.	2.8	20
89	Design for a Brain Revisited: The Neuromorphic Design and Functionality of the Interactive Space 'Ada'. Reviews in the Neurosciences, 2003, 14, 145-80.	2.9	19
90	Adaptive rehabilitation gaming system: On-line individualization of stroke rehabilitation. , 2011, 2011, 6749-52.		19

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91	Understanding large network datasets through embodied interaction in virtual reality. , 2014, , .		19
92	The eXperience Induction Machine: A New Paradigm for Mixed-Reality Interaction Design and Psychological Experimentation. Human-computer Interaction Series, 2010, , 357-379.	0.6	19
93	A model for the neuronal substrate of dead reckoning and memory in arthropods: a comparative computational and behavioral study. Theory in Biosciences, 2008, 127, 163-175.	1.4	18
94	Using a Multi-Task Adaptive VR System for Upper Limb Rehabilitation in the Acute Phase of Stroke. , 2008, , .		18
95	A VLSI Field-Programmable Mixed-Signal Array to Perform Neural Signal Processing and Neural Modeling in a Prosthetic System. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2012, 20, 455-467.	4.9	18
96	iTBS-Induced LTP-Like Plasticity Parallels Oscillatory Activity Changes in the Primary Sensory and Motor Areas of Macaque Monkeys. PLoS ONE, 2014, 9, e112504.	2.5	18
97	Human Vicarious Trial and Error Is Predictive of Spatial Navigation Performance. Frontiers in Behavioral Neuroscience, 2018, 12, 237.	2.0	18
98	A computational analysis of dynamic, multi-organ inflammatory crosstalk induced by endotoxin in mice. PLoS Computational Biology, 2018, 14, e1006582.	3.2	18
99	Adaptive fields: distributed representations of classically conditioned associations. Network: Computation in Neural Systems, 1991, 2, 189-206.	3.6	18
100	Connectomics to Semantomics: Addressing the Brain's Big Data Challenge1. Procedia Computer Science, 2015, 53, 48-55.	2.0	17
101	The global dynamical complexity of the human brain network. Applied Network Science, 2016, 1, 16.	1.5	17
102	Visuotactile integration modulates motor performance in a perceptual decision-making task. Scientific Reports, 2017, 7, 3333.	3.3	17
103	Formal minds and biological brains: AI and Edelman's extended theory of neuronal group selection. IEEE Intelligent Systems, 1993, 8, 66-75.	1.0	16
104	A real-time model of the cerebellar circuitry underlying classical conditioning: A combined simulation and robotics study. Neurocomputing, 2001, 38-40, 1019-1024.	5.9	16
105	New Technologies and Concepts for Rehabilitation in the Acute Phase of Stroke: A Collaborative Matrix. Neurodegenerative Diseases, 2007, 4, 57-69.	1.4	16
106	Unifying perceptual and behavioral learning with a correlative subspace learning rule. Neurocomputing, 2010, 73, 1818-1830.	5.9	16
107	Expression of emotional states during locomotion based on canonical parameters. , 2011, , .		16
108	The EASEL Project: Towards Educational Human-Robot Symbiotic Interaction. Lecture Notes in Computer Science, 2016, , 297-306.	1.3	16

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109	Self Beyond the Body: Action-Driven and Task-Relevant Purely Distal Cues Modulate Performance and Body Ownership. Frontiers in Human Neuroscience, 2019, 13, 91.	2.0	16
110	Stimulus encoding during the early stages of olfactory processing: A modeling study using an artificial olfactory system. Neurocomputing, 2001, 38-40, 299-306.	5.9	15
111	Decoding a Temporal Population Code. Neural Computation, 2004, 16, 2079-2100.	2.2	15
112	A Biologically Based Chemo-Sensing UAV for Humanitarian Demining. International Journal of Advanced Robotic Systems, 2007, 4, 21.	2.1	15
113	Quantifying human subjective experience and social interaction using the eXperience Induction Machine. Brain Research Bulletin, 2011, 85, 305-312.	3.0	15
114	Neuroscience, virtual reality and neurorehabilitation: Brain repair as a validation of brain theory. , 2011, 2011, 2254-7.		15
115	The social perceptual salience effect.. Journal of Experimental Psychology: Human Perception and Performance, 2013, 39, 62-74.	0.9	15
116	Modulating Behaviors Using Allostatic Control. Lecture Notes in Computer Science, 2013, , 287-298.	1.3	15
117	The perceptual shaping of anticipatory actions. Proceedings of the Royal Society B: Biological Sciences, 2017, 284, 20171780.	2.6	15
118	An Investigation of Collective Human Behavior in Large-Scale Mixed Reality Spaces. Presence: Teleoperators and Virtual Environments, 2006, 15, 403-418.	0.6	14
119	Integrated information for large complex networks. , 2013, , .		14
120	BrainX 3. , 2014, , .		14
121	Curing the broken brain model of addiction: Neurorehabilitation from a systems perspective. Addictive Behaviors, 2021, 112, 106602.	3.0	14
122	Locustâ€™s Looming Detectors for Robot Sensors. , 2003, , 237-250.		14
123	The Dynamic Connectome: A Tool For Large-Scale 3D Reconstruction Of Brain Activity In Real-Time. , 2013, , .		14
124	Involving the motor system in decision making. Proceedings of the Royal Society B: Biological Sciences, 2004, 271, S50-2.	2.6	13
125	Allostatic control for robot behaviour regulation: An extension to path planning. , 2010, , .		13
126	Advanced interfaces to stem the data deluge in mixed reality. , 2013, , .		13

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127	A location-based Augmented Reality system for the spatial interaction with historical datasets. , 2015, , .		13
128	Towards the synthetic self: making others perceive me as an other. Paladyn, 2015, 6, .	2.7	13
129	Size Matters: How Scaling Affects the Interaction between Grid and Border Cells. Frontiers in Computational Neuroscience, 2017, 11, 65.	2.1	13
130	iCub-HRI: A Software Framework for Complex Humanâ€“Robot Interaction Scenarios on the iCub Humanoid Robot. Frontiers in Robotics and AI, 2018, 5, 22.	3.2	13
131	Learning sensory maps with real-world stimuli in real time using a biophysically realistic learning rule. IEEE Transactions on Neural Networks, 2002, 13, 619-632.	4.2	12
132	Two-State Membrane Potential Fluctuations Driven by Weak Pairwise Correlations. Neural Computation, 2004, 16, 2351-2378.	2.2	12
133	A Biologically Based Flight Control System for a Blimp-based UAV. , 0, , .		12
134	A Model of Grid Cells Based on a Path Integration Mechanism. Lecture Notes in Computer Science, 2006, , 740-749.	1.3	12
135	The acquisition of intentionally indexed and object centered affordance gradients: A biomimetic controller and mobile robotics benchmark. , 2011, , .		12
136	Embodied interaction with complex neuronal data in mixed-reality. , 2012, , .		12
137	How? Why? What? Where? When? Who? Grounding Ontology in the Actions of a Situated Social Agent. Robotics, 2015, 4, 169-193.	3.5	12
138	High Integrated Information in Complex Networks Near Criticality. Lecture Notes in Computer Science, 2016, , 184-191.	1.3	12
139	The Effects of Explicit and Implicit Interaction on User Experiences in a Mixed Reality Installation: The Synthetic Oracle. Presence: Teleoperators and Virtual Environments, 2009, 18, 277-285.	0.6	11
140	XIM-engine. , 2014, , .		11
141	Accelerating motor adaptation by virtual reality based modulation of error memories. , 2015, , .		11
142	Differential neural mechanisms for early and late prediction error detection. Scientific Reports, 2016, 6, 24350.	3.3	11
143	Towards a Synthetic Tutor Assistant: The EASEL Project and its Architecture. Lecture Notes in Computer Science, 2016, , 353-364.	1.3	11
144	Conjunctive rehabilitation of multiple cognitive domains for chronic stroke patients in virtual reality. , 2017, 2017, 947-952.		11

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145	NEUROSCIENCE: Neurons in Action. Science, 2002, 296, 1817-1818.	12.6	10
146	Time and space are complementary encoding dimensions in the moth antennal lobe. Network: Computation in Neural Systems, 2007, 18, 35-62.	3.6	10
147	A sensing architecture for empathetic data systems. , 2013, , .		10
148	A Cerebellar Neuroprosthetic System: Computational Architecture and in vivo Test. Frontiers in Bioengineering and Biotechnology, 2014, 2, 14.	4.1	10
149	Reinforcement-induced movement therapy: A novel approach for overcoming learned non-use in chronic stroke patients. , 2015, , .		10
150	On Three Categories of Conscious Machines. Lecture Notes in Computer Science, 2016, , 389-392.	1.3	10
151	Excitatory-Inhibitory Homeostasis and Diaschisis: Tying the Local and Global Scales in the Post-stroke Cortex. Frontiers in Systems Neuroscience, 2021, 15, 806544.	2.5	10
152	Speed generalization capabilities of a cerebellar model on a rapid navigation task. , 2013, , .		9
153	Subliminal Response Priming in Mixed Reality: The Ecological Validity of a Classic Paradigm of Perception. Presence: Teleoperators and Virtual Environments, 2014, 23, 1-17.	0.6	9
154	Computing Information Integration in Brain Networks. Lecture Notes in Computer Science, 2016, , 136-146.	1.3	9
155	Analyzing children's expectations from robotic companions in educational settings. , 2017, , .		9
156	Motor Adaptation Impairment in Chronic Cannabis Users Assessed by a Visuomotor Rotation Task. Journal of Clinical Medicine, 2019, 8, 1049.	2.4	9
157	A comprehensive evaluation of emotional responsiveness in borderline personality disorder: a support for hypersensitivity hypothesis. Borderline Personality Disorder and Emotion Dysregulation, 2019, 6, 8.	2.6	9
158	Subjective ratings of emotive stimuli predict the impact of the COVID-19 quarantine on affective states. PLoS ONE, 2020, 15, e0237631.	2.5	9
159	How accurate need sensory coding be for behaviour? Experiments using a mobile robot. Neurocomputing, 2001, 38-40, 1113-1119.	5.9	8
160	Dynamical features of higher-order correlation events: impact on cortical cells. Cognitive Neurodynamics, 2007, 1, 53-69.	4.0	8
161	An insect-based method for learning landmark reliability using expectation reinforcement in dynamic environments. , 2010, , .		8
162	CEEDs: Unleashing the Power of the Subconscious. Procedia Computer Science, 2011, 7, 214-215.	2.0	8

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163	At Home Motor Rehabilitation in the Chronic Phase of Stroke Using the Rehabilitation Gaming System. Biosystems and Biorobotics, 2013, , 931-935.	0.3	8
164	Fast mental states decoding in mixed reality. Frontiers in Behavioral Neuroscience, 2014, 8, 415.	2.0	8
165	Recovering the history of Bergen Belsen using an interactive 3D reconstruction in a mixed reality space the role of pre-knowledge on memory recollection. , 2015, , .		8
166	Embodied artificial intelligence through distributed adaptive control: An integrated framework. , 2017, , .		8
167	Optimization of the Anticipatory Reflexes of a Computational Model of the Cerebellum. Lecture Notes in Computer Science, 2014, , 11-22.	1.3	8
168	Visual anticipation biases conscious decision making but not bottom-up visual processing. Frontiers in Psychology, 2014, 5, 1443.	2.1	8
169	A real-world rational agent: unifying old and new AI. Cognitive Science, 2003, 27, 561-590.	1.7	8
170	Properties of a Temporal Population Cod. Reviews in the Neurosciences, 2003, 14, 21-33.	2.9	7
171	Social cooperation and competition in the mixed reality space eXperience Induction Machine XIM. Virtual Reality, 2009, 13, 153-158.	6.1	7
172	An integrated computational model of the two phase theory of classical conditioning. , 2010, , .		7
173	Exploring the synergies of a hybrid BCI - VR neurorehabilitation system. , 2011, , .		7
174	Behavioral rehabilitation of the eye closure reflex in senescent rats using a real-time biosignal acquisition system. , 2011, 2011, 4211-4.		7
175	Non-anthropomorphic Expression of Affective States through Parametrized Abstract Motifs. , 2013, , .		7
176	Autonomous development of turn-taking behaviors in agent populations: A computational study. , 2015, , .		7
177	Consciousness as an Evolutionary Game-Theoretic Strategy. Lecture Notes in Computer Science, 2017, , 509-514.	1.3	7
178	Distributed Adaptive Control: A Proposal on the Neuronal Organization of Adaptive Goal Oriented Behavior. Studies in Computational Intelligence, 2010, , 15-41.	0.9	7
179	High-order events in cortical networks: A lower bound. Physical Review E, 2004, 70, 051909.	2.1	6
180	Chemotactic Search in Complex Environments. , 2004, , 181-207.		6

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181	Interaction mapping affects spatial memory and the sense of presence when navigating in a virtual environment. , 2010, , .		6
182	About the goal of a goalsâ€™ goal theory. Cognitive Neuroscience, 2015, 6, 218-219.	1.4	6
183	Spectral Modes of Network Dynamics Reveal Increased Informational Complexity Near Criticality. Procedia Computer Science, 2017, 108, 119-128.	2.0	6
184	Cholinergic Behavior State-Dependent Mechanisms of Neocortical Gain Control: a Neurocomputational Study. Molecular Neurobiology, 2018, 55, 249-257.	4.0	6
185	Long-term spatial clustering in free recall. Memory, 2018, 26, 798-806.	1.7	6
186	A Hybrid Human-Robot Collaborative Environment for Recycling Electrical and Electronic Equipment. , 2019, , .		6
187	Modeling the formation of social conventions from embodied real-time interactions. PLoS ONE, 2020, 15, e0234434.	2.5	6
188	Intelligent motor decision: From selective attention to a Bayesian world model. , 2008, , .		5
189	The neuronal substrate underlying order and interval representations in sequential tasks: A biologically based robot study. , 2010, , .		5
190	The encoding of complex visual stimuli by a canonical model of the primary visual cortex: Temporal population code for face recognition on the iCub robot. , 2011, , .		5
191	Biomechanical costs of reaching movements bias perceptual decisions. BMC Neuroscience, 2013, 14, .	1.9	5
192	The effects of silent visuomotor cueing on word retrieval in Broca's aphasies: A pilot study. , 2017, 2017, 193-199.		5
193	Modeling the Opponentâ€™s Action Using Control-Based Reinforcement Learning. Lecture Notes in Computer Science, 2018, , 179-186.	1.3	5
194	Optimising Robot Personalities for Symbiotic Interaction. Lecture Notes in Computer Science, 2014, , 392-395.	1.3	5
195	Bringing rehabilitation home with an e-health platform to treat stroke patients: study protocol of a randomized clinical trial (RGS@home). Trials, 2022, 23, .	1.6	5
196	Smolensky's theory of mind. Behavioral and Brain Sciences, 1990, 13, 407-407.	0.7	4
197	Unified Theories of Cognition. American Journal of Psychology, 1994, 107, 454.	0.3	4
198	Existence of high-order correlations in cortical activity. Physical Review E, 2003, 68, 041905.	2.1	4

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199	VR-RoBoser. , 2007, , .		4
200	Cognitive Virtual-Reality Based Stroke Rehabilitation. , 2007, , 2839-2843.		4
201	Perceptsynth: mapping perceptual musical features to sound synthesis parameters. Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing, 2008, , .	1.8	4
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