

# Yu-Ping Chen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1018420/publications.pdf>

Version: 2024-02-01

25  
papers

587  
citations

1040056

9  
h-index

1199594

12  
g-index

25  
all docs

25  
docs citations

25  
times ranked

635  
citing authors

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | Use of Virtual Reality to Improve Upper-Extremity Control in Children With Cerebral Palsy: A Single-Subject Design. <i>Physical Therapy</i> , 2007, 87, 1441-1457.  | 2.4 | 155       |
| 2  | Effect of Virtual Reality on Upper Extremity Function in Children With Cerebral Palsy. <i>Pediatric Physical Therapy</i> , 2014, 26, 289-300.   | 0.6 | 70        |
| 3  | Kicking coordination captures differences between full-term and premature infants with white matter disorder. <i>Human Movement Science</i> , 2004, 22, 729-748.  | 1.4 | 63        |
| 4  | Making the mobile move: Constraining task and environment. , 2002, 25, 195-220.   |     | 61        |
| 5  | Effects of robotic therapy on upper-extremity function in children with cerebral palsy: A systematic review. <i>Developmental Neurorehabilitation</i> , 2016, 19, 64-71.  | 1.1 | 48        |
| 6  | Eye-hand coordination strategies during active video game playing: An eye-tracking study. <i>Computers in Human Behavior</i> , 2015, 51, 8-14.  | 8.5 | 30        |
| 7  | Spontaneous kicking in full-term and preterm infants with and without white matter disorder. <i>Developmental Psychobiology</i> , 2010, 52, 524-536.  | 1.6 | 28        |
| 8  | Effect of a Home-Based Virtual Reality Intervention for Children with Cerebral Palsy Using Super Pop VR Evaluation Metrics: A Feasibility Study. <i>Rehabilitation Research and Practice</i> , 2015, 2015, 1-9. | 0.6 | 22        |
| 9  | Static and dynamic seductive illustration effects on text and graphic learning processes, perceptions, and outcomes: Evidence from eye tracking. <i>Applied Cognitive Psychology</i> , 2019, 33, 109-123.       | 1.6 | 22        |
| 10 | Lower limb pose estimation for monitoring the kicking patterns of infants. , 2016, 2016, 2157-2160.   |     | 14        |
| 11 | Super Pop VRTM: An Adaptable Virtual Reality Game for Upper-Body Rehabilitation. <i>Lecture Notes in Computer Science</i> , 2013, , 40-49.  | 1.3 | 13        |
| 12 | An infant smart-mobile system to encourage kicking movements in infants at-risk of cerebral palsy. , 2017, , .  |     | 10        |
| 13 | Simulation versus embodied agents: Does either induce better human adherence to physical therapy exercise?. , 2012, , .   |     | 8         |
| 14 | Robot therapist versus human therapist: Evaluating the effect of corrective feedback on human motor performance. , 2018, , .  |     | 8         |
| 15 | Detection of Infant Motor Activity During Spontaneous Kicking Movements for Term and Preterm Infants Using Inertial Sensors. , 2018, 2018, 5767-5770.   |     | 7         |
| 16 | Discriminative Models of Spontaneous Kicking Movement Patterns for Term and Preterm Infants: A Pilot Study. <i>IEEE Access</i> , 2019, 7, 51357-51368.  | 4.2 | 6         |
| 17 | Design of a Robotic Crib Mobile to Support Studies in the Early Detection of Cerebral Palsy: A Pilot Study. , 2019, , .   |     | 5         |
| 18 | Increasing the efficacy of rehabilitation protocols for children via a robotic playmate providing real-time corrective feedback. , 2016, , .  |     | 4         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 19 | The Effect of Robot vs. Human Corrective Feedback on Children's Intrinsic Motivation. , 2019, , .   |     | 3         |
| 20 | Number of trials necessary to achieve performance stability in a reaching kinematics movement analysis game. Journal of Hand Therapy, 2020, 33, 371-377.e1.               | 1.5 | 3         |
| 21 | Game Analysis, Validation, and Potential Application of EyeToy Play and Play 2 to Upper-Extremity Rehabilitation. Rehabilitation Research and Practice, 2014, 2014, 1-13. | 0.6 | 2         |
| 22 | Effects of Human and Robot Feedback on Shaping Human Movement Behaviors during Reaching Tasks. International Journal of Human-Computer Interaction, 2023, 39, 101-110.    | 4.8 | 2         |
| 23 | Developing a baseline for upper-body motor skill assessment using a robotic kinematic model. , 2014, , .  |     | 1         |
| 24 | FROM AUTISM SPECTRUM DISORDER TO CEREBRAL PALSY: STATE OF THE ART IN PEDIATRIC THERAPY ROBOTS. , 2018, , 241-261.   |     | 1         |
| 25 | Method for the Determination of Relative Joint Axes for Wearable Inertial Sensor Applications. , 2021, , .  |     | 1         |