

Yu-Ping Chen

List of Publications by Year in descending order

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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	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
2	Method for the Determination of Relative Joint Axes for Wearable Inertial Sensor Applications. , 2021, , .		1
3	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
4	Static and dynamic seductive illustration effects on textâ€andâ€graphic learning processes, perceptions, and outcomes: Evidence from eye tracking. Applied Cognitive Psychology, 2019, 33, 109-123.	1.6	22
5	The Effect of Robot vs. Human Corrective Feedback on Children's Intrinsic Motivation. , 2019, , .		3
6	Discriminative Models of Spontaneous Kicking Movement Patterns for Term and Preterm Infants: A Pilot Study. IEEE Access, 2019, 7, 51357-51368.	4.2	6
7	Design of a Robotic Crib Mobile to Support Studies in the Early Detection of Cerebral Palsy: A Pilot Study. , 2019, , .		5
8	Robot therapist versus human therapist: Evaluating the effect of corrective feedback on human motor performance. , 2018, , .		8
9	Detection of Infant Motor Activity During Spontaneous Kicking Movements for Term and Preterm Infants Using Inertial Sensors. , 2018, 2018, 5767-5770.		7
10	FROM AUTISM SPECTRUM DISORDER TO CEREBRAL PALSY: STATE OF THE ART IN PEDIATRIC THERAPY ROBOTS. , 2018, , 241-261.		1
11	An infant smart-mobile system to encourage kicking movements in infants at-risk of cerebral palsy. , 2017, , .		10
12	Lower limb pose estimation for monitoring the kicking patterns of infants. , 2016, 2016, 2157-2160.		14
13	Increasing the efficacy of rehabilitation protocols for children via a robotic playmate providing real-time corrective feedback. , 2016, , .		4
14	Effects of robotic therapy on upper-extremity function in children with cerebral palsy: A systematic review. Developmental Neurorehabilitation, 2016, 19, 64-71.	1.1	48
15	Effect of a Home-Based Virtual Reality Intervention for Children with Cerebral Palsy Using Super Pop VR Evaluation Metrics: A Feasibility Study. Rehabilitation Research and Practice, 2015, 2015, 1-9.	0.6	22
16	Eye-hand coordination strategies during active video game playing: An eye-tracking study. Computers in Human Behavior, 2015, 51, 8-14.	8.5	30
17	Developing a baseline for upper-body motor skill assessment using a robotic kinematic model. , 2014, , .		1
18	Effect of Virtual Reality on Upper Extremity Function in Children With Cerebral Palsy. Pediatric Physical Therapy, 2014, 26, 289-300.	0.6	70

#	ARTICLE	IF	CITATIONS
19	Game Analysis, Validation, and Potential Application of EyeToy Play and Play 2 to Upper-Extremity Rehabilitation. <i>Rehabilitation Research and Practice</i> , 2014, 2014, 1-13.	0.6	2
20	Super Pop VR™: An Adaptable Virtual Reality Game for Upper-Body Rehabilitation. <i>Lecture Notes in Computer Science</i> , 2013, , 40-49.	1.3	13
21	Simulation versus embodied agents: Does either induce better human adherence to physical therapy exercise?. , 2012, , .		8
22	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
23	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
24	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
25	Making the mobile move: Constraining task and environment. , 2002, 25, 195-220.		61