

Arpad Kelemen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1043968/publications.pdf>

Version: 2024-02-01

10
papers

238
citations

1478505

6
h-index

1588992

8
g-index

14
all docs

14
docs citations

14
times ranked

311
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual reality gaming in the rehabilitation of the upper extremities post-stroke. <i>Brain Injury</i> , 2016, 30, 855-863.	1.2	72
2	Augmented reality in neurosurgery. <i>Archives of Medical Science</i> , 2018, 14, 572-578.	0.9	69
3	Computer- and Robot-Assisted Therapies to Aid Social and Intellectual Functioning of Children with Autism Spectrum Disorder. <i>Medicina (Lithuania)</i> , 2019, 55, 440.	2.0	32
4	Making Shopping Easy for People with Visual Impairment Using Mobile Assistive Technologies. <i>Applied Sciences (Switzerland)</i> , 2019, 9, 1061.	2.5	29
5	A Novel Marker Detection System for People with Visual Impairment Using the Improved Tiny-YOLOv3 Model. <i>Computer Methods and Programs in Biomedicine</i> , 2021, 205, 106112.	4.7	15
6	Creation and Evaluation of a Preoperative Education Website for Hip and Knee Replacement Patientsâ€™A Pilot Study. <i>Medicina (Lithuania)</i> , 2019, 55, 32.	2.0	8
7	Use of Smartphone Apps for Improving Physical Function Capacity in Cardiac Patient Rehabilitation: Systematic Review. <i>Jmirx Med</i> , 2021, 2, e21906.	0.4	8
8	A Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluation. <i>Jmirx Med</i> , 2021, 2, e20461.	0.4	5
9	Authors' Response to Peer Reviews of "A Physical Activity Mobile Game for Hematopoietic Stem Cell Transplant Patients: App Design, Development, and Evaluation". <i>Jmirx Med</i> , 2021, 2, e28334.	0.4	0
10	Authors'™ Response to Peer Reviews of "Use of Smartphone Apps for Improving Physical Function Capacity in Cardiac Patient Rehabilitation: Systematic Review". <i>Jmirx Med</i> , 2021, 2, e33179.	0.4	0