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List of Publications by Year in descending order

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Version: 2024-02-01

52
papers

27,466
citations

293460

24
h-index

252626

46
g-index

53
all docs

53
docs citations

53
times ranked

26826
citing authors

#	ARTICLE	IF	CITATIONS
1	Impact of the COVID-19 pandemic on therapy service delivery and functioning for school-aged children with disabilities in the United States. <i>Disability and Health Journal</i> , 2022, 15, 101266.	1.6	25
2	Performance Variability During Motor Learning of a New Balance Task in a Non-immersive Virtual Environment in Children With Hemiplegic Cerebral Palsy and Typically Developing Peers. <i>Frontiers in Neurology</i> , 2021, 12, 623200.	1.1	6
3	Exploring Physiotherapists' Use of Motor Learning Strategies in Gait-Based Interventions for Children with Cerebral Palsy. <i>Physical and Occupational Therapy in Pediatrics</i> , 2020, 40, 79-92.	0.8	14
4	What is the impact of user affect on motor learning in virtual environments after stroke? A scoping review. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2019, 16, 79.	2.4	40
5	Learning and transfer of complex motor skills in virtual reality: a perspective review. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2019, 16, 121.	2.4	134
6	End-user involvement in rehabilitation virtual reality implementation research. <i>Journal of Enabling Technologies</i> , 2019, 13, 92-100.	0.7	20
7	Reliability of the Motor Learning Strategies Rating Instrument in physiotherapy intervention for children with cerebral palsy. <i>Developmental Medicine and Child Neurology</i> , 2019, 61, 1061-1066.	1.1	14
8	Influence of virtual environment complexity on motor learning in typically developing children and children with cerebral palsy. , 2019, , .		2
9	A comparison of virtual reality and active video game usage, attitudes and learning needs among therapists in Canada and the US. , 2019, , .		2
10	The Effects of a 5-Day Virtual-Reality Based Exercise Program on Kinematics and Postural Muscle Activity in Youth with Cerebral Palsy. <i>Physical and Occupational Therapy in Pediatrics</i> , 2019, 39, 388-403.	0.8	10
11	Does Narrative Feedback Enhance Children's Motor Learning in a Virtual Environment?. <i>Journal of Motor Behavior</i> , 2019, 51, 199-211.	0.5	5
12	Active Video Gaming for Children with Cerebral Palsy: Does a Clinic-Based Virtual Reality Component Offer an Additive Benefit? A Pilot Study. <i>Physical and Occupational Therapy in Pediatrics</i> , 2018, 38, 74-87.	0.8	31
13	PRISMA Extension for Scoping Reviews (PRISMA-ScR): Checklist and Explanation. <i>Annals of Internal Medicine</i> , 2018, 169, 467-473.	2.0	15,209
14	Barriers, Facilitators and Interventions to Support Virtual Reality Implementation in Rehabilitation: A Scoping Review. <i>PM and R</i> , 2018, 10, 1237.	0.9	88
15	Usability of the Kinect-ing™ with Clinicians Website: A Knowledge Translation Resource Supporting Decisions About Active Videogame Use in Rehabilitation. <i>Games for Health Journal</i> , 2018, 7, 362-368.	1.1	5
16	Kinematics and postural muscular activity during continuous oscillating platform movement in children and adolescents with cerebral palsy. <i>Gait and Posture</i> , 2018, 66, 13-20.	0.6	9
17	A Tablet-Based Interactive Movement Tool for Pediatric Rehabilitation: Development and Preliminary Usability Evaluation. <i>JMIR Rehabilitation and Assistive Technologies</i> , 2018, 5, e10307.	1.1	6
18	Virtual Reality and Active Videogame-Based Practice, Learning Needs, and Preferences: A Cross-Canada Survey of Physical Therapists and Occupational Therapists. <i>Games for Health Journal</i> , 2017, 6, 217-228.	1.1	69

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19	Enhancing clinical implementation of virtual reality. , 2017, , .		6
20	OPTIMAL practice conditions enhance the benefits of gradually increasing error opportunities on retention of a stepping sequence task. Human Movement Science, 2017, 56, 129-138.	0.6	4
21	REACH robot: Motion capture-based robotic interfaces to enhance engagement and adherence in pediatric rehabilitation. , 2017, , .		1
22	Is children's motor learning of a postural reaching task enhanced by practice in a virtual environment?. , 2017, , .		7
23	Promoting Therapistsâ€™ Use of Motor Learning Strategies within Virtual Reality-Based Stroke Rehabilitation. PLoS ONE, 2016, 11, e0168311.	1.1	33
24	Does the addition of virtual reality training to a standard program of inpatient rehabilitation improve sitting balance ability and function after stroke? Protocol for a single-blind randomized controlled trial. BMC Neurology, 2016, 16, 42.	0.8	18
25	How Can Therapists Enhance Children's Engagement in Home-Based Rehabilitation Interventions?. Physical and Occupational Therapy in Pediatrics, 2016, 36, 359-362.	0.8	8
26	A knowledge translation intervention to enhance clinical application of a virtual reality system in stroke rehabilitation. BMC Health Services Research, 2016, 16, 557.	0.9	63
27	Advancing scoping study methodology: a web-based survey and consultation of perceptions on terminology, definition and methodological steps. BMC Health Services Research, 2016, 16, 305.	0.9	172
28	A scoping review on the conduct and reporting of scoping reviews. BMC Medical Research Methodology, 2016, 16, 15.	1.4	1,039
29	Development and Reliability Evaluation of the Movement Rating Instrument for Virtual Reality Video Game Play. JMIR Serious Games, 2016, 4, e9.	1.7	4
30	Best Practice Recommendations for the Development, Implementation, and Evaluation of Online Knowledge Translation Resources in Rehabilitation. Physical Therapy, 2015, 95, 648-662.	1.1	64
31	â€œKinect-ingâ€•With Clinicians: A Knowledge Translation Resource to Support Decision Making About Video Game Use in Rehabilitation. Physical Therapy, 2015, 95, 426-440.	1.1	66
32	Evaluating the Nintendo Wii for Assessing Return to Activity Readiness in Youth with Mild Traumatic Brain Injury. Physical and Occupational Therapy in Pediatrics, 2014, 34, 229-244.	0.8	9
33	Scoping reviews: time for clarity in definition, methods, and reporting. Journal of Clinical Epidemiology, 2014, 67, 1291-1294.	2.4	1,766
34	Motor Learning and Virtual Reality. Virtual Reality Technologies for Health and Clinical Applications, 2014, , 25-46.	0.8	26
35	When Is Virtual Reality â€œTherapyâ€?. Archives of Physical Medicine and Rehabilitation, 2013, 94, 795-798.	0.5	58
36	Integrating virtual reality video games into practice: Clinicians' experiences. Physiotherapy Theory and Practice, 2013, 29, 504-512.	0.6	60

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37	Supporting therapists to integrate virtual reality systems within clinical practice: A knowledge translation study. , 2013, , .		2
38	The Motor Learning Strategy Instrument. Pediatric Physical Therapy, 2013, 25, 53-60.	0.3	9
39	Reliability of the Motor Learning Strategy Rating Instrument for Children and Youth with Acquired Brain Injury. Physical and Occupational Therapy in Pediatrics, 2012, 32, 288-305.	0.8	9
40	Partnering for Change: An Innovative School-Based Occupational Therapy Service Delivery Model for Children with Developmental Coordination Disorder. Canadian Journal of Occupational Therapy, 2012, 79, 41-50.	0.8	122
41	Structured game-related group therapy for an adolescent with Acquired Brain Injury: A case report. Journal of Pediatric Rehabilitation Medicine, 2012, 5, 125-132.	0.3	5
42	Defining the active ingredients of interactive computer play interventions for children with neuromotor impairments: A scoping review. Research in Developmental Disabilities, 2012, 33, 214-223.	1.2	76
43	Usual and Virtual Reality Video Game-based Physiotherapy for Children and Youth with Acquired Brain Injuries. Physical and Occupational Therapy in Pediatrics, 2012, 32, 180-195.	0.8	43
44	Facilitating clinical decision-making about the use of virtual reality within paediatric motor rehabilitation: Application of a classification framework. Developmental Neurorehabilitation, 2011, 14, 177-184.	0.5	14
45	Facilitating clinical decision-making about the use of virtual reality within paediatric motor rehabilitation: Describing and classifying virtual reality systems. Developmental Neurorehabilitation, 2011, 14, 112-122.	0.5	46
46	Documenting the Content of Physical Therapy for Children With Acquired Brain Injury: Development and Validation of the Motor Learning Strategy Rating Instrument. Physical Therapy, 2011, 91, 689-699.	1.1	37
47	Preferred methods and messengers for delivering physical activity information to people with spinal cord injury: A focus group study.. Rehabilitation Psychology, 2011, 56, 128-137.	0.7	71
48	Exploring children's movement characteristics during virtual reality video game play. Human Movement Science, 2010, 29, 1023-1038.	0.6	65
49	Scoping studies: advancing the methodology. Implementation Science, 2010, 5, 69.	2.5	7,812
50	Bridging the gap between theory and practice: Dynamic systems theory as a framework for understanding and promoting recovery of function in children and youth with acquired brain injuries. Physiotherapy Theory and Practice, 2009, 25, 544-554.	0.6	13
51	The Application of Motor Learning Strategies Within Functionally Based Interventions for Children with Neuromotor Conditions. Pediatric Physical Therapy, 2009, 21, 345-355.	0.3	47
52	Intra-individual variability in recovery from paediatric acquired brain injury: Relationship to outcomes at 1 year. Developmental Neurorehabilitation, 2008, 11, 195-203.	0.5	2