

# Bruno Ferreira

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1337379/publications.pdf>

Version: 2024-02-01

5  
papers

47  
citations

2682572

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2917675

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5  
all docs

5  
docs citations

5  
times ranked

38  
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamifying Motor Rehabilitation Therapies: Challenges and Opportunities of Immersive Technologies. Information (Switzerland), 2020, 11, 88.	2.9	20
2	An Adaptive Virtual Reality-Based Serious Game for Therapeutic Rehabilitation. International Journal of Online and Biomedical Engineering, 2020, 16, 63.	1.4	15
3	A Serious Game for Post-Stroke Motor Rehabilitation. , 2019, , .		10
4	Immersive Serious Games for Post-Stroke Motor Rehabilitation. , 2019, , .		1
5	A VR-Based Vestibular Rehabilitation Therapeutic Game. , 2021, , .		1