

Sara Arlati

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1481437/publications.pdf>

Version: 2024-02-01

28
papers

487
citations

840776

11
h-index

752698

20
g-index

28
all docs

28
docs citations

28
times ranked

567
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of Combined Physical and Cognitive Virtual Reality-Based Training on Cognitive Impairment and Oxidative Stress in MCI Patients: A Pilot Study. <i>Frontiers in Aging Neuroscience</i> , 2018, 10, 282.	3.4	84
2	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. <i>Sensors</i> , 2018, 18, 2343.	3.8	70
3	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. <i>Sensors</i> , 2019, 19, 261.	3.8	67
4	Virtual reality-based wheelchair simulators: A scoping review. <i>Assistive Technology</i> , 2020, 32, 294-305.	2.0	29
5	Design methodology of an active back-support exoskeleton with adaptable backbone-based kinematics. <i>International Journal of Industrial Ergonomics</i> , 2020, 79, 102991.	2.6	28
6	RoomFort: An Ontology-Based Comfort Management Application for Hotels. <i>Electronics (Switzerland)</i> , 2018, 7, 345.	3.1	23
7	Assessment of the usability of an immersive virtual supermarket for the cognitive rehabilitation of elderly patients: A pilot study on young adults. , 2018, , .		18
8	An Immersive Motor Protocol for Frailty Rehabilitation. <i>Frontiers in Neurology</i> , 2019, 10, 1078.	2.4	18
9	Acceptance and Usability of Immersive Virtual Reality in Older Adults with Objective and Subjective Cognitive Decline. <i>Journal of Alzheimer's Disease</i> , 2021, 80, 1025-1038.	2.6	18
10	Semantic and Virtual Reality-Enhanced Configuration of Domestic Environments: The Smart Home Simulator. <i>Mobile Information Systems</i> , 2017, 2017, 1-15.	0.6	16
11	Sense of Presence and Cybersickness While Cycling in Virtual Environments: Their Contribution to Subjective Experience. <i>Lecture Notes in Computer Science</i> , 2018, , 3-20.	1.3	13
12	A virtual reality system for strengthening awareness and participation in rehabilitation for post-stroke patients. <i>Journal on Multimodal User Interfaces</i> , 2015, 9, 341-351.	2.9	12
13	Analysis for the design of a novel integrated framework for the return to work of wheelchair users. <i>Work</i> , 2019, 61, 603-625.	1.1	12
14	A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. <i>IEEE Transactions on Emerging Topics in Computing</i> , 2021, 9, 1290-1300.	4.6	10
15	Virtual Environments for Cognitive and Physical Training in Elderly with Mild Cognitive Impairment: A Pilot Study. <i>Lecture Notes in Computer Science</i> , 2017, , 86-106.	1.3	10
16	Customization of domestic environment and physical training supported by virtual reality and semantic technologies: A use-case. , 2017, , .		9
17	VirtualCruiseTour: An AR/VR Application to Promote Shore Excursions on Cruise Ships. <i>Lecture Notes in Computer Science</i> , 2018, , 133-147.	1.3	9
18	HIC: An interactive and ubiquitous home controller system for the smart home. , 2018, , .		8

#	ARTICLE	IF	CITATIONS
19	A Semantic-Enabled Smart Home for AAL and Continuity of Care. <i>Studies in Computational Intelligence</i> , 2021, , 343-371.	0.9	7
20	Kinematics of aimed movements in ecological immersive virtual reality: a comparative study with real world. <i>Virtual Reality</i> , 2022, 26, 885-901.	6.1	7
21	Enhancing awareness and personification by virtual reality and multimedia means in post-stroke patients during rehabilitation. , 2014, ,		5
22	A Virtual Reality-Based Physical and Cognitive Training System Aimed at Preventing Symptoms of Dementia. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 117-125.	0.3	5
23	An Ontology-Based Framework for a Telehealthcare System to Foster Healthy Nutrition and Active Lifestyle in Older Adults. <i>Electronics (Switzerland)</i> , 2021, 10, 2129.	3.1	4
24	Quantitative EEG and Virtual Reality to Support Post-stroke Rehabilitation at Home. <i>Smart Innovation, Systems and Technologies</i> , 2016, , 147-157.	0.6	2
25	Focus on Patient in Virtual Reality-Assisted Rehabilitation. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2016, , 85-113.	0.3	2
26	Focus on Patient in Virtual Reality-Assisted Rehabilitation. , 0, , 1422-1450.		1
27	A protocol for the comparison of reaching gesture kinematics in physical versus immersive virtual reality. , 2020, ,		0
28	Architecture of a Virtual Reality and Semantics-Based Framework for the Return to Work of Wheelchair Users. <i>Lecture Notes in Computer Science</i> , 2017, , 74-85.	1.3	0