

Pedro Miguel Moreira

List of Publications by Citations

Source: <https://exaly.com/author-pdf/1615010/pedro-miguel-moreira-publications-by-citations.pdf>
Version: 2024-04-10

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.
The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

16 papers	113 citations	5 h-index	10 g-index
24 ext. papers	173 ext. citations	1.7 avg, IF	2.4 L-index

#	Paper	IF	Citations
16	Maintenance 4.0: Intelligent and Predictive Maintenance System Architecture 2018 ,		47
15	New Forms of Interaction in Serious Games for Rehabilitation 2012 , 1188-1211		10
14	A Serious Games Framework for Health Rehabilitation. <i>International Journal of Healthcare Information Systems and Informatics</i> , 2014 , 9, 1-21	1.1	9
13	A Serious Games Platform for Cognitive Rehabilitation with Preliminary Evaluation. <i>Journal of Medical Systems</i> , 2017 , 41, 10	5.1	8
12	Architecture for Serious Games in Health Rehabilitation. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 307-317	0.4	8
11	A Web Platform of Serious Games for Cognitive Rehabilitation: Architecture and Usability Study. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 1085-1095	0.4	5
10	Serious games for cognitive rehabilitation: Forms of interaction and social dimension 2015 ,		5
9	New forms of interaction in serious games for cognitive rehabilitation: Implementation and usability study 2016 ,		3
8	Benchmark RGB-D Gait Datasets: A Systematic Review. <i>Lecture Notes in Computational Vision and Biomechanics</i> , 2019 , 366-372	0.3	3
7	Deployment of a Smart and Predictive Maintenance System in an Industrial Case Study 2020 ,		3
6	Wearables and Internet of Things (IoT) Technologies for Fitness Assessment: A Systematic Review. <i>Sensors</i> , 2021 , 21,	3.8	3
5	Proposal of an Extended Taxonomy of Serious Games for Health Rehabilitation. <i>Games for Health Journal</i> , 2018 , 7, 302-309	4.2	2
4	GRIDDS - A Gait Recognition Image and Depth Dataset. <i>Lecture Notes in Computational Vision and Biomechanics</i> , 2019 , 343-352	0.3	2
3	Development of Ergonomic User Interfaces for the Human Integration in Cyber-Physical Systems 2019 ,		1
2	A Serious Games Framework for Health Rehabilitation 2015 , 404-424		1
1	A Serious Games Framework for Health Rehabilitation. <i>Advances in Healthcare Information Systems and Administration Book Series</i> , 2018 , 391-424	0.3	