Mariano AlcaÃ±iz Raya

List of Publications by Year
in descending order

214 papers	9,416 citations	61984 43 h-index	48315 88 g-index
230 all docs	230 docs citations	230 times ranked	8409 citing authors

#	Article	IF	Citations
1	Affective Interactions Using Virtual Reality: The Link between Presence and Emotions. Cyberpsychology, Behavior and Social Networking, 2007, 10, 45-56.	2.2	716
2	Improved Watershed Transform for Medical Image Segmentation Using Prior Information. IEEE Transactions on Medical Imaging, 2004, 23, 447-458.	8.9	594
3	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. Frontiers in Psychology, 2018, 9, 2086.	2.1	547
4	Immersion and Emotion: Their Impact on the Sense of Presence. Cyberpsychology, Behavior and Social Networking, 2004, 7, 734-741.	2.2	434
5	Effectiveness, Usability, and Cost-Benefit of a Virtual Reality–Based Telerehabilitation Program for Balance Recovery After Stroke: A Randomized Controlled Trial. Archives of Physical Medicine and Rehabilitation, 2015, 96, 418-425.e2.	0.9	266
6	Effectiveness of a Wii balance board-based system (eBaViR) for balance rehabilitation: a pilot randomized clinical trial in patients with acquired brain injury. Journal of NeuroEngineering and Rehabilitation, 2011, 8, 30.	4.6	256
7	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. Scientific Reports, 2018, 8, 13657.	3.3	252
8	Design and validation of an augmented book for spatial abilities development in engineering students. Computers and Graphics, 2010, 34, 77-91.	2.5	250
9	Learning in serious virtual worlds: Evaluation of learning effectiveness and appeal to students in the E-Junior project. Computers and Education, 2010, 55, 178-187.	8.3	225
10	Real-time deformable models for surgery simulation: a survey. Computer Methods and Programs in Biomedicine, 2005, 77, 183-197.	4.7	222
11	Virtual reality treatment of claustrophobia: a case report. Behaviour Research and Therapy, 1998, 36, 239-246.	3.1	188
12	Presence and Reality Judgment in Virtual Environments: A Unitary Construct?. Cyberpsychology, Behavior and Social Networking, 2000, 3, 327-335.	2.2	171
13	Virtual reality exposure in the treatment of panic disorder and agoraphobia: A controlled study. Clinical Psychology and Psychotherapy, 2007, 14, 164-175.	2.7	171
14	Automatic Detection of Optic Disc Based on PCA and Mathematical Morphology. IEEE Transactions on Medical Imaging, 2013, 32, 786-796.	8.9	171
15	The Present and Future of Positive Technologies. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 78-84.	3.9	150
16	Presence and Emotions in Virtual Environments: The Influence of Stereoscopy. Cyberpsychology, Behavior and Social Networking, 2008, 11, 1-8.	2.2	143
17	An Internet-Based Self-Help Treatment for Fear of Public Speaking: A Controlled Trial. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 407-421.	3.9	127
18	Comparison of Oculus Rift and HTC Vive: Feasibility for Virtual Reality-Based Exploration, Navigation, Exergaming, and Rehabilitation. Games for Health Journal, 2018, 7, 151-156.	2.0	124

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19	The influence of virtual reality in e-commerce. Journal of Business Research, 2019, 100, 475-482.	10.2	122
20	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. Sensors, 2020, 20, 5163.	3.8	116
21	Using Augmented Reality to Treat Phobias. IEEE Computer Graphics and Applications, 2005, 25, 31-37.	1.2	112
22	Mixing Realities? An Application of Augmented Reality for the Treatment of Cockroach Phobia. Cyberpsychology, Behavior and Social Networking, 2005, 8, 162-171.	2.2	105
23	Improvement in balance using a virtual reality-based stepping exercise: a randomized controlled trial involving individuals with chronic stroke. Clinical Rehabilitation, 2015, 29, 261-268.	2.2	103
24	Virtual Reality in Marketing: A Framework, Review, and Research Agenda. Frontiers in Psychology, 2019, 10, 1530.	2.1	101
25	Treating cockroach phobia using a serious game on a mobile phone and augmented reality exposure: A single case study. Computers in Human Behavior, 2011, 27, 217-227.	8.5	98
26	A virtual reality system for the treatment of stress-related disorders: A preliminary analysis of efficacy compared to a standard cognitive behavioral program. International Journal of Human Computer Studies, 2011, 69, 602-613.	5.6	96
27	Effect of a mixed reality-based intervention on arm, hand, and finger function on chronic stroke. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 45.	4.6	86
28	Automatic Localization of Cephalometric Landmarks. Journal of Biomedical Informatics, 2001, 34, 146-156.	4.3	85
29	Assessment of the influence of navigation control and screen size on the sense of presence in virtual reality using EEG. Expert Systems With Applications, 2014, 41, 1584-1592.	7.6	76
30	Outlining of the prostate using snakes with shape restrictions based on the wavelet transform (Doctoral Thesis: Dissertation). Pattern Recognition, 1999, 32, 1767-1781.	8.1	75
31	A new approach for the real-time simulation of tissue deformations in surgery simulation. Computer Methods and Programs in Biomedicine, 2001, 64, 77-85.	4.7	74
32	Consumer Neuroscience-Based Metrics Predict Recall, Liking and Viewing Rates in Online Advertising. Frontiers in Psychology, 2017, 8, 1808.	2.1	73
33	Life-review therapy with computer supplements for depression in the elderly: A randomized controlled trial. Aging and Mental Health, 2012, 16, 964-974.	2.8	64
34	A Strategy for Computer-Assisted Mental Practice in Stroke Rehabilitation. Neurorehabilitation and Neural Repair, 2006, 20, 503-507.	2.9	63
35	An e-Health System for the Elderly (Butler Project): A Pilot Study on Acceptance and Satisfaction. Cyberpsychology, Behavior and Social Networking, 2009, 12, 255-262.	2.2	56
36	Real vs. immersive-virtual emotional experience: Analysis of psycho-physiological patterns in a free exploration of an art museum. PLoS ONE, 2019, 14, e0223881.	2.5	53

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37	Validation of a low-cost virtual reality system for training street-crossing. A comparative study in healthy, neglected and non-neglected stroke individuals. Neuropsychological Rehabilitation, 2013, 23, 597-618.	1.6	52
38	Gait analysis with the Kinect v2: normative study with healthy individuals and comprehensive study of its sensitivity, validity, and reliability in individuals with stroke. Journal of NeuroEngineering and Rehabilitation, 2019, 16, 97.	4.6	52
39	Virtual reality treatment of flying phobia. IEEE Transactions on Information Technology in Biomedicine, 2002, 6, 206-212.	3.2	50
40	Reliability and comparison of Kinect-based methods for estimating spatiotemporal gait parameters of healthy and post-stroke individuals. Journal of Biomechanics, 2018, 72, 268-273.	2.1	49
41	An adaptive display to treat stress-related disorders: EMMA's World. British Journal of Guidance and Counselling, 2009, 37, 347-356.	1.2	48
42	Assessing brain activations associated with emotional regulation during virtual reality mood induction procedures. Expert Systems With Applications, 2015, 42, 1699-1709.	7.6	48
43	Using virtual reality and mood-induction procedures to test products with consumers of ceramic tiles. Computers in Human Behavior, 2013, 29, 648-653.	8.5	45
44	An fMRI Study to Analyze Neural Correlates of Presence during Virtual Reality Experiences. Interacting With Computers, 2014, 26, 269-284.	1.5	44
45	Eye gaze as a biomarker in the recognition of autism spectrum disorder using virtual reality and machine learning: A proof of concept for diagnosis. Autism Research, 2022, 15, 131-145.	3.8	44
46	Efficacy and acceptability of an Internet platform to improve the learning of nutritional knowledge in children: the ETIOBE mates. Health Education Research, 2013, 28, 234-248.	1.9	43
47	Feasibility of a walking virtual reality system for rehabilitation: objective and subjective parameters. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 68.	4.6	43
48	Training with Computer-Supported Motor Imagery in Post-Stroke Rehabilitation. Cyberpsychology, Behavior and Social Networking, 2004, 7, 327-332.	2.2	42
49	Machine Learning and Virtual Reality on Body Movementsâ€™ Behaviors to Classify Children with Autism Spectrum Disorder. Journal of Clinical Medicine, 2020, 9, 1260.	2.4	42
50	Application of Supervised Machine Learning for Behavioral Biomarkers of Autism Spectrum Disorder Based on Electrodermal Activity and Virtual Reality. Frontiers in Human Neuroscience, 2020, 14, 90.	2.0	40
51	Automatic Segmentation of Jaw Tissues in CT Using Active Appearance Models and Semi-automatic Landmarking. Lecture Notes in Computer Science, 2006, 9, 167-174.	1.3	39
52	An Augmented Reality System Validation for the Treatment of Cockroach Phobia. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 705-710.	3.9	39
53	Metal artifact reduction in dental CT images using polar mathematical morphology. Computer Methods and Programs in Biomedicine, 2011, 102, 64-74.	4.7	39
54	Telepsychology and Self-Help: The Treatment of Phobias Using the Internet. Cyberpsychology, Behavior and Social Networking, 2008, 11, 659-664.	2.2	38

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55	A VR-Based Serious Game for Studying Emotional Regulation in Adolescents. IEEE Computer Graphics and Applications, 2015, 35, 65-73.	1.2	38
56	How the physical similarity of avatars can influence the learning of emotion regulation strategies in teenagers. Computers in Human Behavior, 2015, 43, 101-111.	8.5	38
57	Telepsychology: Public Speaking Fear Treatment on the Internet. Cyberpsychology, Behavior and Social Networking, 2000, 3, 959-968.	2.2	37
58	Clinically Significant Virtual Environments for the Treatment of Panic Disorder and Agoraphobia. Cyberpsychology, Behavior and Social Networking, 2004, 7, 527-535.	2.2	37
59	Eldergames project: An innovative mixed reality table-top solution to preserve cognitive functions in elderly people. , 2009, , .		36
60	A Neuroscience Approach to Virtual Reality Experience Using Transcranial Doppler Monitoring. Presence: Teleoperators and Virtual Environments, 2009, 18, 97-111.	0.6	36
61	Videogame-based group therapy to improve self-awareness and social skills after traumatic brain injury. Journal of NeuroEngineering and Rehabilitation, 2015, 12, 37.	4.6	36
62	Embodiment and Presence in Virtual Reality After Stroke. A Comparative Study With Healthy Subjects. Frontiers in Neurology, 2019, 10, 1061.	2.4	35
63	An Augmented Reality System for the Treatment of Acrophobia: The Sense of Presence Using Immersive Photography. Presence: Teleoperators and Virtual Environments, 2006, 15, 393-402.	0.6	34
64	An Internet-based program for depression using activity and physiological sensors: efficacy, expectations, satisfaction, and ease of use. Neuropsychiatric Disease and Treatment, 2016, 12, 393.	2.2	34
65	An e-health platform for the elderly population: The butler system. Computers and Education, 2011, 56, 275-279.	8.3	32
66	The Therapeutic Lamp: Treating Small-Animal Phobias. IEEE Computer Graphics and Applications, 2013, 33, 80-86.	1.2	32
67	Mobile Virtual Reality as an Educational Platform: A Pilot Study on the Impact of Immersion and Positive Emotion Induction in the Learning Process. Eurasia Journal of Mathematics, Science and Technology Education, 2018, 14, .	1.3	32
68	A Comparison of Physiological Signal Analysis Techniques and Classifiers for Automatic Emotional Evaluation of Audiovisual Contents. Frontiers in Computational Neuroscience, 2016, 10, 74.	2.1	31
69	An Adaptive Display for the Treatment of Diverse Trauma PTSD Victims. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 67-71.	3.9	30
70	Treating small animal phobias using a projective-augmented reality system: A single-case study. Computers in Human Behavior, 2015, 49, 343-353.	8.5	30
71	Virtual Reality as a New Approach for Risk Taking Assessment. Frontiers in Psychology, 2018, 9, 2532.	2.1	29
72	Psychological countermeasures in manned space missions: â€œEARTHâ€•system for the Mars-500 project. Computers in Human Behavior, 2016, 55, 898-908.	8.5	28

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73	Virtual Reality as an Emerging Methodology for Leadership Assessment and Training. Frontiers in Psychology, 2018, 9, 1658.	2.1	28
74	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. Sensors, 2020, 20, 4956.	3.8	28
75	The VEPSY Updated Project: Virtual Reality in Clinical Psychology. Cyberpsychology, Behavior and Social Networking, 2001, 4, 449-455.	2.2	27
76	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. Interacting With Computers, 2019, 31, 208-220.	1.5	27
77	Evaluating the Usability of an Augmented Reality Based Educational Application. Lecture Notes in Computer Science, 2010, , 296-306.	1.3	27
78	The acceptability of an Internet-based self-help treatment for fear of public speaking. British Journal of Guidance and Counselling, 2009, 37, 297-311.	1.2	26
79	Contact model, fit process and, foot animation for the virtual simulator of the footwear comfort. CAD Computer Aided Design, 2010, 42, 425-431.	2.7	26
80	Tracking Systems for Virtual Rehabilitation: Objective Performance vs. Subjective Experience. A Practical Scenario. Sensors, 2015, 15, 6586-6606.	3.8	26
81	Liver segmentation in MRI: A fully automatic method based on stochastic partitions. Computer Methods and Programs in Biomedicine, 2014, 114, 11-28.	4.7	25
82	Internet-Based Telehealth System for the Treatment of Agoraphobia. Cyberpsychology, Behavior and Social Networking, 2003, 6, 355-358.	2.2	24
83	Artificial neural networks for predicting dorsal pressures on the foot surface while walking. Expert Systems With Applications, 2012, 39, 5349-5357.	7.6	24
84	Augmented Reality to Training Spatial Skills. Procedia Computer Science, 2015, 77, 33-39.	2.0	24
85	Improving Childhood Obesity Treatment Using New Technologies: The ETIOBE System. Clinical Practice and Epidemiology in Mental Health, 2011, 7, 62-66.	1.2	24
86	Balance recovery through virtual stepping exercises using Kinect skeleton tracking: a follow-up study with chronic stroke patients. Studies in Health Technology and Informatics, 2012, 181, 108-12.	0.3	24
87	A New Realistic 3D Body Representation in Virtual Environments for the Treatment of Disturbed Body Image in Eating Disorders. Cyberpsychology, Behavior and Social Networking, 2000, 3, 433-439.	2.2	23
88	The Intelligent e-Therapy system: a new paradigm for telepsychology and cybertherapy. British Journal of Guidance and Counselling, 2009, 37, 287-296.	1.2	23
89	BioTrak: análisis de efectividad y satisfacción de un sistema de realidad virtual para la rehabilitación del equilibrio en pacientes con daño cerebral. Neurología, 2013, 28, 268-275.	0.7	23
90	Mobile Virtual Reality: A Promising Technology to Change the Way We Learn and Teach. Perspectives on Rethinking and Reforming Education, 2018, , 95-106.	0.1	23

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91	Brain activity and presence: a preliminary study in different immersive conditions using transcranial Doppler monitoring. Virtual Reality, 2010, 14, 55-65.	6.1	22
92	Assessment of the Autism Spectrum Disorder Based on Machine Learning and Social Visual Attention: A Systematic Review. Journal of Autism and Developmental Disorders, 2022, 52, 2187-2202.	2.7	22
93	The VEPSY UPDATED Project: Clinical Rationale and Technical Approach. Cyberpsychology, Behavior and Social Networking, 2003, 6, 433-439.	2.2	21
94	An Approach for the Automatic Cephalometric Landmark Detection Using Mathematical Morphology and Active Appearance Models. Lecture Notes in Computer Science, 2006, 9, 159-166.	1.3	21
95	How Technology Influences the Therapeutic Process: Evaluation of the Patient-Therapist Relationship in Augmented Reality Exposure Therapy and In Vivo Exposure Therapy. Behavioural and Cognitive Psychotherapy, 2013, 41, 505-509.	1.2	21
96	Jaw tissues segmentation in dental 3D CT images using fuzzy-connectedness and morphological processing. Computer Methods and Programs in Biomedicine, 2012, 108, 832-843.	4.7	20
97	The Role of Virtual Motor Rehabilitation: A Quantitative Analysis Between Acute and Chronic Patients With Acquired Brain Injury. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 391-398.	6.3	20
98	A Proposal for the Selection of Eye-Tracking Metrics for the Implementation of Adaptive Gameplay in Virtual Reality Based Games. Lecture Notes in Computer Science, 2017, , 369-380.	1.3	20
99	An advanced system for the simulation and planning of orthodontic treatment. Medical Image Analysis, 1998, 2, 61-77.	11.6	19
100	An Augmented Reality System for Treating Psychological Disorders: Application to Phobia to Cockroaches. , 0, , .		19
101	Competitive active video games: Physiological and psychological responses in children and adolescents. Paediatrics and Child Health, 2015, 20, 373-376.	0.6	19
102	A game for emotional regulation in adolescents: The (body) interface device matters. Computers in Human Behavior, 2016, 57, 267-273.	8.5	19
103	MANTRA: An Effective System Based on Augmented Reality and Infrared Thermography for Industrial Maintenance. Applied Sciences (Switzerland), 2021, 11, 385.	2.5	19
104	Manipulating Virtual Objects with Your Hands: A Case Study on Applying Desktop Augmented Reality at the Primary School. , 2013, , .		18
105	How Technology Influences the Therapeutic Process: A Comparative Field Evaluation of Augmented Reality and In Vivo Exposure Therapy for Phobia of Small Animals. Lecture Notes in Computer Science, 2011, , 523-540.	1.3	18
106	Telepsychology and Self-help: The Treatment of Fear of Public Speaking. Cognitive and Behavioral Practice, 2007, 14, 46-57.	1.5	17
107	EXPANSE: A novel narrative serious game for the behavioral assessment of cognitive abilities. PLoS ONE, 2018, 13, e0206925.	2.5	17
108	A Virtual Versus an Augmented Reality Cooking Task Based-Tools: A Behavioral and Physiological Study on the Assessment of Executive Functions. Frontiers in Psychology, 2019, 10, 2529.	2.1	17

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109	How natural is a natural interface? An evaluation procedure based on action breakdowns. Personal and Ubiquitous Computing, 2013, 17, 69-79.	2.8	16
110	The role of consumer data in marketing: A research agenda. Journal of Business Research, 2022, 146, 436-452.	10.2	16
111	AR_Dehaes: An Educational Toolkit Based on Augmented Reality Technology for Learning Engineering Graphics. , 2010, , .		15
112	Design and Validation of an Augmented Reality System for Laparoscopic Surgery in a Real Environment. BioMed Research International, 2013, 2013, 1-12.	1.9	15
113	Reliability of the Empatica E4 wristband to measure electrodermal activity to emotional stimuli. , 2019, , .		15
114	The Influence of Each Facial Feature on How We Perceive and Interpret Human Faces. I-Perception, 2020, 11, 204166952096112.	1.4	15
115	Combined Transcranial Direct Current Stimulation and Virtual Reality-Based Paradigm for Upper Limb Rehabilitation in Individuals with Restricted Movements. A Feasibility Study with a Chronic Stroke Survivor with Severe Hemiparesis. Journal of Medical Systems, 2018, 42, 87.	3.6	14
116	I walk, therefore I am: a multidimensional study on the influence of the locomotion method upon presence in virtual reality. Journal of Computational Design and Engineering, 2020, 7, 577-590.	3.1	14
117	EMMA: An Adaptive Display for Virtual Therapy. Lecture Notes in Computer Science, 2007, , 258-265.	1.3	14
118	Automatic classification of human facial features based on their appearance. PLoS ONE, 2019, 14, e0211314.	2.5	14
119	Technology in mental health. , 2008, , .		13
120	Towards a Virtual Reality- and Augmented Reality-Mediated Therapeutic Process model: a theoretical revision of clinical issues and HCI issues. Theoretical Issues in Ergonomics Science, 2015, 16, 124-153.	1.8	13
121	Effectiveness of a combined transcranial direct current stimulation and virtual reality-based intervention on upper limb function in chronic individuals post-stroke with persistent severe hemiparesis: a randomized controlled trial. Journal of NeuroEngineering and Rehabilitation, 2021, 18, 108.	4.6	13
122	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. Lecture Notes in Computer Science, 2005, , 241-251.	1.3	13
123	Computer-aided periodontal disease diagnosis using computer vision. Computerized Medical Imaging and Graphics, 1999, 23, 209-217.	5.8	12
124	A study of the viability of obtaining a generic animation of the foot while walking for the virtual testing of footwear using dorsal pressures. Journal of Biomechanics, 2009, 42, 2040-2046.	2.1	12
125	Nintendo Wii Balance board for balance disorders. , 2009, , .		12
126	Breaks in Presence in Virtual Environments: An Analysis of Blood Flow Velocity Responses. Presence: Teleoperators and Virtual Environments, 2011, 20, 273-286.	0.6	12

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127	Balance rehabilitation using custom-made Wii Balance Board exercises: clinical effectiveness and maintenance of gains in an acquired brain injury population. International Journal on Disability and Human Development, 2014, 13, .	0.2	12
128	Are 3D virtual environments better than 2D interfaces in serious games performance? An explorative study for the assessment of executive functions. Applied Neuropsychology Adult, 2021, 28, 148-157.	1.2	12
129	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. PLoS ONE, 2021, 16, e0254098.	2.5	12
130	Mixing psychology and HCI in evaluation of augmented reality mental health technology. , 2011, , .		11
131	Evaluation of the quality of collaboration between the client and the therapist in phobia treatments. Interacting With Computers, 2012, 24, 461-471.	1.5	11
132	Competition Enhances the Effectiveness and Motivation of Attention Rehabilitation After Stroke. A Randomized Controlled Trial. Frontiers in Human Neuroscience, 2020, 14, 575403.	2.0	11
133	Time since injury limits but does not prevent improvement and maintenance of gains in balance in chronic stroke. Brain Injury, 2018, 32, 303-309.	1.2	10
134	Intelligent Multimodal Framework for Human Assistive Robotics Based on Computer Vision Algorithms. Sensors, 2018, 18, 2408.	3.8	10
135	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. Frontiers in Psychology, 2021, 12, 562381.	2.1	10
136	Computer-Aided Diagnosis Software for Hypertensive Risk Determination Through Fundus Image Processing. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 1757-1763.	6.3	9
137	A hybrid method for accurate iris segmentation on at-a-distance visible-wavelength images. Eurasip Journal on Image and Video Processing, 2019, 2019, .	2.6	9
138	Clinical Validation of a Virtual Environment Test for Safe Street Crossing in the Assessment of Acquired Brain Injury Patients with and without Neglect. Lecture Notes in Computer Science, 2011, , 44-51.	1.3	9
139	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store. Frontiers in Psychology, 2022, 13, 752073.	2.1	9
140	Breast prone-to-supine deformation and registration using a Time-of-Flight camera. , 2012, , .		8
141	The Spheres & Shield Maze Task: A Virtual Reality Serious Game for the Assessment of Risk Taking in Decision Making. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 773-781.	3.9	8
142	A Functional Magnetic Resonance Imaging Assessment of Small Animalsâ€™ Phobia Using Virtual Reality as a Stimulus. JMIR Serious Games, 2014, 2, e6.	3.1	8
143	BioTrak: a comprehensive overview. , 2011, , .		7
144	Ubiquitous monitoring and assessment of childhood obesity. Personal and Ubiquitous Computing, 2013, 17, 1147-1157.	2.8	7

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145	Self-awareness rehabilitation through a multi-touch virtual game board after acquired brain injury. , 2013, , .		7
146	HumanTop: a multi-object tracking tabletop. Multimedia Tools and Applications, 2014, 70, 1837-1868.	3.9	7
147	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. Applied Sciences (Switzerland), 2021, 11, 825.	2.5	7
148	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. Applied Sciences (Switzerland), 2021, 11, 1971.	2.5	7
149	Recognition of Customersâ€™ Impulsivity from Behavioral Patterns in Virtual Reality. Applied Sciences (Switzerland), 2021, 11, 4399.	2.5	7
150	Using Serious Games to Train Adaptive Emotional Regulation Strategies. Lecture Notes in Computer Science, 2014, , 541-549.	1.3	7
151	A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment. Lecture Notes in Computer Science, 2014, , 10-20.	1.3	6
152	A New Approach in Metal Artifact Reduction for CT 3D Reconstruction. Lecture Notes in Computer Science, 2009, , 11-19.	1.3	6
153	Hierarchical image segmentation using a correspondence with a tree model. Pattern Recognition, 2004, 37, 47-59.	8.1	5
154	A New Visually Evoked Cerebral Blood Flow Response Analysis Using a Low-Frequency Estimation. Ultrasound in Medicine and Biology, 2010, 36, 383-391.	1.5	5
155	A new 3D paradigm for metal artifact reduction in dental CT. , 2011, , .		5
156	Use of the Wii balance board system in vestibular rehabilitation. , 2012, , .		5
157	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. Applied Sciences (Switzerland), 2021, 11, 5956.	2.5	5
158	An Optical See-Through Augmented Reality System for the Treatment of Phobia to Small Animals. Lecture Notes in Computer Science, 2007, , 651-659.	1.3	5
159	ParSys: a new particle system for the introduction of on-line physical behaviour to three-dimensional synthetic objects. Computers and Graphics, 2005, 29, 135-144.	2.5	4
160	Low-cost Virtual Motor Rehabilitation System for Standing Exercises. , 2007, , .		4
161	Workflow and tools to track and visualize behavioural data from a Virtual Reality environment using a lightweight GIS. SoftwareX, 2019, 10, 100269.	2.6	4
162	Analyzing the Level of Presence While Navigating in a Virtual Environment during an fMRI Scan. Lecture Notes in Computer Science, 2011, , 475-478.	1.3	4

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163	Digital microscope with augmented reality for neurosurgery. International Congress Series, 2001, 1230, 248-253.	0.2	3
164	The Gamma Functional Navigator. IEEE Transactions on Nuclear Science, 2004, 51, 682-689.	2.0	3
165	Deformable brain atlas. Computerized Medical Imaging and Graphics, 2008, 32, 367-378.	5.8	3
166	Feature extraction for retinal vascular network classification. , 2014, , .		3
167	Ontologies for Intelligent e-Therapy: Application to Obesity. Lecture Notes in Computer Science, 2009, , 894-901.	1.3	3
168	fMRI assessment of small animalsâ€™ phobia using virtual reality as stimulus. , 2013, , .		3
169	Super-Feet: A Wireless Hand-Free Navigation System for Virtual Environments. Lecture Notes in Computer Science, 2007, , 348-357.	1.3	3
170	Technological background of VR. Studies in Health Technology and Informatics, 2004, 99, 199-214.	0.3	3
171	A new protocol test for physical activity research in obese children (etiobe project). Studies in Health Technology and Informatics, 2009, 144, 281-3.	0.3	3
172	Using portable EEG devices to evaluate emotional regulation strategies during Virtual Reality exposure. Studies in Health Technology and Informatics, 2012, 181, 223-7.	0.3	3
173	Combining Virtual Reality and Machine Learning for Leadership Styles Recognition. Frontiers in Psychology, 2022, 13, .	2.1	3
174	<title>Automated system for periodontal disease diagnosis</title>. , 1997, 3034, 106.		2
175	Activities of daily living in a virtual reality system for cognitive rehabilitation. , 2009, , .		2
176	Analyzing Neural Correlates of Attentional Changes during the Exposure to Virtual Environments: Application of Transcranial Doppler Monitoring. Lecture Notes in Computer Science, 2011, , 212-220.	1.3	2
177	Aorta segmentation using the watershed algorithm for an augmented reality system in laparoscopic surgery. , 2011, , .		2
178	A combined transcranial direct current stimulation and virtual reality-based intervention on upper limb function in chronic stroke survivors with severe hemiparesis. , 2017, , .		2
179	Evolutionary Computation for Modelling Social Traits in Realistic Looking Synthetic Faces. Complexity, 2018, 2018, 1-16.	1.6	2
180	Multi-touch-based assessment of hand mobility, dexterity and function. Preliminary study of validity, reliability and sensitivity to upper limb impairment severity in individuals with stroke. , 2019, , .		2

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181	GeRTiSS: A Generic Multi-model Surgery Simulator. Lecture Notes in Computer Science, 2003, , 59-66.	1.3	2
182	Reliability and validity of TIPS wireless ECG prototypes. Studies in Health Technology and Informatics, 2012, 181, 83-7.	0.3	2
183	High performance virtual reality distributed electronic commerce: application for the furniture and ceramics industries. , 0, , .		1
184	Positive mood induction and well being. , 2009, , .		1
185	Stained and infrared image registration as first step for cancer detection. , 2014, , .		1
186	Significant point characterization in fundus images. , 2015, , .		1
187	The Authors Respond. Archives of Physical Medicine and Rehabilitation, 2015, 96, 1544-1546.	0.9	1
188	A low-cost Kinectâ„¢ for Windows^{Â®} v2-based gait analysis system. , 2017, , .		1
189	Visual Attention in Virtual Reality Settings: An Abstract. Developments in Marketing Science: Proceedings of the Academy of Marketing Science, 2019, , 253-254.	0.2	1
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