

# Mariano Alcañiz Raya

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Assessment of the Autism Spectrum Disorder Based on Machine Learning and Social Visual Attention: A Systematic Review. <i>Journal of Autism and Developmental Disorders</i> , 2022, 52, 2187-2202.	2.7	22
2	Eye gaze as a biomarker in the recognition of autism spectrum disorder using virtual reality and machine learning: A proof of concept for diagnosis. <i>Autism Research</i> , 2022, 15, 131-145.	3.8	44
3	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store. <i>Frontiers in Psychology</i> , 2022, 13, 752073.	2.1	9
4	The role of consumer data in marketing: A research agenda. <i>Journal of Business Research</i> , 2022, 146, 436-452.	10.2	16
5	Combining Virtual Reality and Machine Learning for Leadership Styles Recognition. <i>Frontiers in Psychology</i> , 2022, 13, .	2.1	3
6	Evaluación ecológica mediante Realidad Virtual de las necesidades psicológicas básicas. <i>Hamut Ay</i> , 2022, 9, 21.	0.2	0
7	Are 3D virtual environments better than 2D interfaces in serious games performance? An explorative study for the assessment of executive functions. <i>Applied Neuropsychology Adult</i> , 2021, 28, 148-157.	1.2	12
8	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 825.	2.5	7
9	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 1971.	2.5	7
10	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. <i>Frontiers in Psychology</i> , 2021, 12, 562381.	2.1	10
11	Recognition of Customers'™ Impulsivity from Behavioral Patterns in Virtual Reality. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 4399.	2.5	7
12	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 5956.	2.5	5
13	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. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2021, 18, 108.	4.6	13
14	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. <i>PLoS ONE</i> , 2021, 16, e0254098.	2.5	12
15	MANTRA: An Effective System Based on Augmented Reality and Infrared Thermography for Industrial Maintenance. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 385.	2.5	19
16	The Influence of Each Facial Feature on How We Perceive and Interpret Human Faces. <i>I-Perception</i> , 2020, 11, 204166952096112.	1.4	15
17	The Spheres & Shield Maze Task: A Virtual Reality Serious Game for the Assessment of Risk Taking in Decision Making. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 773-781.	3.9	8
18	Competition Enhances the Effectiveness and Motivation of Attention Rehabilitation After Stroke. A Randomized Controlled Trial. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 575403.	2.0	11

#	ARTICLE	IF	CITATIONS
19	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. <i>Sensors</i> , 2020, 20, 5163.	3.8	116
20	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. <i>Sensors</i> , 2020, 20, 4956.	3.8	28
21	Machine Learning and Virtual Reality on Body Movementsâ€™ Behaviors to Classify Children with Autism Spectrum Disorder. <i>Journal of Clinical Medicine</i> , 2020, 9, 1260.	2.4	42
22	I walk, therefore I am: a multidimensional study on the influence of the locomotion method upon presence in virtual reality. <i>Journal of Computational Design and Engineering</i> , 2020, 7, 577-590.	3.1	14
23	Application of Supervised Machine Learning for Behavioral Biomarkers of Autism Spectrum Disorder Based on Electrodermal Activity and Virtual Reality. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 90.	2.0	40
24	Optimizing Virtual Reality Eye Tracking Fixation Algorithm Thresholds Based on Shopper Behavior and Age. <i>Communications in Computer and Information Science</i> , 2020, , 64-69.	0.5	0
25	Segmentation of Areas of Interest Inside a Virtual Reality Store. <i>Communications in Computer and Information Science</i> , 2020, , 92-98.	0.5	1
26	Virtual Reality in Marketing: A Framework, Review, and Research Agenda. <i>Frontiers in Psychology</i> , 2019, 10, 1530.	2.1	101
27	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. <i>Interacting With Computers</i> , 2019, 31, 208-220.	1.5	27
28	Workflow and tools to track and visualize behavioural data from a Virtual Reality environment using a lightweight GIS. <i>SoftwareX</i> , 2019, 10, 100269.	2.6	4
29	Gait analysis with the Kinect v2: normative study with healthy individuals and comprehensive study of its sensitivity, validity, and reliability in individuals with stroke. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2019, 16, 97.	4.6	52
30	Real vs. immersive-virtual emotional experience: Analysis of psycho-physiological patterns in a free exploration of an art museum. <i>PLoS ONE</i> , 2019, 14, e0223881.	2.5	53
31	A hybrid method for accurate iris segmentation on at-a-distance visible-wavelength images. <i>Eurasip Journal on Image and Video Processing</i> , 2019, 2019, .	2.6	9
32	Embodiment and Presence in Virtual Reality After Stroke. A Comparative Study With Healthy Subjects. <i>Frontiers in Neurology</i> , 2019, 10, 1061.	2.4	35
33	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
34	Reliability of the Empatica E4 wristband to measure electrodermal activity to emotional stimuli. , 2019, , .		15
35	A Virtual Versus an Augmented Reality Cooking Task Based-Tools: A Behavioral and Physiological Study on the Assessment of Executive Functions. <i>Frontiers in Psychology</i> , 2019, 10, 2529.	2.1	17
36	The influence of virtual reality in e-commerce. <i>Journal of Business Research</i> , 2019, 100, 475-482.	10.2	122

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37	Visual Attention in Virtual Reality Settings: An Abstract. <i>Developments in Marketing Science: Proceedings of the Academy of Marketing Science</i> , 2019, , 253-254.	0.2	1
38	Automatic classification of human facial features based on their appearance. <i>PLoS ONE</i> , 2019, 14, e0211314.	2.5	14
39	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. <i>Journal of Medical Systems</i> , 2018, 42, 87.	3.6	14
40	Time since injury limits but does not prevent improvement and maintenance of gains in balance in chronic stroke. <i>Brain Injury</i> , 2018, 32, 303-309.	1.2	10
41	Comparison of Oculus Rift and HTC Vive: Feasibility for Virtual Reality-Based Exploration, Navigation, Exergaming, and Rehabilitation. <i>Games for Health Journal</i> , 2018, 7, 151-156.	2.0	124
42	Reliability and comparison of Kinect-based methods for estimating spatiotemporal gait parameters of healthy and post-stroke individuals. <i>Journal of Biomechanics</i> , 2018, 72, 268-273.	2.1	49
43	A Holistic Automatic Method for Grouping Facial Features Based on Their Appearance. , 2018, , .		0
44	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. <i>Frontiers in Psychology</i> , 2018, 9, 2086.	2.1	547
45	EXPANSE: A novel narrative serious game for the behavioral assessment of cognitive abilities. <i>PLoS ONE</i> , 2018, 13, e0206925.	2.5	17
46	Finding the Importance of Facial Features in Social Trait Perception. <i>Lecture Notes in Computer Science</i> , 2018, , 35-45.	1.3	0
47	Evolutionary Computation for Modelling Social Traits in Realistic Looking Synthetic Faces. <i>Complexity</i> , 2018, 2018, 1-16.	1.6	2
48	Virtual Reality as a New Approach for Risk Taking Assessment. <i>Frontiers in Psychology</i> , 2018, 9, 2532.	2.1	29
49	Intelligent Multimodal Framework for Human Assistive Robotics Based on Computer Vision Algorithms. <i>Sensors</i> , 2018, 18, 2408.	3.8	10
50	Virtual Reality as an Emerging Methodology for Leadership Assessment and Training. <i>Frontiers in Psychology</i> , 2018, 9, 1658.	2.1	28
51	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. <i>Scientific Reports</i> , 2018, 8, 13657.	3.3	252
52	Mobile Virtual Reality as an Educational Platform: A Pilot Study on the Impact of Immersion and Positive Emotion Induction in the Learning Process. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2018, 14, .	1.3	32
53	Mobile Virtual Reality: A Promising Technology to Change the Way We Learn and Teach. <i>Perspectives on Rethinking and Reforming Education</i> , 2018, , 95-106.	0.1	23
54	Individualsâ€™ Variables in Cognitive Abilities Using a Narrative Serious Game. <i>Lecture Notes in Computer Science</i> , 2018, , 109-119.	1.3	0

#	ARTICLE	IF	CITATIONS
55	A combined transcranial direct current stimulation and virtual reality-based intervention on upper limb function in chronic stroke survivors with severe hemiparesis. , 2017, , .		2
56	Consumer Neuroscience-Based Metrics Predict Recall, Liking and Viewing Rates in Online Advertising. Frontiers in Psychology, 2017, 8, 1808.	2.1	73
57	A low-cost Kinect <sup>®</sup> for Windows <sup>®</sup> v2-based gait analysis system. , 2017, , .		1
58	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
59	Virtual Stealth Assessment: A New Methodological Approach for Assessing Psychological Needs. Lecture Notes in Computer Science, 2017, , 1-11.	1.3	0
60	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
61	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
62	Feasibility of a walking virtual reality system for rehabilitation: objective and subjective parameters. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 68.	4.6	43
63	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
64	Psychological countermeasures in manned space missions: "EARTH" system for the Mars-500 project. Computers in Human Behavior, 2016, 55, 898-908.	8.5	28
65	A game for emotional regulation in adolescents: The (body) interface device matters. Computers in Human Behavior, 2016, 57, 267-273.	8.5	19
66	Significant point characterization in fundus images. , 2015, , .		1
67	Competitive active video games: Physiological and psychological responses in children and adolescents. Paediatrics and Child Health, 2015, 20, 373-376.	0.6	19
68	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
69	Augmented Reality to Training Spatial Skills. Procedia Computer Science, 2015, 77, 33-39.	2.0	24
70	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
71	A VR-Based Serious Game for Studying Emotional Regulation in Adolescents. IEEE Computer Graphics and Applications, 2015, 35, 65-73.	1.2	38
72	The Authors Respond. Archives of Physical Medicine and Rehabilitation, 2015, 96, 1544-1546.	0.9	1

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73	Tracking Systems for Virtual Rehabilitation: Objective Performance vs. Subjective Experience. A Practical Scenario. <i>Sensors</i> , 2015, 15, 6586-6606.	3.8	26
74	Improvement in balance using a virtual reality-based stepping exercise: a randomized controlled trial involving individuals with chronic stroke. <i>Clinical Rehabilitation</i> , 2015, 29, 261-268.	2.2	103
75	Treating small animal phobias using a projective-augmented reality system: A single-case study. <i>Computers in Human Behavior</i> , 2015, 49, 343-353.	8.5	30
76	Effectiveness, Usability, and Cost-Benefit of a Virtual Reality-Based Telerehabilitation Program for Balance Recovery After Stroke: A Randomized Controlled Trial. <i>Archives of Physical Medicine and Rehabilitation</i> , 2015, 96, 418-425.e2.	0.9	266
77	How the physical similarity of avatars can influence the learning of emotion regulation strategies in teenagers. <i>Computers in Human Behavior</i> , 2015, 43, 101-111.	8.5	38
78	Assessing brain activations associated with emotional regulation during virtual reality mood induction procedures. <i>Expert Systems With Applications</i> , 2015, 42, 1699-1709.	7.6	48
79	Brain Activity Quantification for Sport Audiovisual Content Visualization using EEG. , 2015, , .		0
80	Combining Virtual Reality and Relaxation Techniques to Improve Attention Levels in Students from an Initial Vocational Qualification Program. <i>Lecture Notes in Computer Science</i> , 2015, , 613-616.	1.3	0
81	Balance rehabilitation using custom-made Wii Balance Board exercises: clinical effectiveness and maintenance of gains in an acquired brain injury population. <i>International Journal on Disability and Human Development</i> , 2014, 13, .	0.2	12
82	HumanTop: a multi-object tracking tabletop. <i>Multimedia Tools and Applications</i> , 2014, 70, 1837-1868.	3.9	7
83	Markerless monocular tracking system for guided external eye surgery. <i>Computerized Medical Imaging and Graphics</i> , 2014, 38, 785-792.	5.8	0
84	Feature extraction for retinal vascular network classification. , 2014, , .		3
85	Computer-Aided Diagnosis Software for Hypertensive Risk Determination Through Fundus Image Processing. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2014, 18, 1757-1763.	6.3	9
86	Stained and infrared image registration as first step for cancer detection. , 2014, , .		1
87	The Role of Virtual Motor Rehabilitation: A Quantitative Analysis Between Acute and Chronic Patients With Acquired Brain Injury. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2014, 18, 391-398.	6.3	20
88	An fMRI Study to Analyze Neural Correlates of Presence during Virtual Reality Experiences. <i>Interacting With Computers</i> , 2014, 26, 269-284.	1.5	44
89	Assessment of the influence of navigation control and screen size on the sense of presence in virtual reality using EEG. <i>Expert Systems With Applications</i> , 2014, 41, 1584-1592.	7.6	76
90	Liver segmentation in MRI: A fully automatic method based on stochastic partitions. <i>Computer Methods and Programs in Biomedicine</i> , 2014, 114, 11-28.	4.7	25

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91	Using Serious Games to Train Adaptive Emotional Regulation Strategies. Lecture Notes in Computer Science, 2014, , 541-549.	1.3	7
92	A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment. Lecture Notes in Computer Science, 2014, , 10-20.	1.3	6
93	A Functional Magnetic Resonance Imaging Assessment of Small Animals's™ Phobia Using Virtual Reality as a Stimulus. JMIR Serious Games, 2014, 2, e6.	3.1	8
94	Automatic Detection of Retinal Structures Based on Mathematical Morphology. , 2014, , 211-232.		0
95	Ubiquitous monitoring and assessment of childhood obesity. Personal and Ubiquitous Computing, 2013, 17, 1147-1157.	2.8	7
96	Self-awareness rehabilitation through a multi-touch virtual game board after acquired brain injury. , 2013, , .		7
97	The Therapeutic Lamp: Treating Small-Animal Phobias. IEEE Computer Graphics and Applications, 2013, 33, 80-86.	1.2	32
98	Manipulating Virtual Objects with Your Hands: A Case Study on Applying Desktop Augmented Reality at the Primary School. , 2013, , .		18
99	How natural is a natural interface? An evaluation procedure based on action breakdowns. Personal and Ubiquitous Computing, 2013, 17, 69-79.	2.8	16
100	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
101	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
102	Automatic Detection of Optic Disc Based on PCA and Mathematical Morphology. IEEE Transactions on Medical Imaging, 2013, 32, 786-796.	8.9	171
103	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
104	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
105	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
106	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
107	fMRI assessment of small animals's™ phobia using virtual reality as stimulus. , 2013, , .		3
108	Evaluation of the sense of presence and immersion in virtual rehabilitation. , 2012, , .		0

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109	The Present and Future of Positive Technologies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 78-84.	3.9	150
110	Use of the Wii balance board system in vestibular rehabilitation. , 2012, , .		5
111	Training With Augmented Reality on Engineering Degrees. , 2012, , .		0
112	Analysis of brain activation during visual tasks. , 2012, , .		0
113	Evaluation of the quality of collaboration between the client and the therapist in phobia treatments. <i>Interacting With Computers</i> , 2012, 24, 461-471.	1.5	11
114	Jaw tissues segmentation in dental 3D CT images using fuzzy-connectedness and morphological processing. <i>Computer Methods and Programs in Biomedicine</i> , 2012, 108, 832-843.	4.7	20
115	Breast prone-to-supine deformation and registration using a Time-of-Flight camera. , 2012, , .		8
116	Life-review therapy with computer supplements for depression in the elderly: A randomized controlled trial. <i>Aging and Mental Health</i> , 2012, 16, 964-974.	2.8	64
117	Artificial neural networks for predicting dorsal pressures on the foot surface while walking. <i>Expert Systems With Applications</i> , 2012, 39, 5349-5357.	7.6	24
118	Could Virtual Reality Be an Effective Tool to Combat Obesity and Sedentariness in Children? Results from Two Research Studies. <i>Lecture Notes in Computer Science</i> , 2012, , 143-150.	1.3	0
119	Reliability and validity of TIPS wireless ECG prototypes. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 83-7.	0.3	2
120	Balance recovery through virtual stepping exercises using Kinect skeleton tracking: a follow-up study with chronic stroke patients. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 108-12.	0.3	24
121	Using portable EEG devices to evaluate emotional regulation strategies during Virtual Reality exposure. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 223-7.	0.3	3
122	BioTrak: a comprehensive overview. , 2011, , .		7
123	A new 3D paradigm for metal artifact reduction in dental CT. , 2011, , .		5
124	An e-health platform for the elderly population: The butler system. <i>Computers and Education</i> , 2011, 56, 275-279.	8.3	32
125	Analyzing Neural Correlates of Attentional Changes during the Exposure to Virtual Environments: Application of Transcranial Doppler Monitoring. <i>Lecture Notes in Computer Science</i> , 2011, , 212-220.	1.3	2
126	Metal artifact reduction in dental CT images using polar mathematical morphology. <i>Computer Methods and Programs in Biomedicine</i> , 2011, 102, 64-74.	4.7	39



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127	Treating cockroach phobia using a serious game on a mobile phone and augmented reality exposure: A single case study. <i>Computers in Human Behavior</i> , 2011, 27, 217-227.	8.5	98
128	Effectiveness of a Wii balance board-based system (eBaViR) for balance rehabilitation: a pilot randomized clinical trial in patients with acquired brain injury. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2011, 8, 30.	4.6	256
129	A virtual reality system for the treatment of stress-related disorders: A preliminary analysis of efficacy compared to a standard cognitive behavioral program. <i>International Journal of Human Computer Studies</i> , 2011, 69, 602-613.	5.6	96
130	Aorta segmentation using the watershed algorithm for an augmented reality system in laparoscopic surgery. , 2011, , .		2
131	Breaks in Presence in Virtual Environments: An Analysis of Blood Flow Velocity Responses. <i>Presence: Teleoperators and Virtual Environments</i> , 2011, 20, 273-286.	0.6	12
132	Mixing psychology and HCI in evaluation of augmented reality mental health technology. , 2011, , .		11
133	Analyzing the Level of Presence While Navigating in a Virtual Environment during an fMRI Scan. <i>Lecture Notes in Computer Science</i> , 2011, , 475-478.	1.3	4
134	Clinical Validation of a Virtual Environment Test for Safe Street Crossing in the Assessment of Acquired Brain Injury Patients with and without Neglect. <i>Lecture Notes in Computer Science</i> , 2011, , 44-51.	1.3	9
135	How Technology Influences the Therapeutic Process: A Comparative Field Evaluation of Augmented Reality and In Vivo Exposure Therapy for Phobia of Small Animals. <i>Lecture Notes in Computer Science</i> , 2011, , 523-540.	1.3	18
136	Improving Childhood Obesity Treatment Using New Technologies: The ETIOBE System. <i>Clinical Practice and Epidemiology in Mental Health</i> , 2011, 7, 62-66.	1.2	24
137	A User-Friendly Tool for Detecting the Stress Level in a Person's Daily Life. <i>Lecture Notes in Computer Science</i> , 2011, , 423-431.	1.3	0
138	Input Devices in Mental Health Applications: Steering Performance in a Virtual Reality Paths with WiiMote. <i>Lecture Notes in Computer Science</i> , 2011, , 65-72.	1.3	0
139	Brain activity and presence: a preliminary study in different immersive conditions using transcranial Doppler monitoring. <i>Virtual Reality</i> , 2010, 14, 55-65.	6.1	22
140	Design and validation of an augmented book for spatial abilities development in engineering students. <i>Computers and Graphics</i> , 2010, 34, 77-91.	2.5	250
141	A New Visually Evoked Cerebral Blood Flow Response Analysis Using a Low-Frequency Estimation. <i>Ultrasound in Medicine and Biology</i> , 2010, 36, 383-391.	1.5	5
142	Contact model, fit process and, foot animation for the virtual simulator of the footwear comfort. <i>CAD Computer Aided Design</i> , 2010, 42, 425-431.	2.7	26
143	An Adaptive Display for the Treatment of Diverse Trauma PTSD Victims. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 67-71.	3.9	30
144	An Internet-Based Self-Help Treatment for Fear of Public Speaking: A Controlled Trial. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 407-421.	3.9	127

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145	Learning in serious virtual worlds: Evaluation of learning effectiveness and appeal to students in the E-Junior project. <i>Computers and Education</i> , 2010, 55, 178-187.	8.3	225
146	AR_Dehaes: An Educational Toolkit Based on Augmented Reality Technology for Learning Engineering Graphics. , 2010, , .		15
147	An Augmented Reality System Validation for the Treatment of Cockroach Phobia. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 705-710.	3.9	39
148	Evaluating the Usability of an Augmented Reality Based Educational Application. <i>Lecture Notes in Computer Science</i> , 2010, , 296-306.	1.3	27
149	Eldergames project: An innovative mixed reality table-top solution to preserve cognitive functions in elderly people. , 2009, , .		36
150	A Neuroscience Approach to Virtual Reality Experience Using Transcranial Doppler Monitoring. <i>Presence: Teleoperators and Virtual Environments</i> , 2009, 18, 97-111.	0.6	36
151	A study of the viability of obtaining a generic animation of the foot while walking for the virtual testing of footwear using dorsal pressures. <i>Journal of Biomechanics</i> , 2009, 42, 2040-2046.	2.1	12
152	An adaptive display to treat stress-related disorders: EMMA's World. <i>British Journal of Guidance and Counselling</i> , 2009, 37, 347-356.	1.2	48
153	VR Motor Cues: Inducing user movements in virtual rehabilitation systems.. , 2009, , .		0
154	The Intelligent e-Therapy system: a new paradigm for telepsychology and cybertherapy. <i>British Journal of Guidance and Counselling</i> , 2009, 37, 287-296.	1.2	23
155	Activities of daily living in a virtual reality system for cognitive rehabilitation. , 2009, , .		2
156	An e-Health System for the Elderly (Butler Project): A Pilot Study on Acceptance and Satisfaction. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 255-262.	2.2	56
157	Nintendo Wii Balance board for balance disorders. , 2009, , .		12
158	The acceptability of an Internet-based self-help treatment for fear of public speaking. <i>British Journal of Guidance and Counselling</i> , 2009, 37, 297-311.	1.2	26
159	Positive mood induction and well being. , 2009, , .		1
160	A New Approach in Metal Artifact Reduction for CT 3D Reconstruction. <i>Lecture Notes in Computer Science</i> , 2009, , 11-19.	1.3	6
161	Validation of Fuzzy Connectedness Segmentation for Jaw Tissues. <i>Lecture Notes in Computer Science</i> , 2009, , 41-47.	1.3	1
162	Ontologies for Intelligent e-Therapy: Application to Obesity. <i>Lecture Notes in Computer Science</i> , 2009, , 894-901.	1.3	3

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163	Transcranial Doppler: A Tool for Augmented Cognition in Virtual Environments. Lecture Notes in Computer Science, 2009, , 427-436.	1.3	1
164	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
165	Deformable brain atlas. Computerized Medical Imaging and Graphics, 2008, 32, 367-378.	5.8	3
166	An Ontology for Intelligent E-therapy for Obesity. , 2008, , .		0
167	Technology in mental health. , 2008, , .		13
168	Presence and Emotions in Virtual Environments: The Influence of Stereoscopy. Cyberpsychology, Behavior and Social Networking, 2008, 11, 1-8.	2.2	143
169	Telepsychology and Self-Help: The Treatment of Phobias Using the Internet. Cyberpsychology, Behavior and Social Networking, 2008, 11, 659-664.	2.2	38
170	Low-cost Virtual Motor Rehabilitation System for Standing Exercises. , 2007, , .		4
171	Affective Interactions Using Virtual Reality: The Link between Presence and Emotions. Cyberpsychology, Behavior and Social Networking, 2007, 10, 45-56.	2.2	716
172	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
173	Telepsychology and Self-help: The Treatment of Fear of Public Speaking. Cognitive and Behavioral Practice, 2007, 14, 46-57.	1.5	17
174	EMMA: An Adaptive Display for Virtual Therapy. Lecture Notes in Computer Science, 2007, , 258-265.	1.3	14
175	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
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