Mariano Alcaiz Raya

List of Publications by Citations

205 papers	6,328 citations	36 h-index	74 g-index
227 ext. papers	7,859 ext. citations	3.3 avg, IF	5.96 L-index

#	Paper	IF	Citations
205	Affective interactions using virtual reality: the link between presence and emotions. *Cyberpsychology, Behavior and Social Networking*, **2007**, 10, 45-56		488
204	Improved watershed transform for medical image segmentation using prior information. *IEEE Transactions on Medical Imaging*, **2004**, 23, 447-58	11.7	433
203	Immersion and emotion: their impact on the sense of presence. *Cyberpsychology, Behavior and Social Networking*, **2004**, 7, 734-41		314
202	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	3.4	252
201	Design and validation of an augmented book for spatial abilities development in engineering students. *Computers and Graphics*, **2010**, 34, 77-91	1.8	190
200	Real-time deformable models for surgery simulation: a survey. *Computer Methods and Programs in Biomedicine*, **2005**, 77, 183-97	6.9	188
199	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	5.3	187
198	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	9.5	177
197	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	2.8	169
196	Virtual reality treatment of claustrophobia: a case report. *Behaviour Research and Therapy*, **1998**, 36, 239-46	5.2	147
195	Automatic detection of optic disc based on PCA and mathematical morphology. *IEEE Transactions on Medical Imaging*, **2013**, 32, 786-96	11.7	126
194	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. *Scientific Reports*, **2018**, 8, 13657	4.9	124
193	Presence and Reality Judgment in Virtual Environments: A Unitary Construct?. *Cyberpsychology, Behavior and Social Networking*, **2000**, 3, 327-335		120
192	Virtual reality exposure in the treatment of panic disorder and agoraphobia: A controlled study. *Clinical Psychology and Psychotherapy*, **2007**, 14, 164-175	2.9	117
191	The present and future of positive technologies. *Cyberpsychology, Behavior, and Social Networking*, **2012**, 15, 78-84	4.4	115
190	Presence and emotions in virtual environments: the influence of stereoscopy. *Cyberpsychology, Behavior and Social Networking*, **2008**, 11, 1-8		113
189	Improvement in balance using a virtual reality-based stepping exercise: a randomized controlled trial involving individuals with chronic stroke. *Clinical Rehabilitation*, **2015**, 29, 261-8	3.3	84

188	An Internet-based self-help treatment for fear of public speaking: a controlled trial. *Cyberpsychology, Behavior, and Social Networking*, **2010**, 13, 407-21	4.4	84
187	Using augmented reality to treat phobias. *IEEE Computer Graphics and Applications*, **2005**, 25, 31-7	1.7	83
186	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	4.2	81
185	Mixing realities? An application of augmented reality for the treatment of cockroach phobia. *Cyberpsychology, Behavior and Social Networking*, **2005**, 8, 162-71		80
184	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	7.7	78
183	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	4.6	71
182	Outlining of the prostate using snakes with shape restrictions based on the wavelet transform (Doctoral Thesis: Dissertation). *Pattern Recognition*, **1999**, 32, 1767-1781	7.7	67
181	A new approach for the real-time simulation of tissue deformations in surgery simulation. *Computer Methods and Programs in Biomedicine*, **2001**, 64, 77-85	6.9	65
180	The influence of virtual reality in e-commerce. *Journal of Business Research*, **2019**, 100, 475-482	8.7	61
179	Automatic localization of cephalometric Landmarks. *Journal of Biomedical Informatics*, **2001**, 34, 146-56	10.2	60
178	Effect of a mixed reality-based intervention on arm, hand, and finger function on chronic stroke. *Journal of NeuroEngineering and Rehabilitation*, **2016**, 13, 45	5.3	57
177	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	7.8	54
176	A strategy for computer-assisted mental practice in stroke rehabilitation. *Neurorehabilitation and Neural Repair*, **2006**, 20, 503-7	4.7	54
175	Life-review therapy with computer supplements for depression in the elderly: a randomized controlled trial. *Aging and Mental Health*, **2012**, 16, 964-74	3.5	52
174	An e-health system for the elderly (Butler Project): a pilot study on acceptance and satisfaction. *Cyberpsychology, Behavior and Social Networking*, **2009**, 12, 255-62		50
173	Virtual Reality in Marketing: A Framework, Review, and Research Agenda. *Frontiers in Psychology*, **2019**, 10, 1530	3.4	46
172	Consumer Neuroscience-Based Metrics Predict Recall, Liking and Viewing Rates in Online Advertising. *Frontiers in Psychology*, **2017**, 8, 1808	3.4	38
171	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	3.1	36

170	An adaptive display to treat stress-related disorders: EMMA's World. *British Journal of Guidance and Counselling*, **2009**, 37, 347-356	0.8	36
169	Training with computer-supported motor imagery in post-stroke rehabilitation. *Cyberpsychology, Behavior and Social Networking*, **2004**, 7, 327-32		36
168	Assessing brain activations associated with emotional regulation during virtual reality mood induction procedures. *Expert Systems With Applications*, **2015**, 42, 1699-1709	7.8	35
167	Feasibility of a walking virtual reality system for rehabilitation: objective and subjective parameters. *Journal of NeuroEngineering and Rehabilitation*, **2016**, 13, 68	5.3	34
166	Using virtual reality and mood-induction procedures to test products with consumers of ceramic tiles. *Computers in Human Behavior*, **2013**, 29, 648-653	7.7	33
165	Efficacy and acceptability of an Internet platform to improve the learning of nutritional knowledge in children: the ETIOBE Mates. *Health Education Research*, **2013**, 28, 234-48	1.8	33
164	Changing Induced Moods Via Virtual Reality. *Lecture Notes in Computer Science*, **2006**, 7-15	0.9	33
163	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	2.9	32
162	Virtual reality treatment of flying phobia. *IEEE Transactions on Information Technology in Biomedicine*, **2002**, 6, 206-12		32
161	Videogame-based group therapy to improve self-awareness and social skills after traumatic brain injury. *Journal of NeuroEngineering and Rehabilitation*, **2015**, 12, 37	5.3	31
160	Automatic segmentation of jaw tissues in CT using active appearance models and semi-automatic landmarking. *Lecture Notes in Computer Science*, **2006**, 9, 167-74	0.9	31
159	Metal artifact reduction in dental CT images using polar mathematical morphology. *Computer Methods and Programs in Biomedicine*, **2011**, 102, 64-74	6.9	30
158	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	5.3	29
157	An fMRI Study to Analyze Neural Correlates of Presence during Virtual Reality Experiences. *Interacting With Computers*, **2014**, 26, 269-284	1.6	29
156	An e-health platform for the elderly population: The butler system. *Computers and Education*, **2011**, 56, 275-279	9.5	29
155	An augmented reality system validation for the treatment of cockroach phobia. *Cyberpsychology, Behavior, and Social Networking*, **2010**, 13, 705-10	4.4	29
154	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. *Sensors*, **2020**, 20,	3.8	29
153	Telepsychology and self-help: the treatment of phobias using the internet. *Cyberpsychology, Behavior and Social Networking*, **2008**, 11, 659-64		28

152	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	2.9	27
151	A VR-based serious game for studying emotional regulation in adolescents. *IEEE Computer Graphics and Applications*, **2015**, 35, 65-73	1.7	26
150	Clinically significant virtual environments for the treatment of panic disorder and agoraphobia. *Cyberpsychology, Behavior and Social Networking*, **2004**, 7, 527-35		26
149	Telepsychology: Public Speaking Fear Treatment on the Internet. *Cyberpsychology, Behavior and Social Networking*, **2000**, 3, 959-968		26
148	Eldergames project: An innovative mixed reality table-top solution to preserve cognitive functions in elderly people **2009**,		24
147	The acceptability of an Internet-based self-help treatment for fear of public speaking. *British Journal of Guidance and Counselling*, **2009**, 37, 297-311	0.8	24
146	Evaluating the Usability of an Augmented Reality Based Educational Application. *Lecture Notes in Computer Science*, **2010**, 296-306	0.9	24
145	A Neuroscience Approach to Virtual Reality Experience Using Transcranial Doppler Monitoring. *Presence: Teleoperators and Virtual Environments*, **2009**, 18, 97-111	2.9	23
144	Contact model, fit process and, foot animation for the virtual simulator of the footwear comfort. *CAD Computer Aided Design*, **2010**, 42, 425-431	2.9	23
143	How the physical similarity of avatars can influence the learning of emotion regulation strategies in teenagers. *Computers in Human Behavior*, **2015**, 43, 101-111	7.7	22
142	An adaptive display for the treatment of diverse trauma PTSD victims. *Cyberpsychology, Behavior, and Social Networking*, **2010**, 13, 67-71	4.4	22
141	An Internet-based program for depression using activity and physiological sensors: efficacy, expectations, satisfaction, and ease of use. *Neuropsychiatric Disease and Treatment*, **2016**, 12, 393-406	3.1	22
140	Liver segmentation in MRI: A fully automatic method based on stochastic partitions. *Computer Methods and Programs in Biomedicine*, **2014**, 114, 11-28	6.9	21
139	Artificial neural networks for predicting dorsal pressures on the foot surface while walking. *Expert Systems With Applications*, **2012**, 39, 5349-5357	7.8	21
138	The VEPSY updated project: virtual reality in clinical psychology. *Cyberpsychology, Behavior and Social Networking*, **2001**, 4, 449-55		21
137	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	0.5	21
136	The therapeutic lamp: treating small-animal phobias. *IEEE Computer Graphics and Applications*, **2013**, 33, 80-6	1.7	20
135	BioTrak virtual reality system: effectiveness and satisfaction analysis for balance rehabilitation in patients with brain injury. *Neurología*, **2013**, 28, 268-75	1.4	20

116	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, 391-8	7.2	15
115	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, 505-9	2.1	15
114	An approach for the automatic cephalometric landmark detection using mathematical morphology and active appearance models. *Lecture Notes in Computer Science*, **2006**, 9, 159-66	0.9	15
113	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	3.3	14
112	A game for emotional regulation in adolescents: The (body) interface device matters. *Computers in Human Behavior*, **2016**, 57, 267-273	7.7	14
111	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	0.9	14
110	How natural is a natural interface? An evaluation procedure based on action breakdowns. *Personal and Ubiquitous Computing*, **2013**, 17, 69-79	2.1	13
109	Competitive active video games: Physiological and psychological responses in children and adolescents. *Paediatrics and Child Health*, **2015**, 20, 373-6	0.7	13
108	AR_Dehaes: An Educational Toolkit Based on Augmented Reality Technology for Learning Engineering Graphics **2010**,		13
107	An advanced system for the simulation and planning of orthodontic treatment. *Medical Image Analysis*, **1998**, 2, 61-77	15.4	13
106	Machine Learning and Virtual Reality on Body Movements' Behaviors to Classify Children with Autism Spectrum Disorder. *Journal of Clinical Medicine*, **2020**, 9,	5.1	12
105	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	5.1	12
104	Augmented Reality to Training Spatial Skills. *Procedia Computer Science*, **2015**, 77, 33-39	1.6	12
103	Design and validation of an augmented reality system for laparoscopic surgery in a real environment. *BioMed Research International*, **2013**, 2013, 758491	3	12
102	Telepsychology and Self-help: The Treatment of Fear of Public Speaking. *Cognitive and Behavioral Practice*, **2007**, 14, 46-57	2.3	12
101	Computer-aided periodontal disease diagnosis using computer vision. *Computerized Medical Imaging and Graphics*, **1999**, 23, 209-17	7.6	11
100	Virtual Reality as an Emerging Methodology for Leadership Assessment and Training. *Frontiers in Psychology*, **2018**, 9, 1658	3.4	11
99	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	2.2	10

98	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, 2040-6	2.9	10
97	Breaks in Presence in Virtual Environments: An Analysis of Blood Flow Velocity Responses. *Presence: Teleoperators and Virtual Environments*, **2011**, 20, 273-286	2.9	10
96	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. *Lecture Notes in Computer Science*, **2005**, 241-251	0.9	10
95	Manipulating Virtual Objects with Your Hands: A Case Study on Applying Desktop Augmented Reality at the Primary School **2013**,		9
94	Nintendo Wii Balance board for balance disorders **2009**,		9
93	Technology in mental health **2008**,		9
92	Automatic classification of human facial features based on their appearance. *PLoS ONE*, **2019**, 14, e0211314	3.7	9
91	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	3.4	9
90	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,		8
89	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	0.9	8
88	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. *Sensors*, **2020**, 20,	3.8	8
87	EXPANSE: A novel narrative serious game for the behavioral assessment of cognitive abilities. *PLoS ONE*, **2018**, 13, e0206925	3.7	8
86	A hybrid method for accurate iris segmentation on at-a-distance visible-wavelength images. *Eurasip Journal on Image and Video Processing*, **2019**, 2019,	2.5	7
85	Self-awareness rehabilitation through a multi-touch virtual game board after acquired brain injury **2013**,		7
84	Breast prone-to-supine deformation and registration using a Time-of-Flight camera **2012**,		7
83	Mixing psychology and HCI in evaluation of augmented reality mental health technology **2011**,		7
82	Computer-aided diagnosis software for hypertensive risk determination through fundus image processing. *IEEE Journal of Biomedical and Health Informatics*, **2014**, 18, 1757-63	7.2	6
81	Ubiquitous monitoring and assessment of childhood obesity. *Personal and Ubiquitous Computing*, **2013**, 17, 1147-1157	2.1	6

80	Evaluation of the quality of collaboration between the client and the therapist in phobia treatments. *Interacting With Computers*, **2012**, 24, 461-471	1.6	6
79	A functional magnetic resonance imaging assessment of small animals' phobia using virtual reality as a stimulus. *JMIR Serious Games*, **2014**, 2, e6	3.4	6
78	EMMA: An Adaptive Display for Virtual Therapy. *Lecture Notes in Computer Science*, **2007**, 258-265	0.9	6
77	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	0.9	6
76	The Influence of Each Facial Feature on How We Perceive and Interpret Human Faces. *I-Perception*, **2020**, 11, 2041669520961123	1.2	6
75	Competition Enhances the Effectiveness and Motivation of Attention Rehabilitation After Stroke. A Randomized Controlled Trial. *Frontiers in Human Neuroscience*, **2020**, 14, 575403	3.3	6
74	MANTRA: An Effective System Based on Augmented Reality and Infrared Thermography for Industrial Maintenance. *Applied Sciences (Switzerland)*, **2021**, 11, 385	2.6	6
73	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	4.6	5
72	Time since injury limits but does not prevent improvement and maintenance of gains in balance in chronic stroke. *Brain Injury*, **2018**, 32, 303-309	2.1	5
71	HumanTop: a multi-object tracking tabletop. *Multimedia Tools and Applications*, **2014**, 70, 1837-1868	2.5	5
70	BioTrak: a comprehensive overview **2011**,		5
69	A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment. *Lecture Notes in Computer Science*, **2014**, 10-20	0.9	5
68	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	1.9	5
67	Intelligent Multimodal Framework for Human Assistive Robotics Based on Computer Vision Algorithms. *Sensors*, **2018**, 18,	3.8	5
66	Workflow and tools to track and visualize behavioural data from a Virtual Reality environment using a lightweight GIS. *SoftwareX*, **2019**, 10, 100269	2.7	4
65	A new 3D paradigm for metal artifact reduction in dental CT **2011**,		4
64	Hierarchical image segmentation using a correspondence with a tree model. *Pattern Recognition*, **2004**, 37, 47-59	7.7	4
63	Using Serious Games to Train Adaptive Emotional Regulation Strategies. *Lecture Notes in Computer Science*, **2014**, 541-549	0.9	4

62	An Optical See-Through Augmented Reality System for the Treatment of Phobia to Small Animals. *Lecture Notes in Computer Science*, **2007**, 651-659	0.9	4
61	A New Approach in Metal Artifact Reduction for CT 3D Reconstruction. *Lecture Notes in Computer Science*, **2009**, 11-19	0.9	4
60	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. *PLoS ONE*, **2021**, 16, e0254098	3.7	4
59	A new visually evoked cerebral blood flow response analysis using a low-frequency estimation. *Ultrasound in Medicine and Biology*, **2010**, 36, 383-91	3.5	3
58	The Gamma Functional Navigator. *IEEE Transactions on Nuclear Science*, **2004**, 51, 682-689	1.7	3
57	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*, **2021**,	5.1	3
56	fMRI assessment of small animals phobia using virtual reality as stimulus **2013**,		3
55	Analyzing the Level of Presence While Navigating in a Virtual Environment during an fMRI Scan. *Lecture Notes in Computer Science*, **2011**, 475-478	0.9	3
54	Recognition of Customers Impulsivity from Behavioral Patterns in Virtual Reality. *Applied Sciences (Switzerland)*, **2021**, 11, 4399	2.6	3
53	Reliability of the Empatica E4 wristband to measure electrodermal activity to emotional stimuli **2019**,		3
52	Technological background of VR. *Studies in Health Technology and Informatics*, **2004**, 99, 199-214	0.5	3
51	A new protocol test for physical activity research in obese children (etiobe project). *Studies in Health Technology and Informatics*, **2009**, 144, 281-3	0.5	3
50	A VR-Based Serious Game to Regulate Joy in Adolescents: A Comparison of Different Devices. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2017**, 135-142	0.2	2
49	A combined transcranial direct current stimulation and virtual reality-based intervention on upper limb function in chronic stroke survivors with severe hemiparesis **2017**,		2
48	Feature extraction for retinal vascular network classification **2014**,		2
47	Use of the Wii balance board system in vestibular rehabilitation **2012**,		2
46	Deformable brain atlas validation of the location of subthalamic nucleus using T1-weighted MR images of patients operated on for Parkinson's. *Computerized Medical Imaging and Graphics*, **2008**, 32, 367-78	7.6	2
45	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	1.8	2

44	Digital microscope with augmented reality for neurosurgery. *International Congress Series*, **2001**, 1230, 248-253		2
43	VR Serious Game Design Based on Embodied Cognition Theory. *Lecture Notes in Computer Science*, **2017**, 12-21	0.9	2
42	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	4.4	2
41	Assessment of the Autism Spectrum Disorder Based on Machine Learning and Social Visual Attention: A Systematic Review. *Journal of Autism and Developmental Disorders*, **2021**, 1	4.6	2
40	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	5.3	2
39	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. *Applied Sciences (Switzerland)*, **2021**, 11, 1971	2.6	2
38	GeRTiSS: A Generic Multi-model Surgery Simulator. *Lecture Notes in Computer Science*, **2003**, 59-66	0.9	2
37	Reliability and validity of TIPS wireless ECG prototypes. *Studies in Health Technology and Informatics*, **2012**, 181, 83-7	0.5	2
36	Using portable EEG devices to evaluate emotional regulation strategies during Virtual Reality exposure. *Studies in Health Technology and Informatics*, **2012**, 181, 223-7	0.5	2
35	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store.. *Frontiers in Psychology*, **2022**, 13, 752073	3.4	2
34	The authors respond. *Archives of Physical Medicine and Rehabilitation*, **2015**, 96, 1544-6	2.8	1
33	A low-cost Kinect for Windows v2-based gait analysis system **2017**,		1
32	Stained and infrared image registration as first step for cancer detection **2014**,		1
31	Significant point characterization in fundus images **2015**,		1
30	Positive mood induction and well being **2009**,		1
29	Automated system for periodontal disease diagnosis **1997**, 3034, 106		1
28	Low-cost Virtual Motor Rehabilitation System for Standing Exercises **2007**,		1
27	Segmentation of Areas of Interest Inside a Virtual Reality Store. *Communications in Computer and Information Science*, **2020**, 92-98	0.3	1

26	Super-Feet: A Wireless Hand-Free Navigation System for Virtual Environments. *Lecture Notes in Computer Science*, **2007**, 348-357	0.9	1
25	Validation of Fuzzy Connectedness Segmentation for Jaw Tissues. *Lecture Notes in Computer Science*, **2009**, 41-47	0.9	1
24	Ontologies for Intelligent e-Therapy: Application to Obesity. *Lecture Notes in Computer Science*, **2009**, 894-901	0.9	1
23	Transcranial Doppler: A Tool for Augmented Cognition in Virtual Environments. *Lecture Notes in Computer Science*, **2009**, 427-436	0.9	1
22	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. *Frontiers in Psychology*, **2021**, 12, 562381	3.4	1
21	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. *Applied Sciences (Switzerland)*, **2021**, 11, 5956	2.6	1
20	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**,		1
19	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. *Applied Sciences (Switzerland)*, **2021**, 11, 825	2.6	1
18	The role of consumer data in marketing: A research agenda. *Journal of Business Research*, **2022**, 146, 436-452	8.7	1
17	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	0.9	0
16	Evolutionary Computation for Modelling Social Traits in Realistic Looking Synthetic Faces. *Complexity*, **2018**, 2018, 1-16	1.6	0
15	Gaming Background Influence on VR Performance and Comfort: A Study Using Different Navigation Metaphors. *Lecture Notes in Computer Science*, **2019**, 646-656	0.9	
14	Markerless monocular tracking system for guided external eye surgery. *Computerized Medical Imaging and Graphics*, **2014**, 38, 785-92	7.6	
13	New approach in knowledge-based automatic interpretation of CT skull images **1997**, 3034, 753		
12	Matching system of the Schaltenbrand's brain atlas. *International Congress Series*, **2003**, 1256, 82-86		
11	An E-Health System for Promoting Wellbeing in the Elderly838-852		
10	Individuals Variables in Cognitive Abilities Using a Narrative Serious Game. *Lecture Notes in Computer Science*, **2018**, 109-119	0.9	
9	Optimizing Virtual Reality Eye Tracking Fixation Algorithm Thresholds Based on Shopper Behavior and Age. *Communications in Computer and Information Science*, **2020**, 64-69	0.3	

LIST OF PUBLICATIONS