

# Mariano Alcaiz Raya

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store.. <i>Frontiers in Psychology</i> , <b>2022</b> , 13, 752073	3.4	2
204	The role of consumer data in marketing: A research agenda. <i>Journal of Business Research</i> , <b>2022</b> , 146, 4368452	4.7	1
203	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> , <b>2021</b> ,	5.1	3
202	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. <i>Frontiers in Psychology</i> , <b>2021</b> , 12, 562381	3.4	1
201	Recognition of Customers' Impulsivity from Behavioral Patterns in Virtual Reality. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 4399	2.6	3
200	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> , <b>2021</b> , 1	4.6	2
199	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 5956	2.6	1
198	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> , <b>2021</b> , 18, 108	5.3	2
197	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. <i>PLoS ONE</i> , <b>2021</b> , 16, e0254098	3.7	4
196	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> , <b>2021</b> , 28, 148-157	1.9	5
195	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 825	2.6	1
194	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 1971	2.6	2
193	MANTRA: An Effective System Based on Augmented Reality and Infrared Thermography for Industrial Maintenance. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 385	2.6	6
192	Machine Learning and Virtual Reality on Body Movements' Behaviors to Classify Children with Autism Spectrum Disorder. <i>Journal of Clinical Medicine</i> , <b>2020</b> , 9,	5.1	12
191	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> , <b>2020</b> , 7, 577-590	4.6	5
190	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> , <b>2020</b> , 14, 90	3.3	14
189	Segmentation of Areas of Interest Inside a Virtual Reality Store. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 92-98	0.3	1

188	Optimizing Virtual Reality Eye Tracking Fixation Algorithm Thresholds Based on Shopper Behavior and Age. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 64-69	0.3	
187	Speech Emotion Recognition from Social Media Voice Messages Recorded in the Wild. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 330-336	0.3	
186	The Influence of Each Facial Feature on How We Perceive and Interpret Human Faces. <i>I-Perception</i> , <b>2020</b> , 11, 2041669520961123	1.2	6
185	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> , <b>2020</b> , 23, 773-781	4.4	2
184	Competition Enhances the Effectiveness and Motivation of Attention Rehabilitation After Stroke. A Randomized Controlled Trial. <i>Frontiers in Human Neuroscience</i> , <b>2020</b> , 14, 575403	3.3	6
183	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. <i>Sensors</i> , <b>2020</b> , 20,	3.8	29
182	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. <i>Sensors</i> , <b>2020</b> , 20,	3.8	8
181	A hybrid method for accurate iris segmentation on at-a-distance visible-wavelength images. <i>Eurasip Journal on Image and Video Processing</i> , <b>2019</b> , 2019,	2.5	7
180	Embodiment and Presence in Virtual Reality After Stroke. A Comparative Study With Healthy Subjects. <i>Frontiers in Neurology</i> , <b>2019</b> , 10, 1061	4.1	15
179	Gaming Background Influence on VR Performance and Comfort: A Study Using Different Navigation Metaphors. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 646-656	0.9	
178	Virtual Reality in Marketing: A Framework, Review, and Research Agenda. <i>Frontiers in Psychology</i> , <b>2019</b> , 10, 1530	3.4	46
177	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. <i>Interacting With Computers</i> , <b>2019</b> , 31, 208-220	1.6	16
176	Workflow and tools to track and visualize behavioural data from a Virtual Reality environment using a lightweight GIS. <i>SoftwareX</i> , <b>2019</b> , 10, 100269	2.7	4
175	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> , <b>2019</b> , 16, 97	5.3	29
174	Real vs. immersive-virtual emotional experience: Analysis of psycho-physiological patterns in a free exploration of an art museum. <i>PLoS ONE</i> , <b>2019</b> , 14, e0223881	3.7	19
173	Automatic classification of human facial features based on their appearance. <i>PLoS ONE</i> , <b>2019</b> , 14, e02113174	3.7	9
172	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 <b>2019</b> ,		1
171	Reliability of the Empatica E4 wristband to measure electrodermal activity to emotional stimuli <b>2019</b> ,		3

170	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> , <b>2019</b> , 10, 2529	3.4	9
169	The influence of virtual reality in e-commerce. <i>Journal of Business Research</i> , <b>2019</b> , 100, 475-482	8.7	61
168	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> , <b>2018</b> , 42, 87	5.1	12
167	Time since injury limits but does not prevent improvement and maintenance of gains in balance in chronic stroke. <i>Brain Injury</i> , <b>2018</b> , 32, 303-309	2.1	5
166	Comparison of Oculus Rift and HTC Vive: Feasibility for Virtual Reality-Based Exploration, Navigation, Exergaming, and Rehabilitation. <i>Games for Health Journal</i> , <b>2018</b> , 7, 151-156	4.2	81
165	Reliability and comparison of Kinect-based methods for estimating spatiotemporal gait parameters of healthy and post-stroke individuals. <i>Journal of Biomechanics</i> , <b>2018</b> , 72, 268-273	2.9	32
164	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> , <b>2018</b> , 14,	1.6	15
163	Individuals Variables in Cognitive Abilities Using a Narrative Serious Game. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 109-119	0.9	
162	Mobile Virtual Reality: A Promising Technology to Change the Way We Learn and Teach. <i>Perspectives on Rethinking and Reforming Education</i> , <b>2018</b> , 95-106	0.3	17
161	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. <i>Frontiers in Psychology</i> , <b>2018</b> , 9, 2086	3.4	252
160	EXPANSE: A novel narrative serious game for the behavioral assessment of cognitive abilities. <i>PLoS ONE</i> , <b>2018</b> , 13, e0206925	3.7	8
159	Finding the Importance of Facial Features in Social Trait Perception. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 35-45	0.9	
158	Evolutionary Computation for Modelling Social Traits in Realistic Looking Synthetic Faces. <i>Complexity</i> , <b>2018</b> , 2018, 1-16	1.6	0
157	Virtual Reality as a New Approach for Risk Taking Assessment. <i>Frontiers in Psychology</i> , <b>2018</b> , 9, 2532	3.4	20
156	Intelligent Multimodal Framework for Human Assistive Robotics Based on Computer Vision Algorithms. <i>Sensors</i> , <b>2018</b> , 18,	3.8	5
155	Virtual Reality as an Emerging Methodology for Leadership Assessment and Training. <i>Frontiers in Psychology</i> , <b>2018</b> , 9, 1658	3.4	11
154	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. <i>Scientific Reports</i> , <b>2018</b> , 8, 13657	4.9	124
153	A VR-Based Serious Game to Regulate Joy in Adolescents: A Comparison of Different Devices. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2017</b> , 135-142	0.2	2

152	A combined transcranial direct current stimulation and virtual reality-based intervention on upper limb function in chronic stroke survivors with severe hemiparesis <b>2017</b> ,		2
151	A low-cost Kinect <sup>®</sup> for Windows <sup>®</sup> v2-based gait analysis system <b>2017</b> ,		1
150	Consumer Neuroscience-Based Metrics Predict Recall, Liking and Viewing Rates in Online Advertising. <i>Frontiers in Psychology</i> , <b>2017</b> , 8, 1808	3.4	38
149	A Proposal for the Selection of Eye-Tracking Metrics for the Implementation of Adaptive Gameplay in Virtual Reality Based Games. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 369-380	0.9	8
148	VR Serious Game Design Based on Embodied Cognition Theory. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 12-21	0.9	2
147	Virtual Stealth Assessment: A New Methodological Approach for Assessing Psychological Needs. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 1-11	0.9	
146	Effect of a mixed reality-based intervention on arm, hand, and finger function on chronic stroke. <i>Journal of NeuroEngineering and Rehabilitation</i> , <b>2016</b> , 13, 45	5.3	57
145	Psychological countermeasures in manned space missions: EARTH <sup>®</sup> system for the Mars-500 project. <i>Computers in Human Behavior</i> , <b>2016</b> , 55, 898-908	7.7	17
144	A game for emotional regulation in adolescents: The (body) interface device matters. <i>Computers in Human Behavior</i> , <b>2016</b> , 57, 267-273	7.7	14
143	An Internet-based program for depression using activity and physiological sensors: efficacy, expectations, satisfaction, and ease of use. <i>Neuropsychiatric Disease and Treatment</i> , <b>2016</b> , 12, 393-406	3.1	22
142	A Comparison of Physiological Signal Analysis Techniques and Classifiers for Automatic Emotional Evaluation of Audiovisual Contents. <i>Frontiers in Computational Neuroscience</i> , <b>2016</b> , 10, 74	3.5	19
141	Feasibility of a walking virtual reality system for rehabilitation: objective and subjective parameters. <i>Journal of NeuroEngineering and Rehabilitation</i> , <b>2016</b> , 13, 68	5.3	34
140	Towards a Virtual Reality- and Augmented Reality-Mediated Therapeutic Process model: a theoretical revision of clinical issues and HCI issues. <i>Theoretical Issues in Ergonomics Science</i> , <b>2015</b> , 16, 124-153	2.2	10
139	A VR-based serious game for studying emotional regulation in adolescents. <i>IEEE Computer Graphics and Applications</i> , <b>2015</b> , 35, 65-73	1.7	26
138	The authors respond. <i>Archives of Physical Medicine and Rehabilitation</i> , <b>2015</b> , 96, 1544-6	2.8	1
137	Tracking systems for virtual rehabilitation: objective performance vs. subjective experience. A practical scenario. <i>Sensors</i> , <b>2015</b> , 15, 6586-606	3.8	19
136	Improvement in balance using a virtual reality-based stepping exercise: a randomized controlled trial involving individuals with chronic stroke. <i>Clinical Rehabilitation</i> , <b>2015</b> , 29, 261-8	3.3	84
135	Treating small animal phobias using a projective-augmented reality system: A single-case study. <i>Computers in Human Behavior</i> , <b>2015</b> , 49, 343-353	7.7	18

134	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> , <b>2015</b> , 96, 418-425.e2	2.8	169
133	How the physical similarity of avatars can influence the learning of emotion regulation strategies in teenagers. <i>Computers in Human Behavior</i> , <b>2015</b> , 43, 101-111	7.7	22
132	Assessing brain activations associated with emotional regulation during virtual reality mood induction procedures. <i>Expert Systems With Applications</i> , <b>2015</b> , 42, 1699-1709	7.8	35
131	Significant point characterization in fundus images <b>2015</b> ,		1
130	Competitive active video games: Physiological and psychological responses in children and adolescents. <i>Paediatrics and Child Health</i> , <b>2015</b> , 20, 373-6	0.7	13
129	Videogame-based group therapy to improve self-awareness and social skills after traumatic brain injury. <i>Journal of NeuroEngineering and Rehabilitation</i> , <b>2015</b> , 12, 37	5.3	31
128	Augmented Reality to Training Spatial Skills. <i>Procedia Computer Science</i> , <b>2015</b> , 77, 33-39	1.6	12
127	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> , <b>2015</b> , 613-616	0.9	
126	Markerless monocular tracking system for guided external eye surgery. <i>Computerized Medical Imaging and Graphics</i> , <b>2014</b> , 38, 785-92	7.6	
125	Feature extraction for retinal vascular network classification <b>2014</b> ,		2
124	Computer-aided diagnosis software for hypertensive risk determination through fundus image processing. <i>IEEE Journal of Biomedical and Health Informatics</i> , <b>2014</b> , 18, 1757-63	7.2	6
123	Stained and infrared image registration as first step for cancer detection <b>2014</b> ,		1
122	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> , <b>2014</b> , 18, 391-8	7.2	15
121	An fMRI Study to Analyze Neural Correlates of Presence during Virtual Reality Experiences. <i>Interacting With Computers</i> , <b>2014</b> , 26, 269-284	1.6	29
120	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> , <b>2014</b> , 41, 1584-1592	7.8	54
119	Liver segmentation in MRI: A fully automatic method based on stochastic partitions. <i>Computer Methods and Programs in Biomedicine</i> , <b>2014</b> , 114, 11-28	6.9	21
118	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> , <b>2014</b> , 13,		8
117	HumanTop: a multi-object tracking tabletop. <i>Multimedia Tools and Applications</i> , <b>2014</b> , 70, 1837-1868	2.5	5

116	A functional magnetic resonance imaging assessment of small animals' phobia using virtual reality as a stimulus. <i>JMIR Serious Games</i> , <b>2014</b> , 2, e6	3.4	6
115	Using Serious Games to Train Adaptive Emotional Regulation Strategies. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 541-549	0.9	4
114	A Pilot Evaluation of a Therapeutic Game Applied to Small Animal Phobia Treatment. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 10-20	0.9	5
113	Automatic Detection of Retinal Structures Based on Mathematical Morphology <b>2014</b> , 211-232		
112	Ubiquitous monitoring and assessment of childhood obesity. <i>Personal and Ubiquitous Computing</i> , <b>2013</b> , 17, 1147-1157	2.1	6
111	Self-awareness rehabilitation through a multi-touch virtual game board after acquired brain injury <b>2013</b> ,		7
110	The therapeutic lamp: treating small-animal phobias. <i>IEEE Computer Graphics and Applications</i> , <b>2013</b> , 33, 80-6	1.7	20
109	Manipulating Virtual Objects with Your Hands: A Case Study on Applying Desktop Augmented Reality at the Primary School <b>2013</b> ,		9
108	How natural is a natural interface? An evaluation procedure based on action breakdowns. <i>Personal and Ubiquitous Computing</i> , <b>2013</b> , 17, 69-79	2.1	13
107	Using virtual reality and mood-induction procedures to test products with consumers of ceramic tiles. <i>Computers in Human Behavior</i> , <b>2013</b> , 29, 648-653	7.7	33
106	BioTrak virtual reality system: effectiveness and satisfaction analysis for balance rehabilitation in patients with brain injury. <i>Neurologia</i> , <b>2013</b> , 28, 268-75	1.4	20
105	Automatic detection of optic disc based on PCA and mathematical morphology. <i>IEEE Transactions on Medical Imaging</i> , <b>2013</b> , 32, 786-96	11.7	126
104	Design and validation of an augmented reality system for laparoscopic surgery in a real environment. <i>BioMed Research International</i> , <b>2013</b> , 2013, 758491	3	12
103	Efficacy and acceptability of an Internet platform to improve the learning of nutritional knowledge in children: the ETIOBE Mates. <i>Health Education Research</i> , <b>2013</b> , 28, 234-48	1.8	33
102	How technology influences the therapeutic process: evaluation of the patient-therapist relationship in augmented reality exposure therapy and in vivo exposure therapy. <i>Behavioural and Cognitive Psychotherapy</i> , <b>2013</b> , 41, 505-9	2.1	15
101	Validation of a low-cost virtual reality system for training street-crossing. A comparative study in healthy, neglected and non-neglected stroke individuals. <i>Neuropsychological Rehabilitation</i> , <b>2013</b> , 23, 597-618	3.1	36
100	fMRI assessment of small animals' phobia using virtual reality as stimulus <b>2013</b> ,		3
99	Artificial neural networks for predicting dorsal pressures on the foot surface while walking. <i>Expert Systems With Applications</i> , <b>2012</b> , 39, 5349-5357	7.8	21

98	Evaluation of the quality of collaboration between the client and the therapist in phobia treatments. <i>Interacting With Computers</i> , <b>2012</b> , 24, 461-471	1.6	6
97	Jaw tissues segmentation in dental 3D CT images using fuzzy-connectedness and morphological processing. <i>Computer Methods and Programs in Biomedicine</i> , <b>2012</b> , 108, 832-43	6.9	18
96	Breast prone-to-supine deformation and registration using a Time-of-Flight camera <b>2012</b> ,		7
95	Life-review therapy with computer supplements for depression in the elderly: a randomized controlled trial. <i>Aging and Mental Health</i> , <b>2012</b> , 16, 964-74	3.5	52
94	The present and future of positive technologies. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2012</b> , 15, 78-84	4.4	115
93	Use of the Wii balance board system in vestibular rehabilitation <b>2012</b> ,		2
92	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> , <b>2012</b> , 143-150	0.9	
91	Reliability and validity of TIPS wireless ECG prototypes. <i>Studies in Health Technology and Informatics</i> , <b>2012</b> , 181, 83-7	0.5	2
90	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> , <b>2012</b> , 181, 108-12	0.5	21
89	Using portable EEG devices to evaluate emotional regulation strategies during Virtual Reality exposure. <i>Studies in Health Technology and Informatics</i> , <b>2012</b> , 181, 223-7	0.5	2
88	A new 3D paradigm for metal artifact reduction in dental CT <b>2011</b> ,		4
87	An e-health platform for the elderly population: The butler system. <i>Computers and Education</i> , <b>2011</b> , 56, 275-279	9.5	29
86	Analyzing Neural Correlates of Attentional Changes during the Exposure to Virtual Environments: Application of Transcranial Doppler Monitoring. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 212-220	0.9	0
85	Metal artifact reduction in dental CT images using polar mathematical morphology. <i>Computer Methods and Programs in Biomedicine</i> , <b>2011</b> , 102, 64-74	6.9	30
84	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> , <b>2011</b> , 27, 217-227	7.7	78
83	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> , <b>2011</b> , 8, 30	5.3	187
82	BioTrak: a comprehensive overview <b>2011</b> ,		5
81	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> , <b>2011</b> , 69, 602-613	4.6	71

80	Breaks in Presence in Virtual Environments: An Analysis of Blood Flow Velocity Responses. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2011</b> , 20, 273-286	2.9	10
79	Mixing psychology and HCI in evaluation of augmented reality mental health technology <b>2011</b> ,		7
78	Improving Childhood Obesity Treatment Using New Technologies: The ETIOBE System. <i>Clinical Practice and Epidemiology in Mental Health</i> , <b>2011</b> , 7, 62-6	3.2	17
77	Analyzing the Level of Presence While Navigating in a Virtual Environment during an fMRI Scan. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 475-478	0.9	3
76	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> , <b>2011</b> , 44-51	0.9	6
75	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> , <b>2011</b> , 523-540	0.9	14
74	A User-Friendly Tool for Detecting the Stress Level in a Person's Daily Life. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 423-431	0.9	
73	Input Devices in Mental Health Applications: Steering Performance in a Virtual Reality Paths with WiiMote. <i>Lecture Notes in Computer Science</i> , <b>2011</b> , 65-72	0.9	
72	An adaptive display for the treatment of diverse trauma PTSD victims. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2010</b> , 13, 67-71	4.4	22
71	An Internet-based self-help treatment for fear of public speaking: a controlled trial. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2010</b> , 13, 407-21	4.4	84
70	Learning in serious virtual worlds: Evaluation of learning effectiveness and appeal to students in the E-Junior project. <i>Computers and Education</i> , <b>2010</b> , 55, 178-187	9.5	177
69	AR_Dehaes: An Educational Toolkit Based on Augmented Reality Technology for Learning Engineering Graphics <b>2010</b> ,		13
68	An augmented reality system validation for the treatment of cockroach phobia. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2010</b> , 13, 705-10	4.4	29
67	Brain activity and presence: a preliminary study in different immersive conditions using transcranial Doppler monitoring. <i>Virtual Reality</i> , <b>2010</b> , 14, 55-65	6	18
66	Design and validation of an augmented book for spatial abilities development in engineering students. <i>Computers and Graphics</i> , <b>2010</b> , 34, 77-91	1.8	190
65	A new visually evoked cerebral blood flow response analysis using a low-frequency estimation. <i>Ultrasound in Medicine and Biology</i> , <b>2010</b> , 36, 383-91	3.5	3
64	Contact model, fit process and, foot animation for the virtual simulator of the footwear comfort. <i>CAD Computer Aided Design</i> , <b>2010</b> , 42, 425-431	2.9	23
63	Evaluating the Usability of an Augmented Reality Based Educational Application. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 296-306	0.9	24

62	Eldergames project: An innovative mixed reality table-top solution to preserve cognitive functions in elderly people <b>2009</b> ,		24
61	A Neuroscience Approach to Virtual Reality Experience Using Transcranial Doppler Monitoring. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2009</b> , 18, 97-111	2.9	23
60	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> , <b>2009</b> , 42, 2040-6	2.9	10
59	An adaptive display to treat stress-related disorders: EMMA's World. <i>British Journal of Guidance and Counselling</i> , <b>2009</b> , 37, 347-356	0.8	36
58	The Intelligent e-Therapy system: a new paradigm for telepsychology and cybertherapy. <i>British Journal of Guidance and Counselling</i> , <b>2009</b> , 37, 287-296	0.8	19
57	An e-health system for the elderly (Butler Project): a pilot study on acceptance and satisfaction. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2009</b> , 12, 255-62		50
56	Nintendo Wii Balance board for balance disorders <b>2009</b> ,		9
55	The acceptability of an Internet-based self-help treatment for fear of public speaking. <i>British Journal of Guidance and Counselling</i> , <b>2009</b> , 37, 297-311	0.8	24
54	Positive mood induction and well being <b>2009</b> ,		1
53	A New Approach in Metal Artifact Reduction for CT 3D Reconstruction. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 11-19	0.9	4
52	Validation of Fuzzy Connectedness Segmentation for Jaw Tissues. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 41-47	0.9	1
51	Ontologies for Intelligent e-Therapy: Application to Obesity. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 894-901	0.9	1
50	Transcranial Doppler: A Tool for Augmented Cognition in Virtual Environments. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 427-436	0.9	1
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46	Telepsychology and self-help: the treatment of phobias using the internet. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2008</b> , 11, 659-64		28
45	Deformable brain atlas validation of the location of subthalamic nucleus using T1-weighted MR images of patients operated on for Parkinson's. <i>Computerized Medical Imaging and Graphics</i> , <b>2008</b> , 32, 367-78	7.6	2

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43	Virtual reality exposure in the treatment of panic disorder and agoraphobia: A controlled study. <i>Clinical Psychology and Psychotherapy</i> , <b>2007</b> , 14, 164-175	2.9	117
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35	A strategy for computer-assisted mental practice in stroke rehabilitation. <i>Neurorehabilitation and Neural Repair</i> , <b>2006</b> , 20, 503-7	4.7	54
34	Automatic segmentation of jaw tissues in CT using active appearance models and semi-automatic landmarking. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 9, 167-74	0.9	31
33	Changing Induced Moods Via Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 7-15	0.9	33
32	Using augmented reality to treat phobias. <i>IEEE Computer Graphics and Applications</i> , <b>2005</b> , 25, 31-7	1.7	83
31	ParSys: a new particle system for the introduction of on-line physical behaviour to three-dimensional synthetic objects. <i>Computers and Graphics</i> , <b>2005</b> , 29, 135-144	1.8	2
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29	Mixing realities? An application of augmented reality for the treatment of cockroach phobia. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2005</b> , 8, 162-71		80
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21	Technological background of VR. <i>Studies in Health Technology and Informatics</i> , <b>2004</b> , 99, 199-214	0.5	3
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9	Presence and Reality Judgment in Virtual Environments: A Unitary Construct?. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2000</b> , 3, 327-335		120

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7	Computer-aided periodontal disease diagnosis using computer vision. <i>Computerized Medical Imaging and Graphics</i> , <b>1999</b> , 23, 209-17	7.6	11
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