

# JosÃ©-Antonio Antonio Gil-Gómez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2372603/publications.pdf>

Version: 2024-02-01

33  
papers

1,120  
citations

623734

14  
h-index

677142

22  
g-index

33  
all docs

33  
docs citations

33  
times ranked

1385  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Effectiveness of Virtual Reality for Children and Adolescents with Autism Spectrum Disorder: An Evidence-Based Systematic Review. <i>Sensors</i> , 2018, 18, 2486.	3.8	201
3	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
4	Virtual Rehabilitation for Multiple Sclerosis Using a Kinect-Based System: Randomized Controlled Trial. <i>JMIR Serious Games</i> , 2014, 2, e12.	3.1	103
5	USEQ: A Short Questionnaire for Satisfaction Evaluation of Virtual Rehabilitation Systems. <i>Sensors</i> , 2017, 17, 1589.	3.8	77
6	Training with Computer-Supported Motor Imagery in Post-Stroke Rehabilitation. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 327-332.	2.2	42
7	Virtual Reality System for Multiple Sclerosis Rehabilitation using KINECT. , 2013, , .		35
8	A comparative study using an autostereoscopic display with augmented and virtual reality. <i>Behaviour and Information Technology</i> , 2014, 33, 646-655.	4.0	33
9	Predicting Adolescent Adjustment and Well-Being: The Interplay between Socio-Emotional and Personal Factors. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 4650.	2.6	30
10	The Effect of Balance Training on Postural Control in Patients with Parkinson's Disease Using a Virtual Rehabilitation System. <i>Methods of Information in Medicine</i> , 2017, 56, 138-144.	1.2	29
11	Virtual reality exercise intradialysis to improve physical function: A feasibility randomized trial. <i>Scandinavian Journal of Medicine and Science in Sports</i> , 2019, 29, 89-94.	2.9	28
12	Internet-Based Telehealth System for the Treatment of Agoraphobia. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 355-358.	2.2	24
13	Research model for measuring the impact of customer relationship management (CRM) on performance indicators. <i>Economic Research-Ekonomska Istrazivanja</i> , 2021, 34, 2669-2691.	4.7	24
14	A Novel Virtual Motor Rehabilitation System for Guillain-Barré Syndrome. <i>Methods of Information in Medicine</i> , 2015, 54, 127-134.	1.2	21
15	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
16	Nintendo Wii Balance board for balance disorders. , 2009, , .		12
17	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
18	Flexible learning itinerary vs. linear learning itinerary. <i>Science of Computer Programming</i> , 2014, 88, 3-21.	1.9	10

#	ARTICLE	IF	CITATIONS
19	EmoTIC: Impact of a game-based social-emotional programme on adolescents. PLoS ONE, 2021, 16, e0250384.	2.5	9
20	The Perfetti method, a novel Virtual Fine Motor Rehabilitation system for Chronic Acquired Brain Injury. , 2014, , .		9
21	eBaViR, easy balance virtual rehabilitation system: a study with patients. Studies in Health Technology and Informatics, 2010, 154, 61-6.	0.3	9
22	BioTrak: a comprehensive overview. , 2011, , .		7
23	A CBR-Based Game Recommender for Rehabilitation Videogames in Social Networks. Lecture Notes in Computer Science, 2014, , 370-377.	1.3	6
24	Use of the Wii balance board system in vestibular rehabilitation. , 2012, , .		5
25	Working Alliance and Virtual Motor Rehabilitation in Parkinson Patients. , 2014, , .		4
26	Deformable brain atlas. Computerized Medical Imaging and Graphics, 2008, 32, 367-378.	5.8	3
27	Impact of an intradialysis virtual-reality-based exercise program on healthcare resources expenditure: a micro-costing analysis. BMC Nephrology, 2022, 23, .	1.8	3
28	Activities of daily living in a virtual reality system for cognitive rehabilitation. , 2009, , .		2
29	Emotional competences and subjective well-being: The mediating role of relationship satisfaction in young Spanish adults. International Journal of Psychology, 2021, 56, 908-916.	2.8	1
30	DIASDGES: A PROJECT FOR DESIGN AND IMPLEMENT TEACHING-LEARNING ACTIVITIES FOR TRAINING IN SUSTAINABLE DEVELOPMENT GOALS (SDG) IN AN INTEGRATED WAY WITH ENGINEERING STUDIES SUBJECTS. INTED Proceedings, 2022, , .	0.0	1
31	Serious game to promote socioemotional learning and mental health (<i>emoTIC</i>): a study protocol for randomised controlled trial. BMJ Open, 2021, 11, e052491.	1.9	1
32	VR Motor Cues: Inducing user movements in virtual rehabilitation systems.. , 2009, , .		0
33	Evaluation of the sense of presence and immersion in virtual rehabilitation. , 2012, , .		0