

# Jorge Arroyo-Palacios

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2429782/publications.pdf>

Version: 2024-02-01

13  
papers

327  
citations

1163117

8  
h-index

1474206

9  
g-index

14  
all docs

14  
docs citations

14  
times ranked

383  
citing authors

#	ARTICLE	IF	CITATIONS
1	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. <i>Frontiers in Robotics and AI</i> , 2014, 1, .	3.2	174
2	Influence of Music on Anxiety Induced by Fear of Heights in Virtual Reality. <i>Frontiers in Psychology</i> , 2015, 6, 1969.	2.1	40
3	Using music as a signal for biofeedback. <i>International Journal of Psychophysiology</i> , 2014, 93, 140-149.	1.0	31
4	The Effects of Rotating the Self Out of the Body in the Full Virtual Body Ownership Illusion. <i>Perception</i> , 2014, 43, 275-294.	1.2	18
5	Characterization of Shape Differences Among ICP Pulses Predicts Outcome of External Ventricular Drainage Weaning Trial. <i>Neurocritical Care</i> , 2016, 25, 424-433.	2.4	13
6	Dancing with Physio: A Mobile Game with Physiologically Aware Virtual Humans. <i>IEEE Transactions on Affective Computing</i> , 2016, 7, 326-336.	8.3	12
7	Understanding heart rate alarm adjustment in the intensive care units through an analytical approach. <i>PLoS ONE</i> , 2017, 12, e0187855.	2.5	11
8	Exploring the use of a respiratory-computer interface for game interaction. , 2009, , .		9
9	Is the Sequence of SuperAlarm Triggers More Predictive Than Sequence of the Currently Utilized Patient Monitor Alarms?. <i>IEEE Transactions on Biomedical Engineering</i> , 2017, 64, 1023-1032.	4.2	9
10	Bio-Affective Computer Interface for Game Interaction. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2010, 2, 16-32.	1.1	7
11	[POSTER] Believable Virtual Characters for Mixed Reality. , 2017, , .		3
12	109. <i>Critical Care Medicine</i> , 2015, 43, 28-29.	0.9	0
13	Bio-Affective Computer Interface for Game Interaction. , 0, , 249-265.		0