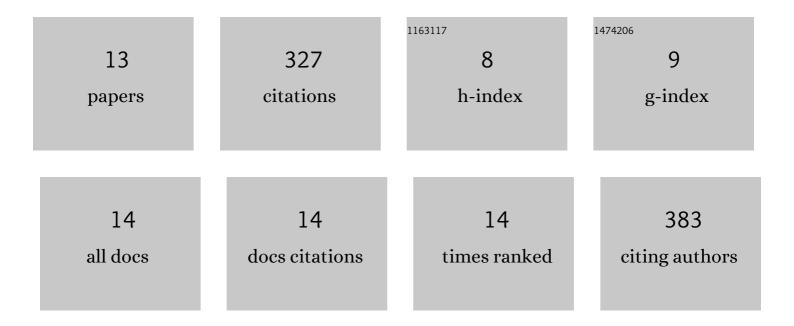
Jorge Arroyo-Palacios

List of Publications by Year in descending order

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