

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	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 AI, 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.		0