

Unai Diaz-Orueta

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2562097/publications.pdf>

Version: 2024-02-01

48
papers

727
citations

687220

13
h-index

642610

23
g-index

63
all docs

63
docs citations

63
times ranked

804
citing authors

#	ARTICLE	IF	CITATIONS
1	AULA virtual reality test as an attention measure: Convergent validity with Connersâ€™™ Continuous Performance Test. <i>Child Neuropsychology</i> , 2014, 20, 328-342.	0.8	123
2	AULAâ€™™ Advanced Virtual Reality Tool for the Assessment of Attention. <i>Journal of Attention Disorders</i> , 2016, 20, 542-568.	1.5	84
3	What Is the Key for Older People to Show Interest in Playing Digital Learning Games? Initial Qualitative Findings from the LEAGE Project on a Multicultural European Sample. <i>Games for Health Journal</i> , 2012, 1, 115-123.	1.1	48
4	Inclusion of service robots in the daily lives of frail older users: A step-by-step definition procedure on users' requirements. <i>Archives of Gerontology and Geriatrics</i> , 2018, 74, 191-196.	1.4	35
5	Marrying Past and Present Neuropsychology: Is the Future of the Process-Based Approach Technology-Based?. <i>Frontiers in Psychology</i> , 2020, 11, 361.	1.1	35
6	A Systematic Review of Sleep and Circadian Rhythms in Children with Attention Deficit Hyperactivity Disorder. <i>Journal of Attention Disorders</i> , 2022, 26, 149-224.	1.5	27
7	Cognitive Screening Instruments for Older Adults with Low Educational and Literacy Levels: A Systematic Review. <i>Journal of Applied Gerontology</i> , 2022, 41, 1222-1231.	1.0	25
8	Shaping technologies for older adults with and without dementia: Reflections on ethics and preferences. <i>Health Informatics Journal</i> , 2020, 26, 3215-3230.	1.1	20
9	Providing universally accessible interactive services through TV sets: implementation and validation with elderly users. <i>Multimedia Tools and Applications</i> , 2013, 67, 497-528.	2.6	19
10	Virtual Reality-based Assessment and Rating Scales in ADHD Diagnosis. <i>Psicologia Educativa</i> , 2018, 25, 13-22.	0.5	18
11	Cognitive characterization of adult attention deficit hyperactivity disorder by domains: a systematic review. <i>Journal of Neural Transmission</i> , 2021, 128, 893-937.	1.4	17
12	Relationship Between Personality Traits, Generativity, and Life Satisfaction in Individuals Attending University Programs for Seniors. <i>International Journal of Aging and Human Development</i> , 2018, 87, 184-200.	1.0	15
13	Role of cognitive and functional performance in the interactions between elderly people with cognitive decline and an avatar on TV. <i>Universal Access in the Information Society</i> , 2014, 13, 89-97.	2.1	14
14	AsTeRICS, a Flexible Assistive Technology Construction Set. <i>Procedia Computer Science</i> , 2012, 14, 1-9.	1.2	12
15	Efficacy of Cognitive Training Experiences in the Elderly: Can Technology Help?. <i>Lecture Notes in Computer Science</i> , 2009, , 324-333.	1.0	12
16	Rapid review of cognitive screening instruments in MCI: proposal for a process-based approach modification of overlapping tasks in select widely used instruments. <i>International Psychogeriatrics</i> , 2018, 30, 663-672.	0.6	11
17	Adapting the Research Development and Innovation (RD & I) Value Chain in Psychology to Educational Psychology Area. <i>Frontiers in Psychology</i> , 2018, 9, 1188.	1.1	11
18	Features and psychometric properties of the Montreal Cognitive Assessment: Review and proposal of a process-based approach version (MoCA-PA). <i>Applied Neuropsychology Adult</i> , 2021, 28, 658-672.	0.7	11

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19	A New Approach for Ageing at Home: The CAPTAIN System. <i>Studies in Health Technology and Informatics</i> , 2019, 264, 1704-1705.	0.2	10
20	TV as a human interface for Ambient Intelligence environments. , 2011, , .		8
21	Virtual Reality for Neuropsychological Assessment. <i>Intelligent Systems Reference Library</i> , 2014, , 233-255.	1.0	6
22	Older people's perceptions and experiences of a digital learning game. <i>Gerontechnology</i> , 2014, 13, .	0.0	6
23	Serious Games and Gamified Tools for Psychological Intervention. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2016, , 290-314.	0.1	6
24	A new tourist audio guide service for elderly people integrated in the mobile phone. , 2010, , .		5
25	â€œIsla Calmaâ€, a Novel Virtual Reality Environment for Pain and Anxiety Distraction: Report on Usability, Acceptability, and Subjective Experience. <i>Games for Health Journal</i> , 2012, 1, 353-361.	1.1	5
26	Rehabilitation Gaming. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2014, , 122-147.	0.3	5
27	User Centered Virtual Coaching for Older Adults at Home Using SMART Goal Plans and I-Change Model. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 6868.	1.2	5
28	Virtual School Environments for Neuropsychological Assessment and Training. <i>Educational Communications and Technology: Issues and Innovations</i> , 2019, , 123-157.	0.2	4
29	A TV platform to improve older people's quality of life. , 2011, , .		3
30	Health related quality of life in individuals with cognitive decline and discrepancies between patients and their proxies. <i>Archives of Gerontology and Geriatrics</i> , 2019, 85, 103914.	1.4	3
31	Advances in Neuropsychological Assessment of Attention. , 2017, , .		3
32	Rehabilitation Gaming. <i>Advances in Healthcare Information Systems and Administration Book Series</i> , 0, , 50-75.	0.2	3
33	AsTeRICS: a new flexible solution for people with motor disabilities in upper limbs and its implication for rehabilitation procedures. <i>Disability and Rehabilitation: Assistive Technology</i> , 2013, 8, 482-495.	1.3	2
34	Health Related Quality of Life and Cognitive Decline in Older Populations: Preliminary Results From NeuroDemeNPsia Study. <i>Journal of Applied Gerontology</i> , 2020, 39, 618-626.	1.0	2
35	Meeting the Needs of Diverse User Groups. , 2011, , 80-93.		2
36	Extending Exergame-Based Physical Activity for Older Adults: The e-Coaching Approach for Increased Adherence. <i>Communications in Computer and Information Science</i> , 2019, , 108-125.	0.4	2

#	ARTICLE	IF	CITATIONS
37	The Role of the Circadian System in Attention Deficit Hyperactivity Disorder. <i>Advances in Experimental Medicine and Biology</i> , 2021, 1344, 113-127.	0.8	2
38	Can cognitive and functional measures explain interactions between elderly people with different levels of cognitive decline and an avatar on TV?. , 2011, , .		1
39	56Coach Assistant via Projected and Tangible Interface (CAPTAIN): Co-production of a Radically New Human Computer Interface with Older Adults. <i>Age and Ageing</i> , 2018, 47, v13-v60.	0.7	1
40	Editorial: Psychology, Technological Innovation, and Entrepreneurship. <i>Frontiers in Psychology</i> , 2019, 10, 2232.	1.1	1
41	Ethical Implications of Technologies That "Support" Ageing with Dementia at Home. , 2013, , 161-172.		1
42	Universally accessible Task-based user interfaces. , 2010, , .		0
43	080RESOLVING THE PROCESS-BASED APPROACH TO NEUROPSYCHOLOGICAL ASSESSMENT: FOCUS ON STRATEGIES AND PERFORMANCE MECHANISMS RATHER THAN TOTAL SCORES WHEN ASSESSING OLDER ADULTS. <i>Age and Ageing</i> , 2016, 45, ii13.4-ii56.	0.7	0
44	Preferences of Healthcare Staff in the Way of Interacting with Robots Depending on Their Prior Knowledge of ICTs: Findings from Iward Project. <i>Lecture Notes in Computer Science</i> , 2009, , 282-285.	1.0	0
45	Cognitive Fitness, Assessment, and Cognitive Rehabilitation of Older Population. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2016, , 97-128.	0.3	0
46	Art, Drawing Task Processes, and Identity Awareness. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 0, , 208-228.	0.1	0
47	Cognitive Fitness, Assessment, and Cognitive Rehabilitation of Older Population. , 0, , 222-253.		0
48	Serious Games and Gamified Tools for Psychological Intervention. , 0, , 654-679.		0