

Kellyann Stamp

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2562974/publications.pdf>

Version: 2024-02-01

6
papers

19
citations

3601871

1
h-index

3185444

2
g-index

6
all docs

6
docs citations

6
times ranked

22
citing authors

#	ARTICLE	IF	CITATIONS
1	The influence of a neuroadaptive game as a distraction from pain: a fNIRS study. , 2022, , 95-116.		0
2	Forensic Analysis of Fitbit Versa: Android vs iOS. , 2021, , .		3
3	Classification of Game Demand and the Presence of Experimental Pain Using Functional Near-Infrared Spectroscopy. Frontiers in Neuroergonomics, 2021, 2, .	0.6	1
4	Computer games as distraction from PAIN: Effects of hardware and difficulty on pain tolerance and subjective IMMERSION. International Journal of Human Computer Studies, 2020, 139, 102427.	3.7	15
5	Utilization of Neurophysiological Data to Classify Player Immersion to Distract from Pain. Lecture Notes in Computer Science, 2020, , 756-774.	1.0	0
6	The Influence of Game Demand on Distraction from Experimental Pain: A fNIRS Study. Frontiers in Human Neuroscience, 0, 12, .	1.0	0