

# Alexandra SchÄttin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2586761/publications.pdf>

Version: 2024-02-01

13  
papers

422  
citations

1039880

9  
h-index

1125617

13  
g-index

16  
all docs

16  
docs citations

16  
times ranked

560  
citing authors

#	ARTICLE	IF	CITATIONS
1	Adaptations of Prefrontal Brain Activity, Executive Functions, and Gait in Healthy Elderly Following Exergame and Balance Training: A Randomized-Controlled Study. <i>Frontiers in Aging Neuroscience</i> , 2016, 8, 278.	1.7	103
2	Effects of an In-home Multicomponent Exergame Training on Physical Functions, Cognition, and Brain Volume of Older Adults: A Randomized Controlled Trial. <i>Frontiers in Medicine</i> , 2019, 6, 321.	1.2	62
3	A usability study of a multicomponent video game-based training for older adults. <i>European Review of Aging and Physical Activity</i> , 2020, 17, 3.	1.3	52
4	Trends in robot-assisted and virtual reality-assisted neuromuscular therapy: a systematic review of health-related multiplayer games. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2018, 15, 107.	2.4	49
5	Let the Bodyâ€™s Brain Games Begin: Toward Innovative Training Approaches in eSports Athletes. <i>Frontiers in Psychology</i> , 2020, 11, 138.	1.1	38
6	A Pilot Study of an In-Home Multicomponent Exergame Training for Older Adults: Feasibility, Usability and Pre-Post Evaluation. <i>Frontiers in Aging Neuroscience</i> , 2019, 11, 304.	1.7	36
7	Effects of Physical Exercise Combined with Nutritional Supplements on Aging Brain Related Structures and Functions: A Systematic Review. <i>Frontiers in Aging Neuroscience</i> , 2016, 8, 161.	1.7	26
8	Design and Evaluation of User-Centered Exergames for Patients With Multiple Sclerosis: Multilevel Usability and Feasibility Studies. <i>JMIR Serious Games</i> , 2021, 9, e22826.	1.7	14
9	Effects of exergame training combined with omega-3 fatty acids on the elderly brain: a randomized double-blind placebo-controlled trial. <i>BMC Geriatrics</i> , 2019, 19, 81.	1.1	13
10	Comparing the Impact of Heart Rate-Based In-Game Adaptations in an Exergame-Based Functional High-Intensity Interval Training on Training Intensity and Experience in Healthy Young Adults. <i>Frontiers in Psychology</i> , 2021, 12, 572877.	1.1	11
11	Physical Activity, Nutrition, Cognition, Neurophysiology, and Short-Time Synaptic Plasticity in Healthy Older Adults: A Cross-Sectional Study. <i>Frontiers in Aging Neuroscience</i> , 2018, 10, 242.	1.7	9
12	Neuroplastic Changes in Older Adults Performing Cooperative Hand Movements. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 488.	1.0	5
13	Combining Exergame Training with Omega-3 Fatty Acid Supplementation: Protocol for a Randomized Controlled Study Assessing the Effect on Neuronal Structure/Function in the Elderly Brain. <i>Frontiers in Aging Neuroscience</i> , 2016, 8, 283.	1.7	4