Pietro Cipresso

List of Publications by Year
in descending order

193 papers	5,164 citations	109137 35 h-index	123241 61 g-index
220 all docs	220 docs citations	220 times ranked	5112 citing authors

#	ARTICLE	IF	CITATIONS
1	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. Frontiers in Psychology, 2018, 9, 2086.	1.1	547
2	Why Is Facebook So Successful? Psychophysiological Measures Describe a Core Flow State While Using Facebook. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 723-731.	2.1	194
3	Egocentric and allocentric spatial reference frames in aging: A systematic review. Neuroscience and Biobehavioral Reviews, 2017, 80, 605-621.	2.9	170
4	Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. Scientific Reports, 2017, 7, 1218.	1.6	163
5	A mobile data collection platform for mental health research. Personal and Ubiquitous Computing, 2013, 17, 241-251.	1.9	120
6	Virtual reality and mobile phones in the treatment of generalized anxiety disorders: a phase-2 clinical trial. Personal and Ubiquitous Computing, 2013, 17, 253-260.	1.9	118
7	Intervention for physician burnout: A systematic review. Open Medicine (Poland), 2018, 13, 253-263.	0.6	116
8	Current State and Future Directions of Technology-Based Ecological Momentary Assessment and Intervention for Major Depressive Disorder: A Systematic Review. Journal of Clinical Medicine, 2019, 8, 465.	1.0	112
9	Experiential Virtual Scenarios With Real-Time Monitoring (Interreality) for the Management of Psychological Stress: A Block Randomized Controlled Trial. Journal of Medical Internet Research, 2014, 16, e167.	2.1	105
10	May I experience more presence in doing the same thing in virtual reality than in reality? An answer from a simulated job interview. Interacting With Computers, 2012, 24, 265-272.	1.0	101
11	Intergenerational Group Reminiscence: A Potentially Effective Intervention to Enhance Elderly Psychosocial Wellbeing and to Improve Children's Perception of Aging. Educational Gerontology, 2014, 40, 486-498.	0.7	99
12	The role of egocentric and allocentric abilities in Alzheimer's disease: A systematic review. Ageing Research Reviews, 2014, 16, 32-44.	5.0	92
13	Self-help stress management training through mobile phones: An experience with oncology nurses.. Psychological Services, 2013, 10, 315-322.	0.9	91
14	Neuroimaging the consciousness of self: Review, and conceptual-methodological framework. Neuroscience and Biobehavioral Reviews, 2020, 112, 164-212.	2.9	90
15	Is your phone so smart to affect your state? An exploratory study based on psychophysiological measures. Neurocomputing, 2012, 84, 23-30.	3.5	86
16	Assessment and rehabilitation of neglect using virtual reality: a systematic review. Frontiers in Behavioral Neuroscience, 2015, 9, 226.	1.0	86
17	Brain-Computer Interface for Clinical Purposes: Cognitive Assessment and Rehabilitation. BioMed Research International, 2017, 2017, 1-11.	0.9	83
18	The need for change: Understanding emotion regulation antecedents and consequences using ecological momentary assessment.. Emotion, 2020, 20, 30-36.	1.5	82

#	ARTICLE	IF	CITATIONS
19	Using Activity-Related Behavioural Features towards More Effective Automatic Stress Detection. PLoS ONE, 2012, 7, e43571.	1.1	77
20	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. Sensors, 2018, 18, 2343.	2.1	70
21	The effects of rTMS over the primary motor cortex: The link between action and language. Neuropsychologia, 2013, 51, 8-13.	0.7	67
22	When music â€œflowsâ€. State and trait in musical performance, composition and listening: a systematic review. Frontiers in Psychology, 2015, 6, 906.	1.1	67
23	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. Sensors, 2019, 19, 261.	2.1	67
24	Virtual multiple errands test (VMET): a virtual reality-based tool to detect early executive functions deficit in ParkinsonÃ¢â‚¬â„¢s disease. Frontiers in Behavioral Neuroscience, 2014, 8, 405.	1.0	66
25	Affect Recall Bias: Being Resilient by Distorting Reality. Cognitive Therapy and Research, 2020, 44, 906-918.	1.2	63
26	Toward a validation of cyber-interventions for stress disorders based on stress inoculation training: a systematic review. Virtual Reality, 2014, 18, 73-87.	4.1	61
27	Awe Enhances Creative Thinking: An Experimental Study. Creativity Research Journal, 2018, 30, 123-131.	1.7	56
28	Validating the Neuro VR-Based Virtual Version of the Multiple Errands Test: Preliminary Results. Presence: Teleoperators and Virtual Environments, 2012, 21, 31-42.	0.3	55
29	Is virtual reality always an effective stressors for exposure treatments? some insights from a controlled trial. BMC Psychiatry, 2013, 13, 52.	1.1	54
30	The use of P300â€•based BCIs in amyotrophic lateral sclerosis: from augmentative and alternative communication to cognitive assessment. Brain and Behavior, 2012, 2, 479-498.	1.0	53
31	Feel the Time. Time Perception as a Function of Interoceptive Processing. Frontiers in Human Neuroscience, 2018, 12, 74.	1.0	53
32	Out of body, out of space: Impaired reference frame processing in eating disorders. Psychiatry Research, 2015, 230, 732-734.	1.7	51
33	Psychophysiological signals associated with affective states. , 2010, 2010, 3563-6.		49
34	Neurorehabilitation of Spatial Memory Using Virtual Environments: A Systematic Review. Journal of Clinical Medicine, 2019, 8, 1516.	1.0	45
35	COVID Feel Goodâ€"An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. Frontiers in Psychiatry, 2020, 11, 563319.	1.3	42
36	NeuroVR 2--a free virtual reality platform for the assessment and treatment in behavioral health care. Studies in Health Technology and Informatics, 2011, 163, 493-5.	0.2	40

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37	New Technologies for the Understanding, Assessment, and Intervention of Emotion Regulation. Frontiers in Psychology, 2019, 10, 1261.	1.1	38
38	Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. Frontiers in Human Neuroscience, 2020, 14, 245.	1.0	38
39	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	3.9	37
40	Effectiveness of group reminiscence for improving wellbeing of institutionalized elderly adults: study protocol for a randomized controlled trial. Trials, 2014, 15, 408.	0.7	34
41	Picture Interpretation Test (PIT) 360Â°: An Innovative Measure of Executive Functions. Scientific Reports, 2017, 7, 16000.	1.6	34
42	Psychometric assessment and behavioral experiments using a free virtual reality platform and computational science. BMC Medical Informatics and Decision Making, 2016, 16, 37.	1.5	33
43	Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 107-114.	2.1	33
44	Break in volition: a virtual reality study in patients with obsessive-compulsive disorder. Experimental Brain Research, 2013, 229, 443-449.	0.7	32
45	Ghosts in the Machine. Interoceptive Modeling for Chronic Pain Treatment. Frontiers in Neuroscience, 2016, 10, 314.	1.4	30
46	Visual exploration patterns of human figures in action: an eye tracker study with art paintings. Frontiers in Psychology, 2015, 6, 1636.	1.1	29
47	Modeling behavior dynamics using computational psychometrics within virtual worlds. Frontiers in Psychology, 2015, 6, 1725.	1.1	29
48	The Social Appearance Anxiety Scale in Italian Adolescent Populations: Construct Validation and Group Discrimination in Community and Clinical Eating Disorders Samples. Child Psychiatry and Human Development, 2016, 47, 133-150.	1.1	28
49	An eye-tracker controlled cognitive battery: overcoming verbal-motor limitations in ALS. Journal of Neurology, 2017, 264, 1136-1145.	1.8	27
50	Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. Sensors, 2018, 18, 2469.	2.1	27
51	Efficacy of bio- and neurofeedback for depression: a meta-analysis. Psychological Medicine, 2022, 52, 201-216.	2.7	27
52	An ecological measure to screen executive functioning in MS: the Picture Interpretation Test (PIT) 360Â°. Scientific Reports, 2019, 9, 5690.	1.6	26
53	Changing Body Representation Through Full Body Ownership Illusions Might Foster Motor Rehabilitation Outcome in Patients With Stroke. Frontiers in Psychology, 2020, 11, 1962.	1.1	25
54	Spatial reorientation decline in aging: the combination of geometry and landmarks. Aging and Mental Health, 2018, 22, 1372-1383.	1.5	24

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55	Available Virtual Reality-Based Tools for Executive Functions: A Systematic Review. Frontiers in Psychology, 2022, 13, 833136.	1.1	24
56	Engaging older people in healthy and active lifestyles: a systematic review. Ageing and Society, 2016, 36, 2036-2060.	1.2	23
57	Virtual Reality as a Possible Tool for the Assessment of Self-Awareness. Frontiers in Behavioral Neuroscience, 2019, 13, 62.	1.0	22
58	The Relationship Between Personality and Neurocognition Among the American Elderly: An Epidemiologic Study. Clinical Practice and Epidemiology in Mental Health, 2017, 13, 233-245.	0.6	22
59	Assessing Unilateral Spatial Neglect using advanced technologies: The potentiality of mobile virtual reality. Technology and Health Care, 2015, 23, 795-807.	0.5	21
60	Assessing the Relationship Between Attitudinal and Perceptual Component of Body Image Disturbance Using Virtual Reality. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 679-686.	2.1	20
61	Interreality for the management and training of psychological stress: study protocol for a randomized controlled trial. Trials, 2013, 14, 191.	0.7	19
62	Neuro-Fuzzy Physiological Computing to Assess Stress Levels in Virtual Reality Therapy. Interacting With Computers, 2015, 27, 521-533.	1.0	18
63	An Immersive Motor Protocol for Frailty Rehabilitation. Frontiers in Neurology, 2019, 10, 1078.	1.1	18
64	The Potential of Pervasive Sensors and Computing for Positive Technology: The Interreality Paradigm. Smart Sensors, Measurement and Instrumentation, 2013, , 207-232.	0.4	18
65	The differential effect of normal and pathological aging on egocentric and allocentric spatial memory in navigational and reaching space. Neurological Sciences, 2020, 41, 1741-1749.	0.9	18
66	How to Create Memorizable and Strong Passwords. Journal of Medical Internet Research, 2012, 14, e10.	2.1	18
67	The combined use of Brain Computer Interface and Eye-Tracking technology for cognitive assessment in Amyotrophic Lateral Sclerosis. , 2011, , .		17
68	An eye-tracking controlled neuropsychological battery for cognitive assessment in neurological diseases. Neurological Sciences, 2017, 38, 595-603.	0.9	17
69	Positive and Transformative Technologies for Active Ageing. Studies in Health Technology and Informatics, 2016, 220, 308-15.	0.2	17
70	Virtual reality for the assessment and rehabilitation of neglect: where are we now? A 6-year review update. Virtual Reality, 2022, 26, 1663-1704.	4.1	17
71	Current state and future directions of technology-based ecological momentary assessments and interventions for major depressive disorder: protocol for a systematic review. Systematic Reviews, 2018, 7, 233.	2.5	16
72	A Virtual Reality Test for the Assessment of Cognitive Deficits: Usability and Perspectives. , 2013, , .		15

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73	Back to the Future of Quantitative Psychology and Measurement: Psychometrics in the Twenty-First Century. Frontiers in Psychology, 2017, 8, 2099.	1.1	15
74	The Arrows and Colors Cognitive Test (ACCT): A new verbal-motor free cognitive measure for executive functions in ALS. PLoS ONE, 2018, 13, e0200953.	1.1	15
75	Biased Affective Forecasting: A Potential Mechanism That Enhances Resilience and Well-Being. Frontiers in Psychology, 2020, 11, 1333.	1.1	15
76	Transcranial Magnetic Stimulation Meets Virtual Reality: The Potential of Integrating Brain Stimulation With a Simulative Technology for Food Addiction. Frontiers in Neuroscience, 2020, 14, 720.	1.4	14
77	Computational Psychometrics in Communication and Implications in Decision Making. Computational and Mathematical Methods in Medicine, 2015, 2015, 1-10.	0.7	13
78	Multilevel Behavioral Synchronization in a Joint Tower-Building Task. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 223-233.	2.6	13
79	Virtual Reality Meets Non-invasive Brain Stimulation: Integrating Two Methods for Cognitive Rehabilitation of Mild Cognitive Impairment. Frontiers in Neurology, 2020, 11, 566731.	1.1	13
80	Heart Rate Variability and Respiratory Sinus Arrhythmia Assessment of Affective States by Bivariate Autoregressive Spectral Analysis. Computing in Cardiology, 2010, 37, 145-148.	0.4	13
81	Problematic internet use as a moderator between personality dimensions and internalizing and externalizing symptoms in adolescence. Current Psychology, 2023, 42, 19419-19428.	1.7	13
82	Virtual action and real action have different impacts on comprehension of concrete verbs. Frontiers in Psychology, 2015, 6, 176.	1.1	12
83	Cognitive assessment in Amyotrophic Lateral Sclerosis by means of P300-Brain Computer Interface: a preliminary study. Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration, 2016, 17, 473-481.	1.1	12
84	Computational Psychometrics Using Psychophysiological Measures for the Assessment of Acute Mental Stress. Sensors, 2019, 19, 781.	2.1	12
85	A Computational Approach for the Assessment of Executive Functions in Patients with Obsessive–Compulsive Disorder. Journal of Clinical Medicine, 2019, 8, 1975.	1.0	12
86	The Relevance of Online Social Relationships Among the Elderly: How Using the Web Could Enhance Quality of Life?. Frontiers in Psychology, 2020, 11, 551862.	1.1	12
87	The Pursuit of Happiness Measurement: A Psychometric Model Based on Psychophysiological Correlates. Scientific World Journal, The, 2014, 2014, 1-15.	0.8	10
88	Automatic imitation of the arm kinematic profile in interacting partners. Cognitive Processing, 2015, 16, 197-201.	0.7	10
89	The Middleman Is Dead, Long Live the Middleman: The â€œTrust Factorâ€•and the Psycho-Social Implications of Blockchain. Frontiers in Blockchain, 2019, 2, .	1.6	10
90	A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1290-1300.	3.2	10

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91	Assessment of Personality Functioning in Adolescence: Development of the Adolescent Personality Structure Questionnaire. Assessment, 2022, 29, 668-685.	1.9	10
92	The effects of a mobile stress management protocol on nurses working with cancer patients: a preliminary controlled study. Studies in Health Technology and Informatics, 2012, 173, 524-8.	0.2	10
93	A system for automatic detection of momentary stress in naturalistic settings. Studies in Health Technology and Informatics, 2012, 181, 182-6.	0.2	10
94	Psychophysiological correlates of flow during daily activities. Studies in Health Technology and Informatics, 2013, 191, 65-9.	0.2	10
95	Psychometric Reliability of the NeuroVR-based virtual version of the Multiple Errands Test. , 2013, , .		9
96	Smartphone para la autogestiÃ³n del estrÃ©s psicolÃ³gico: Una evaluaciÃ³n preliminar de una aplicaciÃ³n de TecnologÃa Positiva.. Revista De Psicopatologia Y Psicologia Clinica, 2015, 19, 253.	0.1	9
97	Visual Hallucinations as Incidental Negative Effects of Virtual Reality on Parkinsonâ€™s Disease Patients: A Link with Neurodegeneration?. Parkinson's Disease, 2015, 2015, 1-6.	0.6	9
98	Psychometric modeling of the pervasive use of Facebook through psychophysiological measures: Stress or optimal experience?. Computers in Human Behavior, 2015, 49, 576-587.	5.1	9
99	How can technology help intergenerational reminiscence? A pilot study. International Journal of Web Based Communities, 2016, 12, 35.	0.2	9
100	Assessing the Emotional State of Job Applicants Through a Virtual Reality Simulation: A Psycho-Physiological Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 119-126.	0.2	9
101	Disentangling the Contribution of Spatial Reference Frames to Executive Functioning in Healthy and Pathological Aging: An Experimental Study with Virtual Reality. Sensors, 2018, 18, 1783.	2.1	9
102	Predictive Precision Medicine: Towards the Computational Challenge. , 2020, , 71-86.		9
103	Italia Ti Ascolto [Italy, I am listening]: an app-based group psychological intervention during the COVID-19 pandemic. Research in Psychotherapy: Psychopathology, Process and Outcome, 2021, 24, 517.	0.4	9
104	A Simple and Effective Way to Study Executive Functions by Using 360Â° Videos. Frontiers in Neuroscience, 2021, 15, 622095.	1.4	9
105	The ObReco-360Â°: a new ecological tool to memory assessment using 360Â° immersive technology. Virtual Reality, 2022, 26, 639-648.	4.1	9
106	The Moderating Role of Emotion Regulation in the Recall of Negative Autobiographical Memories. International Journal of Environmental Research and Public Health, 2021, 18, 7122.	1.2	9
107	The Role of Virtual Reality in Neuropsychology: The Virtual Multiple Errands Test for the Assessment of Executive Functions in Parkinsonâ€™s Disease. Intelligent Systems Reference Library, 2014, , 257-274.	1.0	9
108	Positive technology: a free mobile platform for the self-management of psychological stress. Studies in Health Technology and Informatics, 2014, 199, 25-9.	0.2	9

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109	Assessment of Unilateral Spatial Neglect Using a Free Mobile Application for Italian Clinicians. Frontiers in Psychology, 2018, 9, 2241.	1.1	8
110	EXecutive-Functions Innovative Tool (EXIT 360Â°): A Usability and User Experience Study of an Original 360Â°-Based Assessment Instrument. Sensors, 2021, 21, 5867.	2.1	8
111	Exploring Affect Recall Bias and the Impact of Mild Depressive Symptoms: An Ecological Momentary Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 208-215.	0.2	8
112	All the Faces of Research on Borderline Personality Pathology: Drawing Future Trajectories through a Network and Cluster Analysis of the Literature. Journal of Evidence-Based Psychotherapies, 2020, 20, 3-30.	0.2	8
113	Cognitive assessment of executive functions using brain computer interface and eye-tracking. EAI Endorsed Transactions on Ambient Systems, 2013, 13, e4.	0.3	8
114	Learning Island: the development of a virtual reality system for the experiential training of stress management. Studies in Health Technology and Informatics, 2012, 173, 369-71.	0.2	8
115	Brain M-Appâ€™s Structure and Usability: A New Application for Cognitive Rehabilitation at Home. Frontiers in Human Neuroscience, 0, 16, .	1.0	8
116	Smartphone Based Experience Sampling of Stress-Related Events. , 2013, , .		7
117	Advances in Computational Psychometrics. Computational and Mathematical Methods in Medicine, 2015, 2015, 1-2.	0.7	7
118	Neglect App. Usability of a new application for assessment and rehabilitation of neglect. , 2015, , .		7
119	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. International Journal of Virtual and Augmented Reality, 2018, 2, 32-47.	0.4	7
120	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. Frontiers in Psychology, 2018, 9, 2604.	1.1	7
121	Psychophysiological Specificity of Four Basic Emotions Through Autobiographical Recall and Videos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 1-8.	0.2	7
122	The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect. Advances in Medical Technologies and Clinical Practice Book Series, 2016, , 115-140.	0.3	7
123	Positive Technology for Helping People Cope with Stress. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 316-343.	0.1	7
124	Networked Flow in Creative Collaboration: A Mixed Method Study. Creativity Research Journal, 2020, 32, 41-54.	1.7	7
125	Ubiquitous health in practice: the interreality paradigm. Studies in Health Technology and Informatics, 2011, 163, 185-91.	0.2	7
126	Inter-reality in the evaluation and treatment of psychological stress disorders: the INTERSTRESS project. Studies in Health Technology and Informatics, 2012, 181, 8-11.	0.2	7

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127	NeuroVirtual 3D: A Multiplatform 3D Simulation System for Application in Psychology and Neuro-Rehabilitation. Intelligent Systems Reference Library, 2014, , 275-286.	1.0	6
128	Do not get lost in translation: The role of egocentric heading in spatial orientation. Neuroscience Letters, 2015, 602, 84-88.	1.0	6
129	Beyond Sentiment. , 2017, , 13-29.		6
130	Looking at One's Self Through Facebook Increases Mental Stress: A Computational Psychometric Analysis by Using Eye-Tracking and Psychophysiology. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 307-314.	2.1	6
131	Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. Journal of Clinical Medicine, 2020, 9, 3405.	1.0	6
132	Positive Technology. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 1-37.	0.1	6
133	Biosensors and Biofeedback in Clinical Psychology. , 2022, , 28-50.		6
134	EEG alpha asymmetry in virtual environments for the assessment of stress-related disorders. Studies in Health Technology and Informatics, 2012, 173, 102-4.	0.2	6
135	An open source mobile platform for psychophysiological self tracking. Studies in Health Technology and Informatics, 2012, 173, 136-8.	0.2	6
136	Virtual Multiple Errands Test: reliability, usability and possible applications. Studies in Health Technology and Informatics, 2013, 191, 38-42.	0.2	6
137	A mobile biosensor to detect cardiorespiratory activity for stress tracking. , 2013, , .		5
138	Reading Between the Lines: A Computational Bibliometric Analysis on Emotion Regulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 119-128.	0.2	5
139	Technological Interventions for Emotion Regulation. , 2022, , 197-218.		5
140	Real-time monitoring of behavioural parameters related to psychological stress. Studies in Health Technology and Informatics, 2012, 181, 287-91.	0.2	5
141	Contactless bio-behavioral technologies for virtual reality. Studies in Health Technology and Informatics, 2013, 191, 149-53.	0.2	5
142	Pervasive Computing Paradigms for Mental Health. Communications in Computer and Information Science, 2016, , .	0.4	4
143	Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augmented Reality. Communications in Computer and Information Science, 2016, , 99-109.	0.4	4
144	E-mental Health for Elderly: Challenges and Proposals for Sustainable Integrated Psychological Interventions in Primary Care. Frontiers in Psychology, 2017, 8, 118.	1.1	4

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145	Computational Psychometrics for Modeling System Dynamics during Stressful Disasters. Frontiers in Psychology, 2017, 8, 1401.	1.1	4
146	The Stability of Individual Well-Being in Short Windows of Time: Women's Perceptions across the Ovulatory Cycle. Frontiers in Psychology, 2017, 8, 2092.	1.1	4
147	Editorial: Parsing Psychology: Statistical and Computational Methods Using Physiological, Behavioral, Social, and Cognitive Data. Frontiers in Psychology, 2019, 10, 2694.	1.1	4
148	EXIT 360°—EXecutive-Functions Innovative Tool 360°—A Simple and Effective Way to Study Executive Functions in Parkinson's Disease by Using 360° Videos. Applied Sciences (Switzerland), 2021, 11, 6791.	1.3	4
149	Pervasive Computing Paradigms for Mental Health. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , .	0.2	4
150	Low-Cost Motion-Tracking for Computational Psychometrics Based on Virtual Reality. Lecture Notes in Computer Science, 2014, , 137-148.	1.0	4
151	The Psychology of Social Networking Vol.1. , 2015, , .		4
152	A Psychometric Tool for Evaluating Executive Functions in Parkinson's Disease. Journal of Clinical Medicine, 2022, 11, 1153.	1.0	4
153	Continuous measurement of stress levels in naturalistic settings using heart rate variability: An experience-sampling study driving a machine learning approach. Acta IMEKO (2012), 2021, 10, 239.	0.4	4
154	Computational Psychometrics Meets Hollywood: The Complexity in Emotional Storytelling. Frontiers in Psychology, 2016, 7, 1753.	1.1	3
155	Beyond Cognitive Rehabilitation: Immersive but Noninvasive Treatment for Elderly. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 263-273.	0.2	3
156	Technology-Based Ecological Momentary Assessment in Clinical Psychology. , 2022, , 106-120.		3
157	iStim. A New Portable Device for Interoceptive Stimulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 42-49.	0.2	3
158	An Emotional Perspective for Agent-Based Computational Economics. , 2009, , 181-197.		3
159	Stress Diffusion through Complex Networks. International Journal of Adaptive Resilient and Autonomic Systems, 2012, 3, 46-64.	0.3	3
160	Assessing the mental frame syncing in the elderly: a virtual reality protocol. Studies in Health Technology and Informatics, 2014, 199, 153-7.	0.2	3
161	Cognition Meets Gait: Where and How Mind and Body Weave Each Other in a Computational Psychometrics Approach in Aging. Frontiers in Aging Neuroscience, 0, 14, .	1.7	3
162	A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 19-27.	0.2	2

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163	Using an Aging Simulator Suit for Modeling Visuo-Motor Limitations of Elderly Users Interacting with a Mobile Application: Feasibility Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 24-33.	0.2	2
164	The Use of 3D Body Scanner in Medicine and Psychology: A Narrative Review. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 74-83.	0.2	2
165	An Immersive Cognitive Rehabilitation Program: A Case Study. Biosystems and Biorobotics, 2019, , 711-715.	0.2	2
166	BIO-INSPIRED ICT FOR EVOLUTIONARY EMOTIONAL INTELLIGENCE. , 2009, , .		2
167	Virtual help for real surgery: the case of awake surgery. Studies in Health Technology and Informatics, 2012, 173, 13-5.	0.2	2
168	9 Coping with Stress and Anxiety: the Role of Presence in Technology Mediated Environments. , 2014, , 139-151.		1
169	Computational Paradigms for Mental Health. Computational and Mathematical Methods in Medicine, 2017, 2017, 1-2.	0.7	1
170	Pilot study on effectiveness of a virtual game training on executive functions. , 2021, , .		1
171	Psychometric Assessment of Cardio-Respiratory Activity Using a Mobile Platform. International Journal of Handheld Computing Research, 2014, 5, 13-29.	0.4	1
172	Computerized experience-sampling approach for realtime assessment of stress. EAI Endorsed Transactions on Ambient Systems, 2013, 13, e5.	0.3	1
173	COLLEGO: An Interactive Platform for Studying Joint Action During an Ecological Collaboration Task. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 67-72.	0.2	1
174	1.056 SLEEP DESTRUCTURATION IN EARLY EXECUTIVE DYSFUNCTIONS: A VIRTUAL AND NEUROPSYCHOLOGICAL STUDY IN PARKINSON'S DISEASE. Parkinsonism and Related Disorders, 2012, 18, S23-S24.	1.1	0
175	15. Smartphone for social networking: methodological aspects. , 2015, , 217-227.		0
176	Setting-up a clinical trial: Some methodological recommendations. Anuario De Psicologia, 2017, 47, 130-139.	0.1	0
177	Anthropometry and Scan: A Computational Exploration on Measuring and Imaging. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 102-116.	0.2	0
178	Positive Technology for Helping People Cope with Stress. , 2021, , 787-814.		0
179	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. , 2021, , 866-884.		0
180	New Technologies for Improving the Psychological Treatment. , 2013, , 269-284.		0

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181	Special Issue â€œTechnology for Mental Healthâ€• EAI Endorsed Transactions on Ambient Systems, 2013, 13, e1.	0.3	0
182	Modeling the Diffusion of Psychological Stress. Advances in Healthcare Information Systems and Administration Book Series, 2014, , 178-204.	0.2	0
183	Self-managing type 2 diabetes is a unique challenge for older patients. A systematic review and thematic synthesis of barriers and facilitators. Psicologia Della Salute, 2017, , 97-120.	0.3	0
184	A â€œFirst Lookâ€•on Frailty: A Scientometric Analysis. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 15-23.	0.2	0
185	Extraversion Affects Attentive Processes of Personal Images. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 9-14.	0.2	0
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