

Alexander Stamenkovic

List of Publications by Year in descending order

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Version: 2024-02-01

13
papers

112
citations

1478505

6
h-index

1372567

10
g-index

17
all docs

17
docs citations

17
times ranked

124
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | The Use of Virtual Reality in Back Pain Rehabilitation: A Systematic Review and Meta-Analysis. <i>Journal of Pain</i> , 2022, 23, 175-195. | 1.4 | 31 |
| 2 | Trunk muscles contribute as functional groups to directionality of reaching during stance. <i>Experimental Brain Research</i> , 2016, 234, 1119-1132. | 1.5 | 22 |
| 3 | Do postural constraints affect eye, head, and arm coordination?. <i>Journal of Neurophysiology</i> , 2018, 120, 2066-2082. | 1.8 | 11 |
| 4 | Neuromuscular and physiological variables evolve independently when running immediately after cycling. <i>Journal of Electromyography and Kinesiology</i> , 2015, 25, 887-893. | 1.7 | 10 |
| 5 | Evidence for constancy in the modularity of trunk muscle activity preceding reaching: Implications for the role of preparatory postural activity.. <i>Journal of Neurophysiology</i> , 2021, 126, 1465-1477. | 1.8 | 7 |
| 6 | Fear Priming: A Method for Examining Postural Strategies Associated With Fear of Falling. <i>Frontiers in Aging Neuroscience</i> , 2020, 12, 241. | 3.4 | 6 |
| 7 | Distinguishing chronic low back pain in young adults with mild to moderate pain and disability using trunk compliance. <i>Scientific Reports</i> , 2021, 11, 7592. | 3.3 | 6 |
| 8 | Constancy of Preparatory Postural Adjustments for Reaching to Virtual Targets across Different Postural Configurations. <i>Neuroscience</i> , 2021, 455, 223-239. | 2.3 | 5 |
| 9 | Physiological cross-sectional area of the oblique head of the adductor pollicis is greater than its transverse counterpart: Implications for functional testing. <i>Muscle and Nerve</i> , 2014, 49, 405-412. | 2.2 | 3 |
| 10 | Age-related effects of increasing postural challenge on eye movement onset latencies to visual targets. <i>Experimental Brain Research</i> , 2016, 234, 1599-1609. | 1.5 | 3 |
| 11 | Effects of Avatar Perspective on Joint Excursions Used to Play Virtual Dodgeball: Within-Subject Comparative Study. <i>JMIR Serious Games</i> , 2020, 8, e18888. | 3.1 | 3 |
| 12 | A Virtual Reality Game Suite for Graded Rehabilitation in Patients With Low Back Pain and a High Fear of Movement: Within-Subject Comparative Study. <i>JMIR Serious Games</i> , 2022, 10, e32027. | 3.1 | 3 |
| 13 | Patients with chronic non-specific low back pain have altered movement coordination during functional reaching tasks. <i>Gait and Posture</i> , 2022, 91, 30-34. | 1.4 | 2 |