Stefano Triberti

List of Publications by Year in descending order

81 papers	2,264 citations	304368 22 h-index	276539 41 g-index
89 all docs	89 docs citations	89 times ranked	2639 citing authors

#	Article	IF	Citations
1	eHealth for Patient Engagement: A Systematic Review. Frontiers in Psychology, 2015, 6, 2013.	1.1	290
2	Videogames for Emotion Regulation: A Systematic Review. Games for Health Journal, 2018, 7, 85-99.	1.1	172
3	Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 127-133.	2.1	140
4	eHealth for improving quality of life in breast cancer patients: A systematic review. Cancer Treatment Reviews, 2019, 74, 1-14.	3.4	131
5	Psychological Factors Influencing the Effectiveness of Virtual Realityâ€“Based Analgesia: A Systematic Review. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 335-345.	2.1	125
6	User-Centered Virtual Reality for Promoting Relaxation: An Innovative Approach. Frontiers in Psychology, 2019, 10, 479.	1.1	65
7	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
8	What matters is when you play: Investigating the relationship between online video games addiction and time spent playing over specific day phases. Addictive Behaviors Reports, 2018, 8, 185-188.	1.0	59
9	Is virtual reality always an effective stressors for exposure treatments? some insights from a controlled trial. BMC Psychiatry, 2013, 13, 52.	1.1	54
10	Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies. Frontiers in Psychology, 2017, 8, 1773.	1.1	51
11	The quest for engaging AmI: Patient engagement and experience design tools to promote effective assisted living. Journal of Biomedical Informatics, 2016, 63, 150-156.	2.5	46
12	Social distancing is the right thing to do: Dark Triad behavioral correlates in the COVID-19 quarantine. Personality and Individual Differences, 2021, 170, 110453.	1.6	46
13	Patient Engagement A Consumer-Centered Model to Innovate Healthcare. , 2015, , .		45
14	A P5 Approach to m-Health: Design Suggestions for Advanced Mobile Health Technology. Frontiers in Psychology, 2018, 9, 2066.	1.1	42
15	A â€œThird Wheelâ€•Effect in Health Decision Making Involving Artificial Entities: A Psychological Perspective. Frontiers in Public Health, 2020, 8, 117.	1.3	39
16	The Efficacy of Psychological Intervention on Body Image in Breast Cancer Patients and Survivors: A Systematic-Review and Meta-Analysis. Frontiers in Psychology, 2021, 12, 611954.	1.1	39
17	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	3.9	37
18	Being Present in Action: A Theoretical Model About the â€œInterlockingâ€•Between Intentions and Environmental Affordances. Frontiers in Psychology, 2015, 6, 2052.	1.1	36

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19	Changing Avatars, Changing Selves? The Influence of Social and Contextual Expectations on Digital Rendition of Identity. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 501-507.	2.1	36
20	Patient empowerment for cancer patients through a novel ICT infrastructure. Journal of Biomedical Informatics, 2020, 101, 103342.	2.5	35
21	Presence-Inducing Media for Mental Health Applications. , 2015, , 283-332.		33
22	Exploration of virtual body-representation in adolescence: the role of age and sex in avatar customization. SpringerPlus, 2016, 5, 740.	1.2	30
23	Moral positioning in video games and its relation with dispositional traits: The emergence of a social dimension. Computers in Human Behavior, 2015, 50, 1-8.	5.1	26
24	Enabling eHealth as a Pathway for Patient Engagement: a Toolkit for Medical Practice. Studies in Health Technology and Informatics, 2014, 199, 13-21.	0.2	26
25	The Impact of Unsupportive Social Support on the Injured Self in Breast Cancer Patients. Frontiers in Psychology, 2021, 12, 722211.	1.1	23
26	Bridging Museum Mission to Visitorsâ€™ Experience: Activity, Meanings, Interactions, Technology. Frontiers in Psychology, 2019, 10, 2092.	1.1	22
27	Cancer patientsâ€™ participation and commitment to psychological interventions: a scoping review. Psychology and Health, 2022, 37, 1022-1055.	1.2	21
28	Injured Self: Autobiographical Memory, Self-Concept, and Mental Health Risk in Breast Cancer Survivors. Frontiers in Psychology, 2020, 11, 607514.	1.1	21
29	Serious Games as Positive Technologies for Individual and Group Flourishing. Studies in Computational Intelligence, 2014, , 221-244.	0.7	20
30	A 6-Month Follow-Up Study on Worry and Its Impact on Well-Being During the First Wave of COVID-19 Pandemic in an Italian Sample. Frontiers in Psychology, 2021, 12, 703214.	1.1	20
31	Mixed Reality for Cross-Cultural Integration: Using Positive Technology to Share Experiences and Promote Communication. Frontiers in Psychology, 2018, 9, 1223.	1.1	19
32	The use of immersive 360Â° videos for foreign language learning: a study on usage and efficacy among high-school students. Interactive Learning Environments, 2023, 31, 1906-1921.	4.4	19
33	Team Formation for Human-Artificial Intelligence Collaboration in the Workplace: A Goal Programming Model to Foster Organizational Change. IEEE Transactions on Engineering Management, 2023, 70, 1966-1976.	2.4	19
34	In the eye of a quiet storm: A critical incident study on the quarantine experience during the coronavirus pandemic. PLoS ONE, 2021, 16, e0247121.	1.1	19
35	Unconscious goal pursuit primes attitudes towards technology usage: A virtual reality experiment. Computers in Human Behavior, 2016, 64, 163-172.	5.1	18
36	The Motivation Journey: A Grounded Theory Study on Female Cancer Survivorsâ€™ Experience of a Psychological Intervention for Quality of Life. International Journal of Environmental Research and Public Health, 2021, 18, 950.	1.2	18

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37	Avatars and the Disease: Digital Customization as a Resource for Self-Perception Assessment in Breast Cancer Patients. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 558-564.	2.1	17
38	Positive and Transformative Technologies for Active Ageing. Studies in Health Technology and Informatics, 2016, 220, 308-15.	0.2	17
39	How to Train Your Health: Sports as a Resource to Improve Cognitive Abilities in Cancer Patients. Frontiers in Psychology, 2019, 10, 2096.	1.1	16
40	A Scoping Review of Flow Research. Frontiers in Psychology, 2022, 13, 815665.	1.1	16
41	Do You Transfer Your Skills? From Sports to Health Management in Cancer Patients. Frontiers in Psychology, 2020, 11, 546.	1.1	15
42	Cognitive Biases in Chronic Illness and Their Impact on Patients' Commitment. Frontiers in Psychology, 2020, 11, 579455.	1.1	15
43	A â€œP5â€•Approach to Healthcare and Health Technology. , 2020, , 3-17.		13
44	Psychological Benefits of a Sport-Based Program for Female Cancer Survivors: The Role of Social Connections. Frontiers in Psychology, 2021, 12, 751077.	1.1	13
45	User engagement. , 2018, , 271-289.		12
46	â€œYou do not get cancer by chanceâ€• Communicating the role of environmental causes in cancer diseases and the risk of a â€œguilt rhetoricâ€• Psycho-Oncology, 2019, 28, 2422-2424.	1.0	11
47	Is Explanation a Marketing Problem? The Quest for Trust in Artificial Intelligence and Two Conflicting Solutions. Public Health Genomics, 2020, 23, 2-5.	0.6	11
48	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
49	Comparison of relaxation techniques in virtual reality for breast cancer patients. , 2019, , .		9
50	Propelling Health Care into the Twenties. Biomedicine Hub, 2020, 5, 1-53.	0.4	9
51	Flowing Technologies: The Role of Flow and Related Constructs in Human-Computer Interaction. , 2021, , 393-416.		9
52	Healthy Avatars, Healthy People. Advances in Medical Diagnosis, Treatment, and Care, 2017, , 247-275.	0.1	9
53	Engaging Users to Design Positive Technologies for Patient Engagement: the Perfect Interaction Model. , 2015, , 56-65.		8
54	Validation of the Italian Version of the Brief Emotional Intelligence Scale (BEIS-10). Psychological Reports, 2020, 124, 003329412095977.	0.9	8

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55	Augmenting Surgery: Medical Studentsâ€™ Assessment and Ergonomics of 3D Holograms vs. CT Scans for Pre-Operative Planning. EAI Endorsed Transactions on Pervasive Health and Technology, 2021, 7, 167844.	0.7	8
56	New Technologies as Opportunities for Flow Experience: A Framework for the Analysis. , 2016, , 249-263.		7
57	The selfâ€™s choice: Priming attentional focus on bodily self promotes loss frequency bias. Current Psychology, 2023, 42, 378-389.	1.7	7
58	Towards Adaptive Ambient In-Vehicle Displays and Interactions: Insights and Design Guidelines from the 2015 AutomotiveUI Dedicated Workshop. Human-computer Interaction Series, 2017, , 325-348.	0.4	7
59	Ageing Positively with Digital Games. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 148-155.	0.2	7
60	Giving (Back) a Role to Patients in the Delivery of Healthcare Services: Theoretical Roots of Patient Engagement. , 2015, , 13-26.		7
61	Positive Technology for Enhancing the Patient Engagement Experiences. , 2015, , .		6
62	Virtual Reality as a Potential Tool to Face Frailty Challenges. Frontiers in Psychology, 2017, 8, 1541.	1.1	6
63	On Social Presence. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 20-41.	0.2	6
64	Positive Technology for Healthy Living and Active Ageing. Studies in Health Technology and Informatics, 2014, 203, 44-56.	0.2	6
65	Artificial Intelligence in Healthcare Practice: How to Tackle the â€œHumanâ€•Challenge. Intelligent Systems Reference Library, 2022, , 43-60.	1.0	5
66	Editorial: On the â€œHumanâ€•in Human-Artificial Intelligence Interaction. Frontiers in Psychology, 2021, 12, 808995.	1.1	5
67	Press to grasp: how action dynamics shape object categorization. Experimental Brain Research, 2016, 234, 799-806.	0.7	4
68	This Drives Me Nuts!. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 266-289.	0.1	4
69	User-Centered Design Approaches and Methods for P5 eHealth. , 2020, , 155-171.		4
70	Parental Attitudes toward Videogames at School. Computers in the Schools, 2019, 36, 188-204.	0.4	2
71	Behind a Digital Mask: Usersâ€™ Subjective Experience of Animated Characters and Its Effect on Source Credibility. Interacting With Computers, 2021, 33, 499-510.	1.0	2
72	Evaluating Patient Engagement and User Experience of a Positive Technology Intervention: The H-CIM Case. , 2015, , .		1

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73	The ActiveAgeing Mobile App for Diabetes Self-management: First Adherence Data and Analysis of Patientsâ€™ in-App Notes. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 129-138.	0.2	1
74	This Drives Me Nuts!. , 0, , 271-294.		1
75	No Man Is a Monkey Island: Individual Characteristics Associated with Gamersâ€™ Preferences for Single or Multiplayer Games. Lecture Notes in Computer Science, 2016, , 342-347.	1.0	1
76	Avatars for Clinical Assessment. Advances in Psychology, Mental Health, and Behavioral Studies, 2020, , 313-341.	0.1	1
77	How to make big decisions: A cross-sectional study on the decision making process in life choices. Current Psychology, 0, , 1.	1.7	1
78	Personality Traits and Cardiotoxicity Arising From Cancer Treatments: An Hypothesized Relationship. Frontiers in Psychology, 2021, 12, 546636.	1.1	0
79	Healthy Avatars, Healthy People. , 0, , 1147-1168.		0
80	Healthy Avatars, Healthy People. , 0, , 1451-1472.		0
81	Being in an Avatar: Action and Embodiment in a Digital Me. Studies in Health Technology and Informatics, 2015, 219, 107-11.	0.2	0