

Beatrix Vereijken

List of Publications by Year in descending order

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Version: 2024-02-01

75
papers

3,505
citations

185998

28
h-index

149479

56
g-index

79
all docs

79
docs citations

79
times ranked

3705
citing authors

#	ARTICLE	IF	CITATIONS
1	Free(z)ing Degrees of Freedom in Skill Acquisition. <i>Journal of Motor Behavior</i> , 1992, 24, 133-142.	0.5	442
2	What Changes in Infant Walking and Why. <i>Child Development</i> , 2003, 74, 475-497.	1.7	275
3	Exercise and rehabilitation delivered through exergames in older adults: An integrative review of technologies, safety and efficacy. <i>International Journal of Medical Informatics</i> , 2016, 85, 1-16.	1.6	250
4	Interaction-dominant dynamics in human cognition: Beyond 1/√f fluctuation.. <i>Journal of Experimental Psychology: General</i> , 2010, 139, 436-463.	1.5	249
5	Learning to Crawl. <i>Child Development</i> , 1998, 69, 1299.	1.7	178
6	Physical activity monitoring by use of accelerometer-based body-worn sensors in older adults: A systematic literature review of current knowledge and applications. <i>Maturitas</i> , 2012, 71, 13-19.	1.0	164
7	Mobile Health Applications to Promote Active and Healthy Ageing. <i>Sensors</i> , 2017, 17, 622.	2.1	151
8	Measuring Physical Fitness in Children Who Are 5 to 12 Years Old With a Test Battery That Is Functional and Easy to Administer. <i>Physical Therapy</i> , 2011, 91, 1087-1095.	1.1	90
9	The Complexity of Childhood Development: Variability in Perspective. <i>Physical Therapy</i> , 2010, 90, 1850-1859.	1.1	88
10	The effect of rate of force development on maximal force production: acute and training-related aspects. <i>European Journal of Applied Physiology</i> , 2007, 99, 605-613.	1.2	78
11	Posture and the emergence of manual skills. <i>Developmental Science</i> , 2000, 3, 216-233.	1.3	73
12	A Roadmap to Inform Development, Validation and Approval of Digital Mobility Outcomes: The Mobilise-D Approach. <i>Digital Biomarkers</i> , 2021, 4, 13-27.	2.2	73
13	Usability and acceptability of balance exergames in older adults: A scoping review. <i>Health Informatics Journal</i> , 2016, 22, 911-931.	1.1	71
14	Change in action: how infants learn to walk down slopes. <i>Developmental Science</i> , 2009, 12, 888-902.	1.3	69
15	Multifractal formalisms of human behavior. <i>Human Movement Science</i> , 2013, 32, 633-651.	0.6	62
16	Predicting Trajectories of Functional Decline in 60- to 70-Year-Old People. <i>Gerontology</i> , 2018, 64, 212-221.	1.4	60
17	Walking on common ground: a cross-disciplinary scoping review on the clinical utility of digital mobility outcomes. <i>Npj Digital Medicine</i> , 2021, 4, 149.	5.7	54
18	Training infant treadmill stepping: The role of individual pattern stability. , 1997, 30, 89-102.		52

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19	Relationship between neuromuscular body functions and upper extremity activity in children with cerebral palsy. <i>Developmental Medicine and Child Neurology</i> , 2010, 52, e29-34.	1.1	49
20	Performance-based clinical tests of balance and muscle strength used in young seniors: a systematic literature review. <i>BMC Geriatrics</i> , 2019, 19, 9.	1.1	47
21	Assessing Motivational Differences Between Young and Older Adults When Playing an Exergame. <i>Games for Health Journal</i> , 2020, 9, 24-30.	1.1	39
22	Altered vision destabilizes gait in older persons. <i>Gait and Posture</i> , 2009, 30, 233-238.	0.6	38
23	Phase-dependent changes in local dynamic stability of human gait. <i>Journal of Biomechanics</i> , 2012, 45, 2208-2214.	0.9	38
24	Changes in agonist EMG activation level during MVC cannot explain early strength improvement. <i>European Journal of Applied Physiology</i> , 2005, 94, 593-601.	1.2	36
25	Perceiving affordances for different motor skills. <i>Experimental Brain Research</i> , 2013, 225, 309-319.	0.7	35
26	Designing for Movement Quality in Exergames: Lessons Learned from Observing Senior Citizens Playing Stepping Games. <i>Gerontology</i> , 2015, 61, 186-194.	1.4	35
27	Protocol for the PreventIT feasibility randomised controlled trial of a lifestyle-integrated exercise intervention in young older adults. <i>BMJ Open</i> , 2019, 9, e023526.	0.8	34
28	App-based Self-administrable Clinical Tests of Physical Function: Development and Usability Study. <i>JMIR MHealth and UHealth</i> , 2020, 8, e16507.	1.8	33
29	The Adapted Lifestyle-Integrated Functional Exercise Program for Preventing Functional Decline in Young Seniors: Development and Initial Evaluation. <i>Gerontology</i> , 2019, 65, 362-374.	1.4	32
30	The influence of center-of-mass movements on the variation in the structure of human postural sway. <i>Journal of Biomechanics</i> , 2013, 46, 484-490.	0.9	31
31	Improved Prediction of Falls in Community-Dwelling Older Adults Through Phase-Dependent Entropy of Daily-Life Walking. <i>Frontiers in Aging Neuroscience</i> , 2018, 10, 44.	1.7	30
32	Concurrent validity and reliability of the Community Balance and Mobility scale in young-older adults. <i>BMC Geriatrics</i> , 2018, 18, 156.	1.1	30
33	Exergaming in Older Adults: Movement Characteristics While Playing Stepping Games. <i>Frontiers in Psychology</i> , 2016, 7, 964.	1.1	29
34	Walking-related digital mobility outcomes as clinical trial endpoint measures: protocol for a scoping review. <i>BMJ Open</i> , 2020, 10, e038704.	0.8	29
35	Older adults have unstable gait kinematics during weight transfer. <i>Journal of Biomechanics</i> , 2012, 45, 1559-1565.	0.9	28
36	Effectiveness of resistance training in combination with botulinum toxin-A on hand and arm use in children with cerebral palsy: a pre-post intervention study. <i>BMC Pediatrics</i> , 2012, 12, 91.	0.7	28

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37	A Physical Activity Reference Data-Set Recorded from Older Adults Using Body-Worn Inertial Sensors and Video Technologyâ€”The ADAPT Study Data-Set. <i>Sensors</i> , 2017, 17, 559.	2.1	28
38	Use it or lose it? Effects of age, experience, and disuse on crawling. <i>Developmental Psychobiology</i> , 2019, 61, 29-42.	0.9	26
39	Effects of Body Position on Slide Boarding Performance by Cross-Country Skiers. <i>Medicine and Science in Sports and Exercise</i> , 2006, 38, 1462-1469.	0.2	24
40	Exergames Inherently Contain Cognitive Elements as Indicated by Cortical Processing. <i>Frontiers in Behavioral Neuroscience</i> , 2018, 12, 102.	1.0	24
41	Development of a clinical prediction model for the onset of functional decline in people aged 65â€”75 years: pooled analysis of four European cohort studies. <i>BMC Geriatrics</i> , 2019, 19, 179.	1.1	24
42	Early independent walking: A longitudinal study of load perturbation effects. <i>Developmental Psychobiology</i> , 2009, 51, 374-383.	0.9	20
43	Assessing seniors' user experience (UX) of exergames for balance training. , 2014, , .		20
44	Comparison of a Deep Learning-Based Pose Estimation System to Marker-Based and Kinect Systems in Exergaming for Balance Training. <i>Sensors</i> , 2020, 20, 6940.	2.1	20
45	Multiple Days of Monitoring Are Needed to Obtain a Reliable Estimate of Physical Activity in Hip-Fracture Patients. <i>Journal of Aging and Physical Activity</i> , 2014, 22, 173-177.	0.5	18
46	Complexity of Daily Physical Activity Is More Sensitive Than Conventional Metrics to Assess Functional Change in Younger Older Adults. <i>Sensors</i> , 2018, 18, 2032.	2.1	18
47	Transfer of Motor Learning Is More Pronounced in Proximal Compared to Distal Effectors in Upper Extremities. <i>Frontiers in Psychology</i> , 2017, 8, 1530.	1.1	15
48	Predicting Advanced Balance Ability and Mobility with an Instrumented Timed Up and Go Test. <i>Sensors</i> , 2020, 20, 4987.	2.1	15
49	Identifying Multiplicative Interactions Between Temporal Scales of Human Movement Variability. <i>Annals of Biomedical Engineering</i> , 2013, 41, 1635-1645.	1.3	14
50	Involuntary and voluntary muscle activation in children with unilateral cerebral palsy â€” Relationship to upper limb activity. <i>European Journal of Paediatric Neurology</i> , 2013, 17, 274-279.	0.7	13
51	Experiences of Stroke Survivors and Clinicians With a Fully Immersive Virtual Reality Treadmill Exergame for Stroke Rehabilitation: A Qualitative Pilot Study. <i>Frontiers in Aging Neuroscience</i> , 2021, 13, 735251.	1.7	13
52	Detection of co-regulation of local structure and magnitude of stride time variability using a new local detrended fluctuation analysis. <i>Gait and Posture</i> , 2014, 39, 466-471.	0.6	12
53	Digital Technology to Deliver a Lifestyle-Integrated Exercise Intervention in Young Seniorsâ€”The PreventIT Feasibility Randomized Controlled Trial. <i>Frontiers in Digital Health</i> , 2020, 2, 10.	1.5	12
54	The Effect of Increased Gait Speed on Asymmetry and Variability in Children With Cerebral Palsy. <i>Frontiers in Neurology</i> , 2019, 10, 1399.	1.1	12

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55	Effects of Age, Task, and Frequency on Variability of Finger Tapping. Perceptual and Motor Skills, 2011, 113, 647-661.	0.6	11
56	Creating and Validating a Shortened Version of the Community Balance and Mobility Scale for Application in People Who Are 61 to 70 Years of Age. Physical Therapy, 2020, 100, 180-191.	1.1	11
57	Changing patterns of interlimb coordination from supported to independent walking. , 1996, 19, 797.		8
58	Coping with asymmetry: How infants and adults walk with one elongated leg. , 2014, 37, 305-314.		8
59	Developing the FARSEEING Taxonomy of Technologies: Classification and description of technology use (including ICT) in falls prevention studies. Journal of Biomedical Informatics, 2016, 61, 132-140.	2.5	7
60	The association of basic and challenging motor capacity with mobility performance and falls in young seniors. Archives of Gerontology and Geriatrics, 2020, 90, 104134.	1.4	5
61	The nature of support in supported walking. , 1998, 21, 737.		4
62	Design and Development of an Inertial Sensor Based Exergame for Recovery-Step Training. , 2014, , .		3
63	Balance Training in Older Adults Using Exergames: Game Speed and Cognitive Elements Affect How Seniors Play. Frontiers in Sports and Active Living, 2020, 2, 54.	0.9	3
64	Putting Temperature into the Equation: Development and Validation of Algorithms to Distinguish Non-Wearing from Inactivity and Sleep in Wearable Sensors. Sensors, 2022, 22, 1117.	2.1	3
65	Laterality probabilities fluctuate during ontogenetic development. Behavioral and Brain Sciences, 2003, 26, .	0.4	2
66	The Potential for Technology to Enhance Physical Activity Among Older People. , 2018, , 713-731.		2
67	Sensitivity to Change and Responsiveness of the Original and the Shortened Version of the Community Balance & Mobility Scale for Young Seniors. Archives of Physical Medicine and Rehabilitation, 2021, 102, 2102-2108.	0.5	2
68	Assessment of Machine Learning Models for Classification of Movement Patterns During a Weight-Shifting Exergame. IEEE Transactions on Human-Machine Systems, 2021, 51, 242-252.	2.5	2
69	An Exergame Concept for Improving Balance in Elderly People. Communications in Computer and Information Science, 2015, , 55-67.	0.4	2
70	A dynamic systems approach to the development of cognition and action. Acta Psychologica, 1996, 94, 107-110.	0.7	1
71	Esther Thelen. Infancy, 2005, 7, 1-4.	0.9	1
72	Observation-based descriptions of social status in the pre-€school. Early Child Development and Care, 2010, 180, 1231-1241.	0.7	1

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73	Twelve Ways to Reach for a Star: Player Movement Strategies in a Whole-Body Exergame. , 2019, , .		1
74	“The assumption of separate senses” Pervasive? Perhaps “ Persuasive? Hardly!. Behavioral and Brain Sciences, 2001, 24, 242-243.	0.4	0
75	The effect of gait speed on vertical force in late stance in children and adolescents with cerebral palsy. Gait and Posture, 2014, 39, S129.	0.6	0