

Hã©lã"ne Sauzã©on

List of Publications by Year in descending order

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61
papers

1,406
citations

331670

21
h-index

377865

34
g-index

70
all docs

70
docs citations

70
times ranked

1433
citing authors

#	ARTICLE	IF	CITATIONS
1	Toward truly accessible MOOCs for persons with cognitive impairments: a field study. <i>Human-Computer Interaction</i> , 2023, 38, 352-373.	4.4	1
2	Pilot study of an intervention based on an intelligent tutoring system (ITS) for instructing mathematical skills of students with ASD and/or ID. <i>Education and Information Technologies</i> , 2023, 28, 9325-9354.	5.7	3
3	Fostering parents-professional collaboration for facilitating the school inclusion of students with ASD: design of the "ToGather" web-based prototype. <i>Educational Technology Research and Development</i> , 2022, 70, 231-262.	2.8	3
4	Evaluation of a smart home platform for adults with Down syndrome. <i>Assistive Technology</i> , 2022, , .	2.0	4
5	Effectiveness of an Ambient Assisted Living (HomeAssist) Platform for Supporting Aging in Place of Older Adults With Frailty: Protocol for a Quasi-Experimental Study. <i>JMIR Research Protocols</i> , 2022, 11, e33351.	1.0	2
6	Designing accessible MOOCs to expand educational opportunities for persons with cognitive impairments. <i>Behaviour and Information Technology</i> , 2021, 40, 1101-1119.	4.0	8
7	Falls Detection and Prevention Systems in Home Care for Older Adults: Myth or Reality?. <i>JMIR Aging</i> , 2021, 4, e29744.	3.0	9
8	Acceptability of notifications delivered to older adults by technology-based assisted living services. <i>Universal Access in the Information Society</i> , 2020, 19, 675-683.	3.0	3
9	Role of cognitive resources on everyday functioning among oldest-old physically frail. <i>Aging Clinical and Experimental Research</i> , 2020, 32, 2021-2029.	2.9	4
10	Pedagogical Agents for Fostering Question-Asking Skills in Children. , 2020, , .		21
11	Effects of an assisted living platform amongst frail older adults and their caregivers: 6 months vs. 9 months follow-up across a pilot field study. <i>Gerontechnology</i> , 2020, 19, 16-27.	0.1	4
12	Active Navigation in Virtual Environments Benefits Spatial Memory in Older Adults. <i>Brain Sciences</i> , 2019, 9, 47.	2.3	27
13	Accessibility of Immersive Serious Games for Persons with Cognitive Disabilities. , 2019, , .		2
14	Cognitive Mediators of School-Related Socio-Adaptive Behaviors in ASD and Intellectual Disability Pre- and Adolescents: A Pilot-Study in French Special Education Classrooms. <i>Brain Sciences</i> , 2019, 9, 334.	2.3	3
15	Online e-learning and cognitive disabilities: A systematic review. <i>Computers and Education</i> , 2019, 130, 152-167.	8.3	90
16	An emotion regulation app for school inclusion of children with ASD: Design principles and evaluation. <i>Computers and Education</i> , 2019, 131, 1-21.	8.3	25
17	Effectiveness and usability of technology-based interventions for children and adolescents with ASD: A systematic review of reliability, consistency, generalization and durability related to the effects of intervention. <i>Computers in Human Behavior</i> , 2019, 93, 235-251.	8.5	25
18	Wayfinding in a virtual environment and Down syndrome: The impact of navigational aids.. <i>Neuropsychology</i> , 2019, 33, 1045-1056.	1.3	10

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19	Towards context-aware assistive applications for aging in place via real-life-proof activity detection. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2018, 10, 445-459.	1.4	10
20	Fostering Health Education With a Serious Game in Children With Asthma: Pilot Studies for Assessing Learning Efficacy and Automatized Learning Personalization. <i>Frontiers in Education</i> , 2018, 3, .	2.1	5
21	Tablet Apps to Support First School Inclusion of Children With Autism Spectrum Disorders (ASD) in Mainstream Classrooms: A Pilot Study. <i>Frontiers in Psychology</i> , 2018, 9, 2020.	2.1	21
22	Towards Truly Accessible MOOCs for Persons with Cognitive Disabilities: Design and Field Assessment. <i>Lecture Notes in Computer Science</i> , 2018, , 146-153.	1.3	4
23	Are visual cues helpful for virtual spatial navigation and spatial memory in patients with mild cognitive impairment or Alzheimerâ€™s disease?. <i>Neuropsychology</i> , 2018, 32, 385-400.	1.3	30
24	Analysis of how people with intellectual disabilities organize information using computerized guidance. <i>Disability and Rehabilitation: Assistive Technology</i> , 2017, 12, 290-299.	2.2	2
25	The contribution of virtual reality to the diagnosis of spatial navigation disorders and to the study of the role of navigational aids: A systematic literature review. <i>Annals of Physical and Rehabilitation Medicine</i> , 2017, 60, 164-176.	2.3	98
26	Designing an accessible and engaging email application for aging in place. , 2017, , .		7
27	Everyday Functioning Benefits from an Assisted Living Platform amongst Frail Older Adults and Their Caregivers. <i>Frontiers in Aging Neuroscience</i> , 2017, 9, 302.	3.4	23
28	P2â€™87: Daily Routine Monitoring in Older Adults through a Lightweight Sensor, Nonâ€™Intrusive Infrastructure. <i>Alzheimer's and Dementia</i> , 2016, 12, P793.	0.8	0
29	Tablet-Based Activity Schedule in Mainstream Environment for Children with Autism and Children with ID. <i>ACM Transactions on Accessible Computing</i> , 2016, 8, 1-26.	2.4	16
30	Age and active navigation effects on episodic memory: A virtual reality study. <i>British Journal of Psychology</i> , 2016, 107, 72-94.	2.3	39
31	Self determination-based design to achieve acceptance of assisted living technologies for older adults. <i>Computers in Human Behavior</i> , 2016, 65, 508-521.	8.5	50
32	Everydayâ€™like memory for objects in ageing and Alzheimer's disease assessed in a visually complex environment: The role of executive functioning and episodic memory. <i>Journal of Neuropsychology</i> , 2016, 10, 33-58.	1.4	27
33	Age-Related Differences and Cognitive Correlates of Self-Reported and Direct Navigation Performance: The Effect of Real and Virtual Test Conditions Manipulation. <i>Frontiers in Psychology</i> , 2015, 6, 2034.	2.1	47
34	A Unifying Notification System To Scale Up Assistive Services. , 2015, , .		13
35	Tablet-based activity schedule for children with autism in mainstream environment. , 2014, , .		16
36	Influence of body-centered information on the transfer of spatial learning from a virtual to a real environment. <i>Journal of Cognitive Psychology</i> , 2014, 26, 906-918.	0.9	18

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37	Verification of daily activities of older adults. , 2014, , .		27
38	Everyday-like memory and its cognitive correlates in healthy older adults and in young patients with traumatic brain injury: a pilot study based on virtual reality. Disability and Rehabilitation: Assistive Technology, 2014, 9, 463-473.	2.2	12
39	Do patients with traumatic brain injury learn a route in the same way in real and virtual environments?. Disability and Rehabilitation, 2013, 35, 1371-1379.	1.8	26
40	Age-Related Differences According to the Associative Deficit and the Environmental Support Hypotheses: An Application of the Formal Charm Associative Memory Model. Experimental Aging Research, 2013, 39, 275-304.	1.2	1
41	Executive and memory correlates of age-related differences in wayfinding performances using a virtual reality application. Aging, Neuropsychology, and Cognition, 2013, 20, 298-319.	1.3	44
42	A case for human-driven software development. , 2013, , .		1
43	Age-Related Wayfinding Differences in Real Large-Scale Environments: Detrimental Motor Control Effects during Spatial Learning Are Mediated by Executive Decline?. PLoS ONE, 2013, 8, e67193.	2.5	34
44	Virtual/Real Transfer in a Large-Scale Environment: Impact of Active Navigation as a Function of the Viewpoint Displacement Effect and Recall Tasks. Advances in Human-Computer Interaction, 2013, 2013, 1-7.	2.8	13
45	Brain computer interface vs walking interface in VR. , 2012, , .		8
46	Developmental differences in explicit and implicit conceptual memory tests: A processing view account. Child Neuropsychology, 2012, 18, 23-49.	1.3	4
47	The Use of Virtual Reality for Episodic Memory Assessment. Experimental Psychology, 2012, 59, 99-108.	0.7	64
48	Virtual/Real Transfer of Spatial Knowledge: Benefit from Visual Fidelity Provided in a Virtual Environment and Impact of Active Navigation. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 417-423.	3.9	54
49	ModÃ©liser les phÃ©nomÃ©nes de compensation mnÃ©sique dans le cadre des niveaux de traitement : application au vieillissement. Annee Psychologique, 2011, 111, 481-507.	0.3	0
50	Using the Landmarkâ€œRouteâ€œSurvey Framework to Evaluate Spatial Knowledge Obtained From Synthetic Vision Systems. Human Factors, 2011, 53, 647-661.	3.5	13
51	Verbal Knowledge as a Compensation Determinant of Adult Age Differences in Verbal Fluency Tasks over Time. Journal of Adult Development, 2011, 18, 144-154.	1.4	55
52	Memory performance depending on task characteristics and cognitive aids: A-levels of processing approach in young adults. Revue Europeenne De Psychologie Appliquee, 2010, 60, 55-64.	0.8	2
53	Performance on a semantic verbal fluency task across time: Dissociation between clustering, switching, and categorical exploitation processes. Journal of Clinical and Experimental Neuropsychology, 2010, 32, 268-280.	1.3	57
54	Virtual/Real transfer of spatial learning: impact of activity according to the retention delay. Studies in Health Technology and Informatics, 2010, 154, 145-9.	0.3	9

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55	Ageing and organisation strategies in free recall: The role of cognitive flexibility. <i>European Journal of Cognitive Psychology</i> , 2009, 21, 347-365.	1.3	62
56	Les fausses reconnaissances induites par les paradigmes DRM, MI et tÃ¢ches dÃ©rivÃ©es. <i>Annee Psychologique</i> , 2009, 109, 699.	0.3	3
57	Use of virtual reality for spatial knowledge transfer. , 2008, , .		14
58	Age Differences in the Organization and Acquisition-Forgetting Processes in a Multi-Free-Recall Task. <i>Current Psychology Letters: Behaviour, Brain & Cognition: CPL</i> , 2006, , .	0.2	1
59	Levels of processing with free and cued recall and unilateral temporal lobe epilepsy. <i>Brain and Language</i> , 2004, 89, 83-90.	1.6	11
60	Verbal fluency output in children aged 7â€“16 as a function of the production criterion: Qualitative analysis of clustering, switching processes, and semantic network exploitation. <i>Brain and Language</i> , 2004, 89, 192-202.	1.6	133
61	Age Effect in Recall Performance According to the Levels of Processing, Elaboration, and Retrieval Cues. <i>Experimental Aging Research</i> , 2000, 26, 57-73.	1.2	22