

# Matteo Spezialetti

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/376226/publications.pdf>

Version: 2024-02-01

37  
papers

705  
citations

623734

14  
h-index

677142

22  
g-index

38  
all docs

38  
docs citations

38  
times ranked

740  
citing authors

#	ARTICLE	IF	CITATIONS
1	A semi-immersive virtual reality incremental swing balance task activates prefrontal cortex: A functional near-infrared spectroscopy study. <i>NeuroImage</i> , 2014, 85, 451-460.	4.2	91
2	Emotion Recognition for Human-Robot Interaction: Recent Advances and Future Perspectives. <i>Frontiers in Robotics and AI</i> , 2020, 7, 532279.	3.2	88
3	A real-time classification algorithm for EEG-based BCI driven by self-induced emotions. <i>Computer Methods and Programs in Biomedicine</i> , 2015, 122, 293-303.	4.7	72
4	Design of an efficient framework for fast prototyping of customized human-computer interfaces and virtual environments for rehabilitation. <i>Computer Methods and Programs in Biomedicine</i> , 2013, 110, 490-502.	4.7	53
5	Prefrontal Cortex Activated Bilaterally by a Tilt Board Balance Task: A Functional Near-Infrared Spectroscopy Study in a Semi-Immersive Virtual Reality Environment. <i>Brain Topography</i> , 2014, 27, 353-365.	1.8	44
6	Basis for the implementation of an EEG-based single-trial binary brain computer interface through the disgust produced by remembering unpleasant odors. <i>Neurocomputing</i> , 2015, 160, 308-318.	5.9	41
7	A Classification Algorithm for Electroencephalography Signals by Self-Induced Emotional Stimuli. <i>IEEE Transactions on Cybernetics</i> , 2016, 46, 3171-3180.	9.5	39
8	Prefrontal Cortex Activation Upon a Demanding Virtual Hand-Controlled Task: A New Frontier for Neuroergonomics. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 53.	2.0	33
9	A low-cost real time virtual system for postural stability assessment at home. <i>Computer Methods and Programs in Biomedicine</i> , 2014, 117, 322-333.	4.7	26
10	EEG-detected olfactory imagery to reveal covert consciousness in minimally conscious state. <i>Brain Injury</i> , 2015, 29, 1729-1735.	1.2	25
11	Measurements by A LEAP-Based Virtual Glove for the Hand Rehabilitation. <i>Sensors</i> , 2018, 18, 834.	3.8	25
12	Towards EEG-based BCI driven by emotions for addressing BCI-illiteracy: a meta-analytic review. <i>Behaviour and Information Technology</i> , 2018, 37, 855-871.	4.0	21
13	A novel semi-immersive virtual reality visuo-motor task activates ventrolateral prefrontal cortex: a functional near-infrared spectroscopy study. <i>Journal of Neural Engineering</i> , 2016, 13, 036002.	3.5	20
14	Classification of Emotional Signals from the DEAP dataset. , 2016, , .		19
15	Personalized models for facial emotion recognition through transfer learning. <i>Multimedia Tools and Applications</i> , 2020, 79, 35811-35828.	3.9	17
16	A virtual ball task driven by forearm movements for neuro-rehabilitation. , 2015, , .		15
17	A Modular Framework for EEG Web Based Binary Brain Computer Interfaces to Recover Communication Abilities in Impaired People. <i>Journal of Medical Systems</i> , 2016, 40, 34.	3.6	15
18	A Virtual Glove System for the Hand Rehabilitation based on Two Orthogonal LEAP Motion Controllers. , 2017, , .		15

#	ARTICLE	IF	CITATIONS
19	Classification strategies for a single-trial binary Brain Computer Interface based on remembering unpleasant odors. , 2015, 2015, 7019-22.		8
20	A Deep Learning Approach for Mood Recognition from Wearable Data. , 2020, , .		8
21	A Poll Oriented Classifier for Affective Brain Computer Interfaces. , 2015, , .		5
22	A virtual system for postural stability assessment based on a TOF camera and a mirror. , 2015, , .		4
23	A Brain Computer Interface by EEG Signals from Self-induced Emotions. Lecture Notes in Computational Vision and Biomechanics, 2018, , 713-721.	0.5	4
24	Hand movement parameters calculated by the LEAP based Virtual Glove. , 2018, , .		3
25	Self-induced emotions as alternative paradigm for driving brainâ€“computer interfaces. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2019, 7, 512-519.	1.9	3
26	Administrating Cognitive Tests Through HRI: An Application of an Automatic Scoring System Through Visual Analysis. Lecture Notes in Computer Science, 2020, , 369-380.	1.3	3
27	Iterative Adaptive Sparse Sampling Method for Magnetic Resonance Imaging. , 2017, , .		2
28	BCI driven by self-induced emotions: a multi-class study. , 2018, , .		1
29	Design of a Classification Strategy for Light Microscopy Images of the Human Liver. Lecture Notes in Computer Science, 2017, , 626-636.	1.3	1
30	Adaptive Sampling and Non Linear Reconstruction for Cardiac Magnetic Resonance Imaging. Lecture Notes in Computer Science, 2014, , 24-35.	1.3	1
31	Time-of-Flight Camera Based Virtual Reality Interaction for Balance Rehabilitation Purposes. Lecture Notes in Computer Science, 2014, , 363-374.	1.3	1
32	An Affective BCI Driven by Self-induced Emotions for People with Severe Neurological Disorders. Lecture Notes in Computer Science, 2017, , 155-162.	1.3	1
33	Integration of a BCI with a Hand Tracking System and a Motorized Robotic Arm to Improve Decoding of Brain Signals Related to Hand and Finger Movements. Lecture Notes in Computer Science, 2021, , 305-315.	1.3	1
34	Forces Calculation Module for the Leap-Based Virtual Glove. , 2018, , .		0
35	Characterization of a Virtual Glove for Hand Rehabilitation Based on Orthogonal LEAP Controllers. Lecture Notes in Computer Science, 2018, , 190-203.	1.3	0
36	Entropy and Compression: A Simple Proof of an Inequality of Khinchin-Ornstein-Shields. Problems of Information Transmission, 2020, 56, 13-22.	0.5	0

#	ARTICLE	IF	CITATIONS
37	A Virtual System for Balance Control Assessment at Home. Communications in Computer and Information Science, 2017, , 12-25.	0.5	0