

# Emilia Scalona

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4038341/publications.pdf>

Version: 2024-02-01

15  
papers

195  
citations

1478280

6  
h-index

1372474

10  
g-index

15  
all docs

15  
docs citations

15  
times ranked

281  
citing authors

#	ARTICLE	IF	CITATIONS
1	Validation of Inter-Subject Training for Hidden Markov Models Applied to Gait Phase Detection in Children with Cerebral Palsy. <i>Sensors</i> , 2015, 15, 24514-24529.	2.1	60
2	Telerehabilitation in response to constrained physical distance: an opportunity to rethink neurorehabilitative routines. <i>Journal of Neurology</i> , 2022, 269, 627-638.	1.8	35
3	How to choose and interpret similarity indices to quantify the variability in gait joint kinematics. <i>International Biomechanics</i> , 2018, 5, 1-8.	0.9	18
4	Observer-Agent Kinematic Similarity Facilitates Action Intention Decoding. <i>Scientific Reports</i> , 2020, 10, 2605.	1.6	15
5	Inter-laboratory and inter-operator reproducibility in gait analysis measurements in pediatric subjects. <i>International Biomechanics</i> , 2019, 6, 19-33.	0.9	13
6	Real-time gait detection based on Hidden Markov Model: Is it possible to avoid training procedure?. , 2015, , .		12
7	Observation of others's actions during limb immobilization prevents the subsequent decay of motor performance. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2021, 118, .	3.3	12
8	The Proactive Synergy Between Action Observation and Execution in the Acquisition of New Motor Skills. <i>Frontiers in Human Neuroscience</i> , 2022, 16, 793849.	1.0	9
9	Tetrapolar Low-Cost Systems for Thoracic Impedance Plethysmography. , 2018, , .		4
10	A Novel Protocol for the Evaluation of Motor Learning in 3D Reaching Tasks Using Novint Falcon. , 2018, , .		4
11	Perturbed Point-to-Point Reaching Tasks in a 3D Environment Using a Portable Haptic Device. <i>Electronics (Switzerland)</i> , 2019, 8, 32.	1.8	4
12	Performance evaluation of 3D reaching tasks using a low-cost haptic device and virtual reality. , 2017, , .		3
13	Is the Neuromuscular Organization of Throwing Unchanged in Virtual Reality? Implications for Upper Limb Rehabilitation. <i>Electronics (Switzerland)</i> , 2019, 8, 1495.	1.8	3
14	EMG factorization during walking: does digital filtering influence the accuracy in the evaluation of the muscle synergy number?. , 2018, , .		2
15	A Repertoire of Virtual-Reality, Occupational Therapy Exercises for Motor Rehabilitation Based on Action Observation. <i>Data</i> , 2022, 7, 9.	1.2	1