

# Daniele Panzeri

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4076987/publications.pdf>

Version: 2024-02-01

10  
papers

154  
citations

1684188  
5  
h-index

1588992  
8  
g-index

10  
all docs

10  
docs citations

10  
times ranked

177  
citing authors

#	ARTICLE	IF	CITATIONS
1	Immersive Virtual Reality to Improve Walking Abilities in Cerebral Palsy: A Pilot Study. Annals of Biomedical Engineering, 2018, 46, 1376-1384.	2.5	43
2	Minimum Clinically Important Difference of Gross Motor Function and Gait Endurance in Children with Motor Impairment: A Comparison of Distribution-Based Approaches. BioMed Research International, 2020, 2020, 1-9.	1.9	43
3	Effects of dose and duration of Robot-Assisted Gait Training on walking ability of children affected by cerebral palsy. Technology and Health Care, 2017, 25, 671-681.	1.2	31
4	Motor Improvement in Adolescents Affected by Ataxia Secondary to Acquired Brain Injury: A Pilot Study. BioMed Research International, 2019, 2019, 1-8.	1.9	9
5	Learning My Way: A Pilot Study of Navigation Skills in Cerebral Palsy in Immersive Virtual Reality. Frontiers in Psychology, 2020, 11, 591296.	2.1	7
6	Gait rehabilitation with a high tech platform based on virtual reality conveys improvements in walking ability of children suffering from acquired brain injury. , 2015, 2015, 7406-9.		6
7	Application of the Scale for the Assessment and Rating of Ataxia (SARA) in pediatric oncology patients: A multicenter study. Pediatric Hematology and Oncology, 2020, 37, 687-695.	0.8	5
8	Immersive virtual reality platform for cerebral palsy rehabilitation. , 2016, , .		4
9	Processing Speed and Time since Diagnosis Predict Adaptive Functioning Measured with WeeFIM in Pediatric Brain Tumor Survivors. Cancers, 2021, 13, 4776.	3.7	4
10	Development and Preliminary Testing of a System for the Multimodal Analysis of Gait Training in a Virtual Reality Environment. Electronics (Switzerland), 2021, 10, 2838.	3.1	2