## Daniele Panzeri

List of Publications by Year in descending order

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

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10 papers	154 citations	1683354 5 h-index	1588620 8 g-index
10	10	10	177
all docs	docs citations	times ranked	citing authors

#	Article	IF	CITATIONS
1	Processing Speed and Time since Diagnosis Predict Adaptive Functioning Measured with WeeFIM in Pediatric Brain Tumor Survivors. Cancers, 2021, 13, 4776.	1.7	4
2	Development and Preliminary Testing of a System for the Multimodal Analysis of Gait Training in a Virtual Reality Environment. Electronics (Switzerland), 2021, 10, 2838.	1.8	2
3	Learning My Way: A Pilot Study of Navigation Skills in Cerebral Palsy in Immersive Virtual Reality. Frontiers in Psychology, 2020, 11, 591296.	1.1	7
4	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.	0.3	5
5	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.	0.9	43
6	Motor Improvement in Adolescents Affected by Ataxia Secondary to Acquired Brain Injury: A Pilot Study. BioMed Research International, 2019, 2019, 1-8.	0.9	9
7	Immersive Virtual Reality to Improve Walking Abilities in Cerebral Palsy: A Pilot Study. Annals of Biomedical Engineering, 2018, 46, 1376-1384.	1.3	43
8	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.	0.5	31
9	Immersive virtual reality platform for cerebral palsy rehabilitation. , 2016, , .		4
10	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