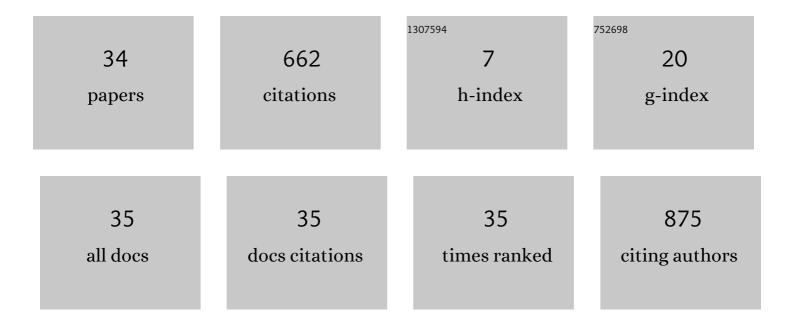
Renan Cipriano Moioli

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Cyborg Insects: Bug or a Feature?. IEEE Access, 2022, 10, 49398-49411.	4.2	8
2	The Shared Use of Extended Phenotypes Increases the Fitness of Simulated Populations. Frontiers in Genetics, 2021, 12, 617915.	2.3	0
3	Noninvasive Detection of Appliance Utilization Patterns in Residential Electricity Demand. Energies, 2021, 14, 1563.	3.1	3
4	Neurorobotic Models of Neurological Disorders: A Mini Review. Frontiers in Neurorobotics, 2021, 15, 634045.	2.8	7
5	Neuro4PD: An Initial Neurorobotics Model of Parkinson's Disease. Frontiers in Neurorobotics, 2021, 15, 640449.	2.8	8
6	Neurosciences and Wireless Networks: The Potential of Brain-Type Communications and Their Applications. IEEE Communications Surveys and Tutorials, 2021, 23, 1599-1621.	39.4	23
7	A Data-Driven Biophysical Computational Model of Parkinson's Disease Based on Marmoset Monkeys. IEEE Access, 2021, 9, 122548-122567.	4.2	8
8	Predicting Epileptic Seizures: Case Studies Harnessing Machine Learning. , 2020, , .		1
9	Unveiling Parkinson's Disease Features from a Primate Model with Deep Neural Networks. , 2020, , .		3
10	Evaluation of Frequency-Dependent Effects of Deep Brain Stimulation in a Cortex-Basal Ganglia-Thalamus Network Model of Parkinson's Disease*. , 2020, 2020, 3638-3641.		2
11	Method for positioning and rehabilitation training with the ExoAtlet ® powered exoskeleton. MethodsX, 2020, 7, 100849.	1.6	19
12	Providing Facilities in Health Care via Brain-Computer Interface and Internet of Things. , 2020, , .		3
13	Characterization of Auditory Evoked Potential for Different Tones in Marmoset Primary Auditory Cortex. IFMBE Proceedings, 2019, , 95-101.	0.3	0
14	Interfacing Brains to Robotic Devices—A VRPN Communication Application. IFMBE Proceedings, 2019, , 597-603.	0.3	6
15	Frequency-specific coupling in fronto-parieto-occipital cortical circuits underlie active tactile discrimination. Scientific Reports, 2019, 9, 5105.	3.3	7
16	Influence of Judo Experience on Neuroelectric Activity During a Selective Attention Task. Frontiers in Psychology, 2019, 10, 2838.	2.1	8
17	Neural decoding with SVM and feature selection in a rat active tactile discrimination task. , 2018, , .		1
18	Combining Soft Robotics and Brain-Machine Interfaces for Stroke Rehabilitation. Biosystems and Biorobotics, 2017, , 1257-1262.	0.3	4

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#	Article	IF	CITATIONS
19	Robotic devices and brain-machine interfaces for hand rehabilitation post-stroke. Journal of Rehabilitation Medicine, 2017, 49, 449-460.	1.1	45
20	Neuronal Assemblies Evidence Distributed Interactions within a Tactile Discrimination Task in Rats. Frontiers in Neural Circuits, 2017, 11, 114.	2.8	9
21	Long-Term Training with a Brain-Machine Interface-Based Gait Protocol Induces Partial Neurological Recovery in Paraplegic Patients. Scientific Reports, 2016, 6, 30383.	3.3	326
22	Assimilation of virtual legs and perception of floor texture by complete paraplegic patients receiving artificial tactile feedback. Scientific Reports, 2016, 6, 32293.	3.3	45
23	Real time neural signal processing and visuo-motor integration: New perspectives for assistive technology. , 2014, , .		0
24	Limitations of principal component analysis as a method to detect neuronal assemblies. , 2014, , .		1
25	Self-localisation in indoor environments combining learning and evolution with wireless networks. , 2014, , .		6
26	Neuronal Assembly Dynamics in Supervised and Unsupervised Learning Scenarios. Neural Computation, 2013, 25, 2934-2975.	2.2	5
27	Synchronisation effects on the behavioural performance and information dynamics of a simulated minimally cognitive robotic agent. Biological Cybernetics, 2012, 106, 407-427.	1.3	9
28	Exploring the Kuramoto model of coupled oscillators in minimally cognitive evolutionary robotics tasks. , 2010, , .		20
29	The Dynamics of a Neural Network of Coupled Phase Oscillators with Synaptic Plasticity Controlling a Minimally Cognitive Agent. Lecture Notes in Computer Science, 2010, , 245-255.	1.3	2
30	A multiple hormone approach to the homeostatic control of conflicting behaviours in an autonomous mobile robot. , 2009, , .		14
31	Homeostasis and evolution together dealing with novelties and managing disruptions. International Journal of Intelligent Computing and Cybernetics, 2009, 2, 435-454.	2.7	18
32	Towards the evolution of an artificial homeostatic system. , 2008, , .		17
33	Artificial Homeostatic System: A Novel Approach. Lecture Notes in Computer Science, 2005, , 754-764.	1.3	33
34	A method for creating interactive, user-resembling avatars. PeerJ Computer Science, 0, 3, e128.	4.5	1