

Bulmaro Valds Benavides

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

12
papers

101
citations

6
h-index

9
g-index

14
ext. papers

145
ext. citations

2.8
avg, IF

2.94
L-index

#	Paper	IF	Citations
12	The potential of noisy galvanic vestibular stimulation for optimizing and assisting human performance. <i>Neuropsychologia</i> , 2021 , 152, 107751	3.2	1
11	Error Augmentation in Immersive Virtual Reality for Bimanual Upper-Limb Rehabilitation in Individuals With and Without Hemiplegic Cerebral Palsy. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2020 , 28, 541-549	4.8	3
10	Robotics-assisted visual-motor training influences arm position sense in three-dimensional space. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2020 , 17, 96	5.3	3
9	Robot-Aided Upper-limb Proprioceptive Training in Three-Dimensional Space. <i>IEEE International Conference on Rehabilitation Robotics</i> , 2019 , 2019, 121-126	1.3	2
8	Effects of Noisy Galvanic Vestibular Stimulation During a Bimanual Tracking Robotic Task. <i>Frontiers in Neuroscience</i> , 2019 , 13, 1132	5.1	1
7	Determining the Accuracy of Oculus Touch Controllers for Motor Rehabilitation Applications Using Quantifiable Upper Limb Kinematics: Validation Study. <i>JMIR Biomedical Engineering</i> , 2019 , 4, e12291	1.3	10
6	Application of Commercial Games for Home-Based Rehabilitation for People with Hemiparesis: Challenges and Lessons Learned. <i>Games for Health Journal</i> , 2018 , 7, 197-207	4.2	11
5	Biofeedback vs. game scores for reducing trunk compensation after stroke: a randomized crossover trial. <i>Topics in Stroke Rehabilitation</i> , 2018 , 25, 96-113	2.6	18
4	Reducing Trunk Compensation in Stroke Survivors: A Randomized Crossover Trial Comparing Visual and Force Feedback Modalities. <i>Archives of Physical Medicine and Rehabilitation</i> , 2017 , 98, 1932-1940	2.8	17
3	Trunk Compensation During Bimanual Reaching at Different Heights by Healthy and Hemiparetic Adults. <i>Journal of Motor Behavior</i> , 2017 , 49, 580-592	1.4	9
2	Visualisation of two-dimensional kinematic data from bimanual control of a commercial gaming system used in post-stroke rehabilitation 2015 ,		6
1	Usability testing of gaming and social media applications for stroke and cerebral palsy upper limb rehabilitation. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , 2014 , 2014, 3602-5	0.9	20