

Bulmaro ValdÃ©s Benavides

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5178670/publications.pdf>

Version: 2024-02-01

13
papers

179
citations

1478280

6
h-index

1372474

10
g-index

14
all docs

14
docs citations

14
times ranked

233
citing authors

#	ARTICLE	IF	CITATIONS
1	Biofeedback vs. game scores for reducing trunk compensation after stroke: a randomized crossover trial. <i>Topics in Stroke Rehabilitation</i> , 2018, 25, 96-113.	1.0	31
2	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.	0.5	29
3	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.	1.1	23
4	Usability testing of gaming and social media applications for stroke and cerebral palsy upper limb rehabilitation. , 2014, 2014, 3602-5.		21
5	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.	0.7	18
6	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.	2.7	15
7	Trunk Compensation During Bimanual Reaching at Different Heights by Healthy and Hemiparetic Adults. <i>Journal of Motor Behavior</i> , 2017, 49, 580-592.	0.5	13
8	The potential of noisy galvanic vestibular stimulation for optimizing and assisting human performance. <i>Neuropsychologia</i> , 2021, 152, 107751.	0.7	9
9	Visualisation of two-dimensional kinematic data from bimanual control of a commercial gaming system used in post-stroke rehabilitation. , 2015, , .		6
10	Cortical Effects of Noisy Galvanic Vestibular Stimulation Using Functional Near-Infrared Spectroscopy. <i>Sensors</i> , 2021, 21, 1476.	2.1	4
11	Robot-Aided Upper-limb Proprioceptive Training in Three-Dimensional Space. , 2019, 2019, 121-126.		3
12	Effects of Noisy Galvanic Vestibular Stimulation During a Bimanual Tracking Robotic Task. <i>Frontiers in Neuroscience</i> , 2019, 13, 1132.	1.4	3
13	Robotics-assisted visual-motor training influences arm position sense in three-dimensional space. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2020, 17, 96.	2.4	3