Sofia Bayona

List of Publications by Year
in descending order

19 papers	**142** citations	1684188 **5** h-index	1281871 **11** g-index
19 all docs	**19** docs citations	**19** times ranked	**153** citing authors

#	ARTICLE	IF	CITATIONS
1	Automatic Personality Assessment through Movement Analysis. Sensors, 2022, 22, 3949.	3.8	2
2	Attention Deficit Hyperactivity Disorder Assessment Based on Patient Behavior Exhibited in a Car Video Game: A Pilot Study. Brain Sciences, 2022, 12, 877.	2.3	6
3	A Unified Framework for Neuroscience Morphological Data Visualization. Applied Sciences (Switzerland), 2021, 11, 4652.	2.5	2
4	Improving the Discriminability of Haptic Icons: The Haptic Tuning Fork. Applied Sciences (Switzerland), 2021, 11, 8772.	2.5	0
5	Neuronize v2: Bridging the Gap Between Existing Proprietary Tools to Optimize Neuroscientific Workflows. Frontiers in Neuroanatomy, 2020, 14, 585793.	1.7	5
6	Improving the Teaching of Hypothesis Testing Using a Divide-and-Conquer Strategy and Content Exposure Control in a Gamified Environment. Mathematics, 2020, 8, 2244.	2.2	6
7	NeuroTessMesh: A Tool for the Generation and Visualization of Neuron Meshes and Adaptive On-the-Fly Refinement. Frontiers in Neuroinformatics, 2017, 11, 38.	2.5	16
8	Improving impulsivity assessment using movement recognition: A pilot study. Behavior Research Methods, 2016, 48, 1575-1579.	4.0	4
9	Haptically Assisted Connection Procedure for the Reconstruction of Dendritic Spines. IEEE Transactions on Haptics, 2014, 7, 486-498.	2.7	1
10	Assessing Performance in Shoulder Arthroscopy: The Imperial Global Arthroscopy Rating Scale (IGARS). Journal of Bone and Joint Surgery - Series A, 2014, 96, e112.	3.0	20
11	A New User-Adapted Search Haptic Algorithm to Navigate along Filiform Structures. IEEE Transactions on Haptics, 2014, 7, 273-284.	2.7	2
12	Neuronize: a tool for building realistic neuronal cell morphologies. Frontiers in Neuroanatomy, 2013, 7, 15.	1.7	27
13	A Global Approach to the Design and Evaluation of Virtual Reality Medical Simulators. , 2011, , .		1
14	Implementing Virtual Reality in the Healthcare Sector. , 2011, , 138-163.		2
15	A new assessment methodology for virtual reality surgical simulators. Computer Animation and Virtual Worlds, 2009, 20, 39-52.	1.2	4
16	Assessment study of insight ARTHRO VR Â® arthroscopy virtual training simulator: face, content, and construct validities. Journal of Robotic Surgery, 2008, 2, 151-158.	1.8	30
17	Mechanical Design of a Minimally Invasive Surgery Trainer Using the Manipulability as Measure of Optimization. , 2007, , .		9
18	Design of an adaptable haptic device for an arthroscopy training environment. International Journal on Interactive Design and Manufacturing, 2007, 1, 169-173.	2.2	2

#	Article	IF	Citations
19	Comparing Sphere-Tree Generators and Hierarchy Updates for Deformable Objects Collision Detection. Lecture Notes in Computer Science, 2005, , 167-174.	1.3	3