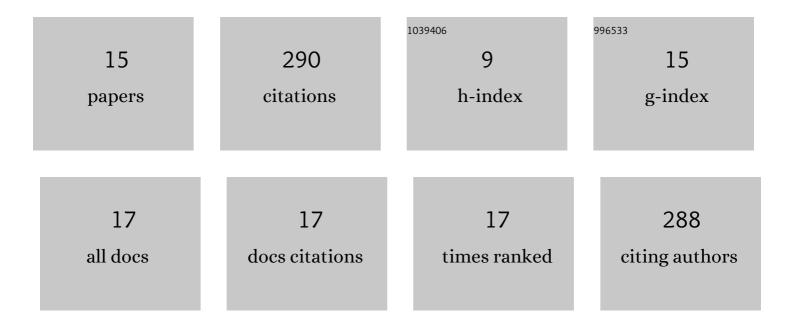
Stephan Moreno Gerber

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5616475/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Influence of noise manipulation on retention in a simulated ICU ward round: an experimental pilot study. Intensive Care Medicine Experimental, 2022, 10, 3.	0.9	2
2	An Instrumented Apartment to Monitor Human Behavior: A Pilot Case Study in the NeuroTec Loft. Sensors, 2022, 22, 1657.	2.1	3
3	Effects of Virtual Reality–Based Multimodal Audio-Tactile Cueing in Patients With Spatial Attention Deficits: Pilot Usability Study. JMIR Serious Games, 2022, 10, e34884.	1.7	3
4	Virtual reality stimulation to reduce the incidence of delirium in critically ill patients: study protocol for a randomized clinical trial. Trials, 2021, 22, 174.	0.7	9
5	Development of a Search Task Using Immersive Virtual Reality: Proof-of-Concept Study. JMIR Serious Games, 2021, 9, e29182.	1.7	16
6	NeuroTec Sitem-Insel Bern: Closing the Last Mile in Neurology. Clinical and Translational Neuroscience, 2021, 5, 13.	0.4	10
7	Contactless Gait Assessment in Home-like Environments. Sensors, 2021, 21, 6205.	2.1	3
8	Investigating a new tablet-based telerehabilitation app in patients with aphasia: a randomised, controlled, evaluator-blinded, multicentre trial protocol. BMJ Open, 2020, 10, e037702.	0.8	6
9	Immersive 3D Virtual Reality Cancellation Task for Visual Neglect Assessment: A Pilot Study. Frontiers in Human Neuroscience, 2020, 14, 180.	1.0	28
10	Effects of intensive care unit ambient sounds on healthcare professionals: results of an online survey and noise exposure in an experimental setting. Intensive Care Medicine Experimental, 2020, 8, 34.	0.9	15
11	Perception and Performance on a Virtual Reality Cognitive Stimulation for Use in the Intensive Care Unit: A Non-randomized Trial in Critically III Patients. Frontiers in Medicine, 2019, 6, 287.	1.2	26
12	Therapist-Guided Tablet-Based Telerehabilitation for Patients With Aphasia: Proof-of-Concept and Usability Study. JMIR Rehabilitation and Assistive Technologies, 2019, 6, e13163.	1.1	26
13	Search and Match Task: Development of a Taskified Match-3 Puzzle Game to Assess and Practice Visual Search. JMIR Serious Games, 2019, 7, e13620.	1.7	16
14	Comparing the Relaxing Effects of Different Virtual Reality Environments in the Intensive Care Unit: Observational Study. JMIR Perioperative Medicine, 2019, 2, e15579.	0.3	22
15	Visuo-acoustic stimulation that helps you to relax: A virtual reality setup for patients in the intensive care unit. Scientific Reports, 2017, 7, 13228.	1.6	105