

Silvia Gabrielli

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

906
citations

759233

12
h-index

677142

22
g-index

38
all docs

38
docs citations

38
times ranked

1004
citing authors

#	ARTICLE	IF	CITATIONS
1	A Conceptual Framework for Mixed Reality Environments: Designing Novel Learning Activities for Young Children. Presence: Teleoperators and Virtual Environments, 2002, 11, 677-686.	0.6	113
2	Addressing challenges in promoting healthy lifestyles. , 2017, , .		80
3	A Review of Online Advertising Effects on the User Experience. International Journal of Human-Computer Interaction, 2010, 26, 971-997.	4.8	78
4	Design of a Mobile App for Nutrition Education (TreC-LifeStyle) and Formative Evaluation With Families of Overweight Children. JMIR MHealth and UHealth, 2017, 5, e48.	3.7	73
5	Design challenges in motivating change for sustainable urban mobility. Computers in Human Behavior, 2014, 41, 416-423.	8.5	71
6	Navigation techniques for small-screen devices: An evaluation on maps and web pages. International Journal of Human Computer Studies, 2008, 66, 78-97.	5.6	70
7	Serious games for arm rehabilitation of persons with multiple sclerosis. A randomized controlled pilot study. Multiple Sclerosis and Related Disorders, 2018, 19, 25-29.	2.0	67
8	Engagement and Effectiveness of a Healthy-Coping Intervention via Chatbot for University Students During the COVID-19 Pandemic: Mixed Methods Proof-of-Concept Study. JMIR MHealth and UHealth, 2021, 9, e27965.	3.7	45
9	A Chatbot-Based Coaching Intervention for Adolescents to Promote Life Skills: Pilot Study. JMIR Human Factors, 2020, 7, e16762.	2.0	43
10	Designing motivational features for sustainable urban mobility. , 2013, , .		32
11	UPRIGHT, a resilience-based intervention to promote mental well-being in schools: study rationale and methodology for a European randomized controlled trial. BMC Public Health, 2019, 19, 1413.	2.9	30
12	Efficacy of eHealth Interventions for Adults with Diabetes: A Systematic Review and Meta-Analysis. International Journal of Environmental Research and Public Health, 2021, 18, 8982.	2.6	28
13	The Role of Personalization in the User Experience, Preferences and Engagement with Virtual Reality Environments for Relaxation. International Journal of Environmental Research and Public Health, 2022, 19, 7237.	2.6	20
14	Understanding user requirements and preferences for a digital library Web portal. International Journal on Digital Libraries, 2010, 11, 225-238.	1.5	18
15	Co-creation and regional adaptation of a resilience-based universal whole-school program in five European regions. European Educational Research Journal, 2022, 21, 138-164.	2.1	14
16	School Interventions for Bullyingâ€“Cyberbullying Prevention in Adolescents: Insights from the UPRIGHT and CREEP Projects. International Journal of Environmental Research and Public Health, 2021, 18, 11697.	2.6	14
17	How can we support users' preferential choice?. , 2011, , .		13
18	SLOWBot (chatbot) Lifestyle Assistant. , 2018, , .		12

#	ARTICLE	IF	CITATIONS
19	Digital interventions for sustainable urban mobility. , 2013, , .		11
20	Scaffolding the design of accessible eLearning content: a user-centered approach and cognitive perspective. Cognitive Processing, 2008, 9, 209-216.	1.4	9
21	Are change strategies affecting users' transportation choices?. , 2013, , .		7
22	Assessment of Psychological Distress in Adults With Type 2 Diabetes Mellitus Through Technologies: Literature Review. Journal of Medical Internet Research, 2021, 23, e17740.	4.3	7
23	A Virtual Coach (Motibot) for Supporting Healthy Coping Strategies Among Adults With Diabetes: Proof-of-Concept Study. JMIR Human Factors, 2022, 9, e32211.	2.0	7
24	Multidimensional Study on Usersâ€™ Evaluation of the KRAKEN Personal Data Sharing Platform. Applied Sciences (Switzerland), 2022, 12, 3270.	2.5	7
25	Title is missing!. Education and Information Technologies, 2000, 5, 251-262.	5.7	6
26	Development and validation of the theory-driven School Resilience Scale for Adults: Preliminary results. Children and Youth Services Review, 2020, 119, 105589.	1.9	5
27	Measuring Resilience Across Participating Regions in the UPRIGHT EU Horizon 2020 Project: Factor Structure and Psychometric Properties of the Resilience Scale for Adolescents. Frontiers in Psychology, 2021, 12, 629357.	2.1	5
28	SUPERHUB: Integrating Digital Behaviour Management into a Novel Sustainable Urban Mobility System. , 0, , .		4
29	The UPRIGHT Project. , 2018, , .		3
30	Designing a Game-based Solution for In-home Rehabilitation. , 2014, , .		3
31	A Game-Based Solution for In-Home Rehabilitation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 112-117.	0.3	2
32	Early Development of a Virtual Coach for Healthy Coping Interventions in Type 2 Diabetes Mellitus: Validation Study. JMIR Formative Research, 2022, 6, e27500.	1.4	0