

# Silvia Gabrielli

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5784129/publications.pdf>

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	Co-creation and regional adaptation of a resilience-based universal whole-school program in five European regions. <i>European Educational Research Journal</i> , 2022, 21, 138-164.	2.1	14
2	A Virtual Coach (Motibot) for Supporting Healthy Coping Strategies Among Adults With Diabetes: Proof-of-Concept Study. <i>JMIR Human Factors</i> , 2022, 9, e32211.	2.0	7
3	Early Development of a Virtual Coach for Healthy Coping Interventions in Type 2 Diabetes Mellitus: Validation Study. <i>JMIR Formative Research</i> , 2022, 6, e27500.	1.4	0
4	Multidimensional Study on Users' Evaluation of the KRAKEN Personal Data Sharing Platform. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 3270.	2.5	7
5	The Role of Personalization in the User Experience, Preferences and Engagement with Virtual Reality Environments for Relaxation. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 7237.	2.6	20
6	Assessment of Psychological Distress in Adults With Type 2 Diabetes Mellitus Through Technologies: Literature Review. <i>Journal of Medical Internet Research</i> , 2021, 23, e17740.	4.3	7
7	Measuring Resilience Across Participating Regions in the UPRIGHT EU Horizon 2020 Project: Factor Structure and Psychometric Properties of the Resilience Scale for Adolescents. <i>Frontiers in Psychology</i> , 2021, 12, 629357.	2.1	5
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. <i>JMIR MHealth and UHealth</i> , 2021, 9, e27965.	3.7	45
9	Efficacy of eHealth Interventions for Adults with Diabetes: A Systematic Review and Meta-Analysis. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 8982.	2.6	28
10	School Interventions for Bullying and Cyberbullying Prevention in Adolescents: Insights from the UPRIGHT and CREEP Projects. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 11697.	2.6	14
11	Development and validation of the theory-driven School Resilience Scale for Adults: Preliminary results. <i>Children and Youth Services Review</i> , 2020, 119, 105589.	1.9	5
12	A Chatbot-Based Coaching Intervention for Adolescents to Promote Life Skills: Pilot Study. <i>JMIR Human Factors</i> , 2020, 7, e16762.	2.0	43
13	UPRIGHT, a resilience-based intervention to promote mental well-being in schools: study rationale and methodology for a European randomized controlled trial. <i>BMC Public Health</i> , 2019, 19, 1413.	2.9	30
14	Serious games for arm rehabilitation of persons with multiple sclerosis. A randomized controlled pilot study. <i>Multiple Sclerosis and Related Disorders</i> , 2018, 19, 25-29.	2.0	67
15	The UPRIGHT Project. , 2018, , .		3
16	SLOWBot (chatbot) Lifestyle Assistant. , 2018, , .		12
17	Addressing challenges in promoting healthy lifestyles. , 2017, , .		80
18	Design of a Mobile App for Nutrition Education (TreC-LifeStyle) and Formative Evaluation With Families of Overweight Children. <i>JMIR MHealth and UHealth</i> , 2017, 5, e48.	3.7	73

#	ARTICLE	IF	CITATIONS
19	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
20	Design challenges in motivating change for sustainable urban mobility. Computers in Human Behavior, 2014, 41, 416-423.	8.5	71
21	Designing a Game-based Solution for In-home Rehabilitation. , 2014, , .		3
22	Designing motivational features for sustainable urban mobility. , 2013, , .		32
23	Digital interventions for sustainable urban mobility. , 2013, , .		11
24	Are change strategies affecting users' transportation choices?. , 2013, , .		7
25	How can we support users' preferential choice?. , 2011, , .		13
26	Understanding user requirements and preferences for a digital library Web portal. International Journal on Digital Libraries, 2010, 11, 225-238.	1.5	18
27	A Review of Online Advertising Effects on the User Experience. International Journal of Human-Computer Interaction, 2010, 26, 971-997.	4.8	78
28	Scaffolding the design of accessible eLearning content: a user-centered approach and cognitive perspective. Cognitive Processing, 2008, 9, 209-216.	1.4	9
29	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
30	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
31	Title is missing!. Education and Information Technologies, 2000, 5, 251-262.	5.7	6
32	SUPERHUB: Integrating Digital Behaviour Management into a Novel Sustainable Urban Mobility System. , 0, , .		4