Wendy Powell

List of Publications by Year
in descending order

16 papers	**148** citations	1684188 **5** h-index	1720034 **7** g-index
16 all docs	**16** docs citations	**16** times ranked	**150** citing authors

#	Article	IF	Citations
1	The Accessibility of Commercial Off-The-Shelf Virtual Reality for Low Vision Users: A Macular Degeneration Case Study. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 185-191.	3.9	10
2	Visual Stimulus Disrupts the Spatial Localization of a Tactile Sensation in Virtual Reality. , 2019, , .		3
3	Inside looking out or outside looking in?. , 2018, , .		2
4	Altering User Movement Behaviour in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1312-1321.	4.4	40
5	Prediction of navigation by visual aesthetics when presented with binary choices. , 2017, , .		0
6	Getting around in google cardboard â€" exploring navigation preferences with low-cost mobile VR. , 2016, , .		22
7	Auditory and visual cueing modulate cycling speed of older adults and persons with Parkinsonâ€™s disease in a Virtual Cycling (V-Cycle) system. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 77.	4.6	25
8	Abnormal reaching behaviour in virtual environments. , 2015, , .		0
9	Therapy-led design of home-based virtual rehabilitation. , 2015, , .		8
10	Considerations for virtual environments for upper limb rehabilitation tasks. , 2014, , .		2
11	Virtual Reality and Musculoskeletal Pain: Manipulating Sensory Cues to Improve Motor Performance During Walking. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 390-396.	3.9	10
12	Virtual reality for gait rehabilitation - promises, proofs and preferences. , 2014, , .		11
13	Project RITA: Developing a digital advocate & care service with an empathetic heart and inquiring mind. International Journal of Integrated Care, 2014, 14, .	0.2	1
14	The influence of virtual reality systems on walking behaviour: A toolset to support application design. , 2013, , .		8
15	Sounding better: fast audio cues increase walk speed in treadmill-mediated virtual rehabilitation environments. Studies in Health Technology and Informatics, 2010, 154, 202-7.	0.3	5
16	Virtual reality: A healthy perspective. International Journal of Therapy and Rehabilitation, 2008, 15, 480-480.	0.3	1