

Nicolas Vignais

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5873146/publications.pdf>

Version: 2024-02-01

31
papers

745
citations

840776

11
h-index

642732

23
g-index

37
all docs

37
docs citations

37
times ranked

805
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Innovative system for real-time ergonomic feedback in industrial manufacturing. <i>Applied Ergonomics</i> , 2013, 44, 566-574. | 3.1 | 242 |
| 2 | Virtual reality, a serious game for understanding performance and training players in sport. <i>IEEE Computer Graphics and Applications</i> , 2009, 30, 14-21. | 1.2 | 96 |
| 3 | Which technology to investigate visual perception in sport: Video vs. virtual reality. <i>Human Movement Science</i> , 2015, 39, 12-26. | 1.4 | 88 |
| 4 | Physical risk factors identification based on body sensor network combined to videotaping. <i>Applied Ergonomics</i> , 2017, 65, 410-417. | 3.1 | 48 |
| 5 | Biofeedback interventions for individuals with cerebral palsy: a systematic review. <i>Disability and Rehabilitation</i> , 2019, 41, 2369-2391. | 1.8 | 29 |
| 6 | Does the Level of Graphical Detail of a Virtual Handball Thrower Influence a Goalkeeper's Motor Response?. <i>Journal of Sports Science and Medicine</i> , 2009, 8, 501-8. | 1.6 | 27 |
| 7 | Evaluation of a virtual reality head mounted display as a tool for posture assessment in digital human modelling software. <i>Applied Ergonomics</i> , 2019, 79, 1-8. | 3.1 | 24 |
| 8 | Analysis of the musculoskeletal system of the hand and forearm during a cylinder grasping task. <i>International Journal of Industrial Ergonomics</i> , 2014, 44, 535-543. | 2.6 | 20 |
| 9 | An Identification-Based Method Improving the Transparency of a Robotic Upper Limb Exoskeleton. <i>Robotica</i> , 2021, 39, 1711-1728. | 1.9 | 18 |
| 10 | Influence of the Graphical Levels of Detail of a Virtual Thrower on the Perception of the Movement. Presence: Teleoperators and Virtual Environments, 2010, 19, 243-252. | 0.6 | 17 |
| 11 | A biofeedback-enhanced therapeutic exercise video game intervention for young people with cerebral palsy: A randomized single-case experimental design feasibility study. <i>PLoS ONE</i> , 2020, 15, e0234767. | 2.5 | 17 |
| 12 | Interacting with a "Transparent" Upper-Limb Exoskeleton: A Human Motor Control Approach. , 2018, , . | | 15 |
| 13 | Controlling an upper-limb exoskeleton by EMG signal while carrying unknown load. , 2020, , . | | 15 |
| 14 | Posture and Loading in the Pathomechanics of Carpal Tunnel Syndrome: A Review. <i>Critical Reviews in Biomedical Engineering</i> , 2016, 44, 397-410. | 0.9 | 13 |
| 15 | Virtual Thrower Versus Real Goalkeeper: The Influence of Different Visual Conditions on Performance. Presence: Teleoperators and Virtual Environments, 2010, 19, 281-290. | 0.6 | 11 |
| 16 | Biofeedback interventions for people with cerebral palsy: a systematic review protocol. <i>Systematic Reviews</i> , 2017, 6, 3. | 5.3 | 11 |
| 17 | Balance control during stance - A comparison between horseback riding athletes and non-athletes. <i>PLoS ONE</i> , 2019, 14, e0211834. | 2.5 | 11 |
| 18 | Natural human postural oscillations enhance the empathic response to a facial pain expression in a virtual character. <i>Scientific Reports</i> , 2021, 11, 12493. | 3.3 | 7 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Controlling an Exoskeleton with EMG Signal to Assist Load Carrying: A Personalized Calibration. , 2019, , . | | 6 |
| 20 | The design and evaluation of electromyography and inertial biofeedback in hand motor therapy gaming. Assistive Technology, 2020, , 1-9. | 2.0 | 6 |
| 21 | A Classification and Calibration Procedure for Gesture Specific Home-Based Therapy Exercise in Young People With Cerebral Palsy. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2021, 29, 144-155. | 4.9 | 6 |
| 22 | Human Weight Compensation With a Backdrivable Upper-Limb Exoskeleton: Identification and Control. Frontiers in Bioengineering and Biotechnology, 2021, 9, 796864. | 4.1 | 6 |
| 23 | Analysis of human-exoskeleton interactions: an elbow flexion/extension case study. Computer Methods in Biomechanics and Biomedical Engineering, 2017, 20, S9-S10. | 1.6 | 2 |
| 24 | Validation of Instrumented Football Shoes to Measure On-Field Ground Reaction Forces. Sensors, 2022, 22, 3673. | 3.8 | 2 |
| 25 | The influence of muscle action on joint loading during dynamic finger pressing tasks in an open-source modelling environment. International Journal of Human Factors Modelling and Simulation, 2014, 4, 162. | 0.2 | 0 |
| 26 | Title is missing!. , 2020, 15, e0234767. | | 0 |
| 27 | Title is missing!. , 2020, 15, e0234767. | | 0 |
| 28 | Title is missing!. , 2020, 15, e0234767. | | 0 |
| 29 | Title is missing!. , 2020, 15, e0234767. | | 0 |
| 30 | Title is missing!. , 2020, 15, e0234767. | | 0 |
| 31 | Title is missing!. , 2020, 15, e0234767. | | 0 |