Nicolas Vignais

List of Publications by Year
in descending order

31	745	840776 11	642732 23
papers	citations	h-index	g-index

37	37	37	805
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Validation of Instrumented Football Shoes to Measure On-Field Ground Reaction Forces. Sensors, 2022, 22, 3673.	3.8	2
2	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
3	An Identification-Based Method Improving the Transparency of a Robotic Upper Limb Exoskeleton. Robotica, 2021, 39, 1711-1728.	1.9	18
4	Natural human postural oscillations enhance the empathic response to a facial pain expression in a virtual character. Scientific Reports, 2021, 11, 12493.	3.3	7
5	Human Weight Compensation With a Backdrivable Upper-Limb Exoskeleton: Identification and Control. Frontiers in Bioengineering and Biotechnology, 2021, 9, 796864.	4.1	6
6	Controlling an upper-limb exoskeleton by EMG signal while carrying unknown load. , 2020, , .		15
7	A biofeedback-enhanced therapeutic exercise video game intervention for young people with cerebral palsy: AÂrandomized single-case experimental design feasibility study. PLoS ONE, 2020, 15, e0234767.	2.5	17
8	The design and evaluation of electromyography and inertial biofeedback in hand motor therapy gaming. Assistive Technology, 2020, , 1-9.	2.0	6
9	Title is missing!. , 2020, 15, e0234767.		0
10	Title is missing!. , 2020, 15, e0234767.		0
11	Title is missing!. , 2020, 15, e0234767.		0
12	Title is missing!. , 2020, 15, e0234767.		0
13	Title is missing!. , 2020, 15, e0234767.		0
14	Title is missing!. , 2020, 15, e0234767.		0
15	Biofeedback interventions for individuals with cerebral palsy: a systematic review. Disability and Rehabilitation, 2019, 41, 2369-2391.	1.8	29
16	Evaluation of a virtual reality head mounted display as a tool for posture assessment in digital human modelling software. Applied Ergonomics, 2019, 79, 1-8.	3.1	24
17	Balance control during stance - A comparison between horseback riding athletes and non-athletes. PLoS ONE, 2019, 14, e0211834.	2.5	11
18	Controlling an Exoskeleton with EMG Signal to Assist Load Carrying: A Personalized Calibration. , 2019, , .		6

#	Article	IF	Citations
19	Interacting with a â€œTransparentâ€•Upper-Limb Exoskeleton: A Human Motor Control Approach. , 2018, , .		15
20	Biofeedback interventions for people with cerebral palsy: a systematic review protocol. Systematic Reviews, 2017, 6, 3.	5.3	11
21	Physical risk factors identification based on body sensor network combined to videotaping. Applied Ergonomics, 2017, 65, 410-417.	3.1	48
22	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
23	Posture and Loading in the Pathomechanics of Carpal Tunnel Syndrome: A Review. Critical Reviews in Biomedical Engineering, 2016, 44, 397-410.	0.9	13
24	Which technology to investigate visual perception in sport: Video vs. virtual reality. Human Movement Science, 2015, 39, 12-26.	1.4	88
25	Analysis of the musculoskeletal system of the hand and forearm during a cylinder grasping task. International Journal of Industrial Ergonomics, 2014, 44, 535-543.	2.6	20
26	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
27	Innovative system for real-time ergonomic feedback in industrial manufacturing. Applied Ergonomics, 2013, 44, 566-574.	3.1	242
28	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
29	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
30	Virtual reality, a serious game for understanding performance and training players in sport. IEEE Computer Graphics and Applications, 2009, 30, 14-21.	1.2	96
31	Does the Level of Graphical Detail of a Virtual Handball Thrower Influence a Goalkeeper's Motor Response?. Journal of Sports Science and Medicine, 2009, 8, 501-8.	1.6	27