Heidi Sveistrup

List of Publications by Year
in descending order

53	1,651	430874	302126
papers	citations	18 h-index	39 g-index

55	55	55	1713
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Motor rehabilitation using virtual reality. Journal of NeuroEngineering and Rehabilitation, 2004, 1, 10.	4.6	525
2	Experimental Studies of Virtual Reality-Delivered Compared to Conventional Exercise Programs for Rehabilitation. Cyberpsychology, Behavior and Social Networking, 2003, 6, 245-249.	2.2	161
3	An Intensive Virtual Reality Program Improves Functional Balance and Mobility of Adolescents With Cerebral Palsy. Pediatric Physical Therapy, 2011, 23, 258-266.	0.6	102
4	Virtual Reality Exercise Improves Mobility After Stroke. Stroke, 2014, 45, 1853-1855.	2.0	98
5	A knowledge translation intervention to enhance clinical application of a virtual reality system in stroke rehabilitation. BMC Health Services Research, 2016, 16, 557.	2.2	63
6	Concussed athletes walk slower than non-concussed athletes during cognitive-motor dual-task assessments but not during single-task assessments 2 months after sports concussion: a systematic review and meta-analysis using individual participant data. British Journal of Sports Medicine, 2020, 54, 94-101.	6.7	63
7	Video capture virtual reality: A decade of rehabilitation assessment and intervention. Physical Therapy Reviews, 2009, 14, 307-321.	0.8	60
8	Changes in the sequencing and timing of muscle response coordination associated with develomental transitions in balance abilities. Human Movement Science, 1992, 11, 23-36.	1.4	48
9	The Effect of Two Types of Virtual Reality on Voluntary Center of Pressure Displacement. Cyberpsychology, Behavior and Social Networking, 2003, 6, 477-485.	2.2	40
10	Two-week virtual reality training for dementia: Single case feasibility study. Journal of Rehabilitation Research and Development, 2014, 51, 1069-1076.	1.6	40
11	Promoting Therapistsâ€™ Use of Motor Learning Strategies within Virtual Reality-Based Stroke Rehabilitation. PLoS ONE, 2016, 11, e0168311.	2.5	33
12	Age-related changes in postural responses to externally- and self-triggered continuous perturbations. Archives of Gerontology and Geriatrics, 2006, 42, 73-89.	3.0	32
13	Active Video Gaming for Children with Cerebral Palsy: Does a Clinic-Based Virtual Reality Component Offer an Additive Benefit? A Pilot Study. Physical and Occupational Therapy in Pediatrics, 2018, 38, 74-87.	1.3	31
14	Motor Learning and Virtual Reality. Virtual Reality Technologies for Health and Clinical Applications, 2014, , 25-46.	0.8	26
15	Virtual Reality Applications for Prevention, Disability Awareness, and Physical Therapy Rehabilitation in Neurology. Neurology Report, 2002, 26, 55-61.	0.2	25
16	Impact of ankle muscle fatigue and recovery on the anticipatory postural adjustments to externally initiated perturbations in dynamic postural control. Experimental Brain Research, 2012, 223, 553-562.	1.5	22
17	Evaluation of bath grab bar placement for older adults. Technology and Disability, 2006, 18, 45-55.	0.6	20
18	Balance Markers in Adolescents at 1 Month Postconcussion. Orthopaedic Journal of Sports Medicine, 2017, 5, 232596711769550.	1.7	20

#	Article	IF	Citations
19	Depressive symptoms influence useÂofÂfeedback for motor learning andÂrecovery inÂchronic stroke. Restorative Neurology and Neuroscience, 2015, 33, 727-740.	0.7	19
20	Detection of bouncing during sit-to-stand transfers with sequential pressure images. , 2011, , .		15
21	Self-reported balance status is not a reliable indicator of balance performance in adolescents at one-month post-concussion. Journal of Science and Medicine in Sport, 2017, 20, 970-975.	1.3	15
22	Use of Different Bath Grab Bar Configurations Following a Balance Perturbation. Assistive Technology, 2011, 23, 205-215.	2.0	14
23	Health, social care and technological interventions to improve functional ability of older adults living at home: An evidence and gap map. Campbell Systematic Reviews, 2021, 17, e1175.	3.0	13
24	Assessing standing stability of older adults using pressure sensitive arrays. , 2012, , .		12
25	Adaptation of the Feedforward Postural Response to Repeated Continuous Postural Perturbations. Neuroscience and Medicine, 2013, 04, 45-49.	0.2	12
26	Feasibility and preliminary efficacy of a combined virtual reality, robotics and electrical stimulation intervention in upper extremity stroke rehabilitation. Journal of NeuroEngineering and Rehabilitation, 2021, 18, 61.	4.6	12
27	The Effects of a 5-Day Virtual-Reality Based Exercise Program on Kinematics and Postural Muscle Activity in Youth with Cerebral Palsy. Physical and Occupational Therapy in Pediatrics, 2019, 39, 388-403.	1.3	10
28	Identifying the concepts contained within health-related quality of life outcome measures in concussion research using the International Classification of Functioning, Disability, and Health as a reference: a systematic review. Quality of Life Research, 2018, 27, 3071-3086.	3.1	9
29	Kinematics and postural muscular activity during continuous oscillating platform movement in children and adolescents with cerebral palsy. Gait and Posture, 2018, 66, 13-20.	1.4	9
30	Age differences in armâ€“trunk coordination during trunk-assisted reaching. Experimental Brain Research, 2019, 237, 223-236.	1.5	9
31	Remotely Supervised Home-Based Intensive Exercise Intervention to Improve Balance, Functional Mobility, and Physical Activity in Survivors of Moderate or Severe Traumatic Brain Injury: Protocol for a Mixed Methods Study. JMIR Research Protocols, 2019, 8, e14867.	1.0	9
32	Experiential Value of Technologies: A Qualitative Study with Older Adults. International Journal of Environmental Research and Public Health, 2022, 19, 2235.	2.6	9
33	Remote supervision of rehabilitation interventions for survivors of moderate or severe traumatic brain injury: A scoping review. Journal of Telemedicine and Telecare, 2020, 26, 520-535.	2.7	8
34	Virtual reality as adjunctive therapy for upper limb rehabilitation in cerebral palsy. , 2009, , .		7
35	Kinematics and postural muscular activity during continuous oscillating platform movement in children and adolescents. Experimental Brain Research, 2018, 236, 1479-1490.	1.5	6
36	PROTOCOL: Health, social care and technological interventions to improve functional ability of older adults: Evidence and gap map. Campbell Systematic Reviews, 2019, 15, e1054.	3.0	6

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37	The concussion recovery questionnaire (CORE-Q): conceptual model development and item generation of a concussion-specific measure of functional status. Brain Injury, 2020, 34, 619-629.	1.2	6
38	Age-related changes in upper limb coordination in a complex reaching task. Experimental Brain Research, 2021, 239, 2285-2294.	1.5	6
39	Centre of pressure displacements produced in sitting during virtual reality training in younger and older adults and patients who have had a stroke. Disability and Rehabilitation: Assistive Technology, 2020, 15, 924-932.	2.2	5
40	Creating walkable places: neighbourhood and municipal level perspectives on the socioâ€political process in Ottawa, Canada. Journal of Urbanism, 2011, 4, 81-104.	0.9	4
41	Upper extremity intervention for stroke combining virtual reality, robotics and electrical stimulation. , 2019, , .		4
42	Development and Reliability Evaluation of the Movement Rating Instrument for Virtual Reality Video Game Play. JMIR Serious Games, 2016, 4, e9.	3.1	4
43	Impact of forearm fatigue on the postural response to an externally initiated, predictable perturbation. European Journal of Applied Physiology, 2014, 114, 1473-1481.	2.5	3
44	Force applied to a grab bar during bathtub transfers. Clinical Biomechanics, 2020, 80, 105109.	1.2	3
45	A physiotherapistâ€™s perception of their own behavior compared to the perception of their behavior by persons with TBI within the context of telerehabilitation: A self-determination theory perspective. Physiotherapy Theory and Practice, 2023, 39, 1650-1661.	1.3	3
46	A qualitative study of persons with persistent postconcussion symptoms and clinicians with concussion expertise to inform the development of a concussion-specific questionnaire. Disability and Rehabilitation, 2020, 43, 1-12.	1.8	2
47	Balance Markers and Saccadic Eye-Movement Measures in Adolescents With Postconcussion Syndrome. Journal of Athletic Training, 2020, 55, 475-481.	1.8	2
48	Arm motor rehabilitation in chronic stroke: Effects of two training environments. , 2011, , .		1
49	Protocol for the mixed-methods development of a concussion-specific health-related quality of life outcome measure based on the international classification of functioning, disability and health. BMJ Open, 2018, 8, e022240.	1.9	1
50	Brain tissue strain and balance impairments in children following a concussion: An exploratory study. Journal of Concussion, 2019, 3, 205970021988923.	0.6	1
51	Identification and Description of Balance, Mobility, and Gait Assessments Conducted via Telerehabilitation for Individuals With Neurological Conditions: Protocol for a Scoping Review. JMIR Research Protocols, 2021, 10, e27186.	1.0	1
52	The Impact of Two Telerehabilitation Supervision Schedules on Physical Activity, Mobility, and Balance Among People with Moderate to Severe Traumatic Brain Injury: A Mixed-Method Single-Subject Design. Physiotherapy Canada Physiotherapie Canada, 0, , .	0.6	1
53	Remotely Supervised Exercise Programmes to Improve Balance, Mobility, and Activity Among People with Moderate to Severe Traumatic Brain Injury: Description and Feasibility. Physiotherapy Canada Physiotherapie Canada, 2023, 75, 146-155.	0.6	1