

# Heidi Sveistrup

## List of Publications by Year in descending order

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Version: 2024-02-01

53  
papers

1,651  
citations

430874

18  
h-index

302126

39  
g-index

55  
all docs

55  
docs citations

55  
times ranked

1713  
citing authors

#	ARTICLE	IF	CITATIONS
1	A physiotherapist'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. <i>Physiotherapy Theory and Practice</i> , 2023, 39, 1650-1661.	1.3	3
2	Remotely Supervised Exercise Programmes to Improve Balance, Mobility, and Activity Among People with Moderate to Severe Traumatic Brain Injury: Description and Feasibility. <i>Physiotherapy Canada</i> <i>Physiotherapie Canada</i> , 2023, 75, 146-155.	0.6	1
3	Experiential Value of Technologies: A Qualitative Study with Older Adults. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 2235.	2.6	9
4	Feasibility and preliminary efficacy of a combined virtual reality, robotics and electrical stimulation intervention in upper extremity stroke rehabilitation. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2021, 18, 61.	4.6	12
5	Age-related changes in upper limb coordination in a complex reaching task. <i>Experimental Brain Research</i> , 2021, 239, 2285-2294.	1.5	6
6	Health, social care and technological interventions to improve functional ability of older adults living at home: An evidence and gap map. <i>Campbell Systematic Reviews</i> , 2021, 17, e1175.	3.0	13
7	Identification and Description of Balance, Mobility, and Gait Assessments Conducted via Telerehabilitation for Individuals With Neurological Conditions: Protocol for a Scoping Review. <i>JMIR Research Protocols</i> , 2021, 10, e27186.	1.0	1
8	Centre of pressure displacements produced in sitting during virtual reality training in younger and older adults and patients who have had a stroke. <i>Disability and Rehabilitation: Assistive Technology</i> , 2020, 15, 924-932.	2.2	5
9	Remote supervision of rehabilitation interventions for survivors of moderate or severe traumatic brain injury: A scoping review. <i>Journal of Telemedicine and Telecare</i> , 2020, 26, 520-535.	2.7	8
10	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. <i>British Journal of Sports Medicine</i> , 2020, 54, 94-101.	6.7	63
11	Force applied to a grab bar during bathtub transfers. <i>Clinical Biomechanics</i> , 2020, 80, 105109.	1.2	3
12	A qualitative study of persons with persistent postconcussion symptoms and clinicians with concussion expertise to inform the development of a concussion-specific questionnaire. <i>Disability and Rehabilitation</i> , 2020, 43, 1-12.	1.8	2
13	The concussion recovery questionnaire (CORE-Q): conceptual model development and item generation of a concussion-specific measure of functional status. <i>Brain Injury</i> , 2020, 34, 619-629.	1.2	6
14	Balance Markers and Saccadic Eye-Movement Measures in Adolescents With Postconcussion Syndrome. <i>Journal of Athletic Training</i> , 2020, 55, 475-481.	1.8	2
15	PROTOCOL: Health, social care and technological interventions to improve functional ability of older adults: Evidence and gap map. <i>Campbell Systematic Reviews</i> , 2019, 15, e1054.	3.0	6
16	Upper extremity intervention for stroke combining virtual reality, robotics and electrical stimulation. , 2019, .		4
17	Brain tissue strain and balance impairments in children following a concussion: An exploratory study. <i>Journal of Concussion</i> , 2019, 3, 205970021988923.	0.6	1
18	Age differences in arm-trunk coordination during trunk-assisted reaching. <i>Experimental Brain Research</i> , 2019, 237, 223-236.	1.5	9

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19	The Effects of a 5-Day Virtual-Reality Based Exercise Program on Kinematics and Postural Muscle Activity in Youth with Cerebral Palsy. <i>Physical and Occupational Therapy in Pediatrics</i> , 2019, 39, 388-403.	1.3	10
20	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. <i>JMIR Research Protocols</i> , 2019, 8, e14867.	1.0	9
21	Kinematics and postural muscular activity during continuous oscillating platform movement in children and adolescents. <i>Experimental Brain Research</i> , 2018, 236, 1479-1490.	1.5	6
22	Active Video Gaming for Children with Cerebral Palsy: Does a Clinic-Based Virtual Reality Component Offer an Additive Benefit? A Pilot Study. <i>Physical and Occupational Therapy in Pediatrics</i> , 2018, 38, 74-87.	1.3	31
23	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. <i>BMJ Open</i> , 2018, 8, e022240.	1.9	1
24	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. <i>Quality of Life Research</i> , 2018, 27, 3071-3086.	3.1	9
25	Kinematics and postural muscular activity during continuous oscillating platform movement in children and adolescents with cerebral palsy. <i>Gait and Posture</i> , 2018, 66, 13-20.	1.4	9
26	Self-reported balance status is not a reliable indicator of balance performance in adolescents at one-month post-concussion. <i>Journal of Science and Medicine in Sport</i> , 2017, 20, 970-975.	1.3	15
27	Balance Markers in Adolescents at 1 Month Postconcussion. <i>Orthopaedic Journal of Sports Medicine</i> , 2017, 5, 232596711769550.	1.7	20
28	Promoting Therapists' Use of Motor Learning Strategies within Virtual Reality-Based Stroke Rehabilitation. <i>PLoS ONE</i> , 2016, 11, e0168311.	2.5	33
29	A knowledge translation intervention to enhance clinical application of a virtual reality system in stroke rehabilitation. <i>BMC Health Services Research</i> , 2016, 16, 557.	2.2	63
30	Development and Reliability Evaluation of the Movement Rating Instrument for Virtual Reality Video Game Play. <i>JMIR Serious Games</i> , 2016, 4, e9.	3.1	4
31	Depressive symptoms influence use of feedback for motor learning and recovery in chronic stroke. <i>Restorative Neurology and Neuroscience</i> , 2015, 33, 727-740.	0.7	19
32	Two-week virtual reality training for dementia: Single case feasibility study. <i>Journal of Rehabilitation Research and Development</i> , 2014, 51, 1069-1076.	1.6	40
33	Impact of forearm fatigue on the postural response to an externally initiated, predictable perturbation. <i>European Journal of Applied Physiology</i> , 2014, 114, 1473-1481.	2.5	3
34	Virtual Reality Exercise Improves Mobility After Stroke. <i>Stroke</i> , 2014, 45, 1853-1855.	2.0	98
35	Motor Learning and Virtual Reality. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2014, , 25-46.	0.8	26
36	Adaptation of the Feedforward Postural Response to Repeated Continuous Postural Perturbations. <i>Neuroscience and Medicine</i> , 2013, 04, 45-49.	0.2	12

#	ARTICLE	IF	CITATIONS
37	Assessing standing stability of older adults using pressure sensitive arrays. , 2012, , .		12
38	Impact of ankle muscle fatigue and recovery on the anticipatory postural adjustments to externally initiated perturbations in dynamic postural control. <i>Experimental Brain Research</i> , 2012, 223, 553-562.	1.5	22
39	Detection of bouncing during sit-to-stand transfers with sequential pressure images. , 2011, , .		15
40	Arm motor rehabilitation in chronic stroke: Effects of two training environments. , 2011, , .		1
41	Use of Different Bath Grab Bar Configurations Following a Balance Perturbation. <i>Assistive Technology</i> , 2011, 23, 205-215.	2.0	14
42	An Intensive Virtual Reality Program Improves Functional Balance and Mobility of Adolescents With Cerebral Palsy. <i>Pediatric Physical Therapy</i> , 2011, 23, 258-266.	0.6	102
43	Creating walkable places: neighbourhood and municipal level perspectives on the socio-political process in Ottawa, Canada. <i>Journal of Urbanism</i> , 2011, 4, 81-104.	0.9	4
44	Virtual reality as adjunctive therapy for upper limb rehabilitation in cerebral palsy. , 2009, , .		7
45	Video capture virtual reality: A decade of rehabilitation assessment and intervention. <i>Physical Therapy Reviews</i> , 2009, 14, 307-321.	0.8	60
46	Evaluation of bath grab bar placement for older adults. <i>Technology and Disability</i> , 2006, 18, 45-55.	0.6	20
47	Age-related changes in postural responses to externally- and self-triggered continuous perturbations. <i>Archives of Gerontology and Geriatrics</i> , 2006, 42, 73-89.	3.0	32
48	Motor rehabilitation using virtual reality. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2004, 1, 10.	4.6	525
49	Experimental Studies of Virtual Reality-Delivered Compared to Conventional Exercise Programs for Rehabilitation. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 245-249.	2.2	161
50	The Effect of Two Types of Virtual Reality on Voluntary Center of Pressure Displacement. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 477-485.	2.2	40
51	Virtual Reality Applications for Prevention, Disability Awareness, and Physical Therapy Rehabilitation in Neurology. <i>Neurology Report</i> , 2002, 26, 55-61.	0.2	25
52	Changes in the sequencing and timing of muscle response coordination associated with developmental transitions in balance abilities. <i>Human Movement Science</i> , 1992, 11, 23-36.	1.4	48
53	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. <i>Physiotherapy Canada Physiotherapie Canada</i> , 0, , .	0.6	1