Massimo Bergamasco

List of Publications by Year
in descending order

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169	4,310	159585	149698
papers	citations	30 h-index	56 g-index

177	177	177	4432
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Dynamics Modeling of Humanâ€“Machine Control Interface for Underwater Teleoperation. Robotica, 2021, 39, 618-632.	1.9	17
2	Efficient Augmented Reality on Low-Power Embedded Systems. Lecture Notes in Computer Science, 2021, , 227-244.	1.3	1
3	Inter-brain co-activations during mindfulness meditation. Implications for devotional and clinical settings. Consciousness and Cognition, 2021, 95, 103210.	1.5	1
4	A 6-DOF haptic manipulation system to verify assembly procedures on CAD models. Procedia Manufacturing, 2019, 38, 1292-1299.	1.9	1
5	Automatic Creation of a Virtual/Augmented Gallery Based on User Defined Queries on Online Public Repositories. Communications in Computer and Information Science, 2019, , 135-147.	0.5	2
6	A Real-Time Video Stream Stabilization System Using Inertial Sensor. Lecture Notes in Computer Science, 2019, , 274-291.	1.3	1
7	Effects of Continuous Kinaesthetic Feedback Based on Tendon Vibration on Motor Imagery BCI Performance. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 105-114.	4.9	36
8	An Orthopaedic Robotic-Assisted Rehabilitation Method of the Forearm in Virtual Reality Physiotherapy. Journal of Healthcare Engineering, 2018, 2018, 1-20.	1.9	15
9	Comparing Different Storytelling Approaches for Virtual Guides in Digital Immersive Museums. Lecture Notes in Computer Science, 2018, , 292-302.	1.3	15
10	Local and Remote Cooperation With Virtual and Robotic Agents: A P300 BCI Study in Healthy and People Living With Spinal Cord Injury. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2017, 25, 1622-1632.	4.9	40
11	Safety Training Using Virtual Reality: A Comparative Approach. Lecture Notes in Computer Science, 2017, , 148-163.	1.3	16
12	Natural User Interface to Assess Social Skills in Autistic Population. Lecture Notes in Computer Science, 2017, , 144-154.	1.3	4
13	Design and kinematic optimization of a novel underactuated robotic hand exoskeleton. Meccanica, 2017, 52, 749-761.	2.0	51
14	Design of an Underactuated Hand Exoskeleton with Joint Estimation. Mechanisms and Machine Science, 2017, , 97-105.	0.5	7
15	Automatic inspection of railway carbon strips based on multi-modal visual information. , 2017, , .		9
16	A Virtual Travel in Leonardoâ€™s Codex of Flight. Lecture Notes in Computer Science, 2017, , 310-318.	1.3	0
17	Vitality Forms Processing in the Insula during Action Observation: A Multivoxel Pattern Analysis. Frontiers in Human Neuroscience, 2016, 10, 267.	2.0	24
18	Humanâ€“Robot Augmentation. Springer Handbooks, 2016, , 1875-1906.	0.6	15

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19	An Experimental Study on Fused-Deposition-Modeling Technology as an Alternative Method for Low-Cost Braille Printing. Advances in Intelligent Systems and Computing, 2016, , 201-211.	0.6	2
20	Investigating the process of emotion recognition in immersive and non-immersive virtual technological setups. , 2016, , .		5
21	A Scalable Cluster-Rendering Architecture for Immersive Virtual Environments. Lecture Notes in Computer Science, 2016, , 102-119.	1.3	2
22	An Immersive VR Experience to Learn the Craft of Printmaking. Lecture Notes in Computer Science, 2016, , 378-389.	1.3	6
23	Evaluation of the effects of the Arm Light Exoskeleton on movement execution and muscle activities: a pilot study on healthy subjects. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 9.	4.6	101
24	EEG ultradian rhythmicity differences in disorders of consciousness during wakefulness. Journal of Neurology, 2016, 263, 1746-1760.	3.6	85
25	Trackhold: A Novel Passive Arm-Support Device. Journal of Mechanisms and Robotics, 2016, 8, .	2.2	18
26	Desktop Haptic Interface for Simulation of Hand-Tremor. IEEE Transactions on Haptics, 2016, 9, 33-42.	2.7	15
27	The Effect of Emotional Narrative Virtual Environments on User Experience. Lecture Notes in Computer Science, 2016, , 120-132.	1.3	2
28	An IMU and RFID-based Navigation System Providing Vibrotactile Feedback for Visually Impaired People. Lecture Notes in Computer Science, 2016, , 360-370.	1.3	7
29	A Low Cost Open-Controller for Interactive Robotic System. , 2015, , .		15
30	AMICA: Virtual Reality as a tool for learning and communicating the craftsmanship of engraving. , 2015, , .		6
31	Looking for a precursor of spontaneous Sleep Slow Oscillations in human sleep: The role of the sigma activity. International Journal of Psychophysiology, 2015, 97, 99-107.	1.0	6
32	An EMG-Controlled Robotic Hand Exoskeleton for Bilateral Rehabilitation. IEEE Transactions on Haptics, 2015, 8, 140-151.	2.7	240
33	Evolutionary aspects of self- and world consciousness in vertebrates. Frontiers in Human Neuroscience, 2015, 9, 157.	2.0	62
34	An immersive information system for the communication of the restoration of Simone Martini's Polyptich. Journal of Cultural Heritage, 2015, 16, 741-746.	3.3	1
35	Illusory movements induced by tendon vibration in right- and left-handed people. Experimental Brain Research, 2015, 233, 375-383.	1.5	40
36	Perception of Basic Emotions from Facial Expressions of Dynamic Virtual Avatars. Lecture Notes in Computer Science, 2015, , 409-419.	1.3	5

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37	Evaluating the Impact of Highly Immersive Technologies and Natural Interaction on Player Engagement and Flow Experience in Games. Lecture Notes in Computer Science, 2015, , 169-181.	1.3	18
38	ADITHO â€“ A Serious Game for Training and Evaluating Medical Ethics Skills. Lecture Notes in Computer Science, 2015, , 59-71.	1.3	5
39	Hypnotizability and the position sense: proprioceptive localization of the hand. Archives Italiennes De Biologie, 2015, 153, 46-55.	0.4	1
40	Spectral Parameters Modulation and Source Localization of Blink-Related Alpha and Low-Beta Oscillations Differentiate Minimally Conscious State from Vegetative State/Unresponsive Wakefulness Syndrome. PLoS ONE, 2014, 9, e93252.	2.5	28
41	A novel wearable biometric capture system. , 2014, , .		2
42	[Poster] Interacting with your own hands in a fully immersive MR system. , 2014, , .		5
43	I'm in VR!. , 2014, , .		30
44	On multiuser perspectives in passive stereographic virtual environments. Computer Animation and Virtual Worlds, 2014, 25, 69-81.	1.2	3
45	The Body Extender: A Full-Body Exoskeleton for the Transport and Handling of Heavy Loads. IEEE Robotics and Automation Magazine, 2014, 21, 34-44.	2.0	85
46	A novel BCI-SSVEP based approach for control of walking in Virtual Environment using a Convolutional Neural Network. , 2014, , .		36
47	The Modulation of Ownership and Agency in the Virtual Hand Illusion under Visuotactile and Visuomotor Sensory Feedback. Presence: Teleoperators and Virtual Environments, 2014, 23, 209-225.	0.6	11
48	Multisensory Feedback Can Enhance Embodiment Within an Enriched Virtual Walking Scenario. Presence: Teleoperators and Virtual Environments, 2014, 23, 253-266.	0.6	34
49	An EMG-based approach for on-line predicted torque control in robotic-assisted rehabilitation. , 2014, , .		35
50	A networked haptic embedded controller. , 2014, , .		2
51	A case of post-traumatic minimally conscious state reversed by midazolam: Clinical aspects and neurophysiological correlates. Restorative Neurology and Neuroscience, 2014, 32, 767-787.	0.7	17
52	How stressful are 105days of isolation? Sleep EEG patterns and tonic cortisol in healthy volunteers simulating manned flight to Mars. International Journal of Psychophysiology, 2014, 93, 211-219.	1.0	73
53	Evaluation of a New Exoskeleton for Upper Limb Post-stroke Neuro-rehabilitation: Preliminary Results. Biosystems and Biorobotics, 2014, , 637-645.	0.3	10
54	Process integration in energy and carbon intensive industries: An example of exploitation of optimization techniques and decision support. Applied Thermal Engineering, 2014, 70, 1148-1155.	6.0	43

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55	Virtual reconstruction of paintings as a tool for research and learning. Journal of Cultural Heritage, 2014, 15, 308-312.	3.3	7
56	Evaluating Virtual Embodiment with the ALEx Exoskeleton. Lecture Notes in Computer Science, 2014, , 133-140.	1.3	9
57	TESBE: Technologies for Efficient and Safe Body Extenders. Springer Tracts in Advanced Robotics, 2014, , 241-265.	0.4	0
58	Cortical source of blink-related delta oscillations and their correlation with levels of consciousness. Human Brain Mapping, 2013, 34, 2178-2189.	3.6	31
59	A new bounded jerk on-line trajectory planning for mimicking human movements in robot-aided neurorehabilitation. Robotics and Autonomous Systems, 2013, 61, 404-415.	5.1	29
60	Designing interaction metaphors for Web3D cultural dissemination. Journal of Cultural Heritage, 2013, 14, 146-155.	3.3	18
61	Continuum thermo-electro-mechanical model for electrostrictive elastomers. Journal of Intelligent Material Systems and Structures, 2013, 24, 761-778.	2.5	34
62	Automatic creation of bas-relieves from single images. , 2013, , .		0
63	Haptic Hand Exoskeleton for Precision Grasp Simulation. Journal of Mechanisms and Robotics, 2013, 5, .	2.2	42
64	Novel Magnetic Sensing Approach with Improved Linearity. Sensors, 2013, 13, 7618-7632.	3.8	25
65	A virtual reality system for robotic-assisted orthopedic rehabilitation of forearm and elbow fractures. , 2013, , .		9
66	Haptic hand-tremor simulation for enhancing empathy with disabled users. , 2013, , .		1
67	A Three-Axis Force Sensor for Dual Finger Haptic Interfaces. Sensors, 2012, 12, 13598-13616.	3.8	29
68	Real-time compression of depth streams through meshification and valence-based encoding. , 2012, , .		3
69	Training and assessment of upper limb motor function with a robotic exoskeleton after stroke. , 2012, , .		7
70	A new Kinect-based guidance mode for upper limb robot-aided neurorehabilitation. , 2012, , .		14
71	Modelling and Experimental Evaluation of a Static Balancing Technique for a New Horizontally Mounted 3-UPU Parallel Mechanism. International Journal of Advanced Robotic Systems, 2012, 9, 193.	2.1	12
72	Illusory perception of arm movement induced by visuo-proprioceptive sensory stimulation and controlled by motor imagery. , 2012, , .		23

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73	A comparison of algorithms for motor imagery for BCI under different sensory feedback conditions. , 2012, , .		3
74	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
75	Modeling and experimental validation of buckling dielectric elastomer actuators. Smart Materials and Structures, 2012, 21, 094005.	3.5	28
76	Positive effects of robotic exoskeleton training of upper limb reaching movements after stroke. Journal of NeuroEngineering and Rehabilitation, 2012, 9, 36.	4.6	107
77	A New Gaze-BCI-Driven Control of an Upper Limb Exoskeleton for Rehabilitation in Real-World Tasks. IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews, 2012, 42, 1169-1179.	2.9	171
78	Interactive Digital Storytelling for Children's Education. , 2012, , 231-252.		5
79	Rehabilitation Training and Evaluation with the L-EXOS in Chronic Stroke. Lecture Notes in Computer Science, 2012, , 242-245.	1.3	4
80	Haptic Interfaces for Skills Training. Human Factors and Ergonomics, 2012, , 91-110.	0.0	0
81	Tactile transducer based on electromechanical solenoids. , 2011, , .		6
82	A new gaze-tracking guidance mode for upper limb robot-aided neurorehabilitation. , 2011, , .		5
83	A low-cost human locomotion speed recognition for augmented virtual environments exploration. , 2011, , .		2
84	Real-Time Network Streaming of Dynamic 3D Content with In-frame and Inter-frame Compression. , 2011, , .		2
85	Preliminary results of BRAVO project: Brain computer interfaces for Robotic enhanced Action in Visuo-motOr tasks. , 2011, 2011, 5975377.		9
86	MOTORE: A mobile haptic interface for neuro-rehabilitation. , 2011, , .		16
87	Design and implementation of a training strategy in chronic stroke with an arm robotic exoskeleton. , 2011, 2011, 5975512.		21
88	The contribution of cutaneous and kinesthetic sensory modalities in haptic perception of orientation. Brain Research Bulletin, 2011, 85, 260-266.	3.0	40
89	Body Extender: Whole body exoskeleton for human power augmentation. , 2011, , .		59
90	Positive effects of rehabilitation training with the L-EXOS in chronic stroke. BIO Web of Conferences, 2011, 1, 00027.	0.2	1

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91	Developing a Tactile Actuator to be Integrated Into a Force Feedback Device for the Haptic Rendering of Virtual Textiles. , 2011, , .		0
92	A new screw theory method for the estimation of position accuracy in spatial parallel manipulators with revolute joint clearances. Mechanism and Machine Theory, 2011, 46, 1929-1949.	4.5	70
93	Virtually preserving the intangible heritage of artistic handicraft. Journal of Cultural Heritage, 2011, 12, 82-87.	3.3	27
94	ISEE: Information access through the navigation of a 3D interactive environment. Journal of Cultural Heritage, 2011, 12, 287-294.	3.3	21
95	Feedback, Affordances, and Accelerators for Training Sports in Virtual Environments. Presence: Teleoperators and Virtual Environments, 2011, 20, 33-46.	0.6	32
96	Beyond virtual museums: Experiencing immersive virtual reality in real museums. Journal of Cultural Heritage, 2010, 11, 452-458.	3.3	359
97	Energy recovery in time-varying delay teleoperated system using wave-variables. , 2010, , .		2
98	Design of a Motion Based Sailing Simulator. , 2010, , .		2
99	A novel compact and lightweight actuator for wearable robots. , 2010, , .		7
100	Human gait recognition for virtual environments exploration. , 2010, , .		4
101	Design of a cutaneous fingertip display for improving haptic exploration of virtual objects. , 2010, , .		24
102	Clinical VR applications with the light-exoskeleton for upper-part neurorehabilitation. , 2010, , .		1
103	A Novel Actuator for Wearable Robots with Improved Torque Density and Mechanical Efficiency. Advanced Robotics, 2010, 24, 2019-2041.	1.8	6
104	Visualizing perspectives and trends in robotics based on patent mining. , 2010, , .		4
105	Design of a novel finger haptic interface for contact and orientation display. , 2010, , .		52
106	Visibility techniques applied to robotics. , 2010, , .		1
107	Mechanical design and optimization of a novel fMRI compatible haptic manipulator. , 2010, , .		5
108	Robotic creatures: Anthropomorphism and interaction in contemporary art. , 2010, , .		10

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109	Network streaming of dynamic 3D content with on-line compression of frame data. , 2010, , .		5
110	Hand and Arm Ownership Illusion through Virtual Reality Physical Interaction and Vibrotactile Stimulations. Lecture Notes in Computer Science, 2010, , 194-199.	1.3	12
111	Virtual Hand Illusion Induced by Visuomotor Correlations. PLoS ONE, 2010, 5, e10381.	2.5	341
112	A Measuring Tool for Accurate Haptic Modeling in Industrial Maintenance Training. Lecture Notes in Computer Science, 2010, , 377-384.	1.3	1
113	Interactive Technology Maps for Strategic Planning and Research Directions Based on Textual and Citation Analysis of Patents. , 2010, , 487-514.		0
114	Skill Modeling and Feedback Design for Training Rowing with Virtual Environments. Advances in Human Factors and Ergonomics Series, 2010, , 832-841.	0.2	1
115	Training Skills with Virtual Environments. , 2010, , 314-343.		0
116	Digital representation of skills for human-robot interaction. , 2009, , .		4
117	Bilateral teleoperation under time-varying delay using wave variables. , 2009, , .		15
118	Human forces in hands free interaction: a new paradigm for immersive virtual environments. , 2009, , .		0
119	A force-feedback exoskeleton for upper-limb rehabilitation in virtual reality. Applied Bionics and Biomechanics, 2009, 6, 115-126.	1.1	103
120	Integration of multimodal technologies for a rowing platform. , 2009, , .		8
121	Towards the ultimate aesthetic experience. , 2009, , .		0
122	Virtual reality enhanced mannequin (VREM) that is well received by resuscitation experts. Resuscitation, 2009, 80, 489-492.	3.0	49
123	Development of a new exoskeleton for upper limb rehabilitation. , 2009, , .		33
124	A mechatronic analysis and synthesis of human walking gait. , 2009, , .		1
125	Haptic guidance of Light-Exoskeleton for arm-rehabilitation tasks. , 2009, , .		22
126	Interactive Storytelling for Children Education. , 2009, , .		4

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127	Design of a new fMRI compatible haptic interface. , 2009, , .		11
128	Control strategies and perception effects in co-located and large workspace dynamical encountered haptics. , 2009, , .		3
129	Bimanual Haptic-desktop platform for upper-limb post-stroke rehabilitation: Practical trials. , 2009, , .		10
130	Vibrotactile perception assessment for a rowing training system. , 2009, , .		35
131	Regressor-free force/position control of fixed-base exoskeletons for rehabilitation tasks. , 2009, , .		6
132	A strategic map for high-impact virtual experience design. , 2009, , .		1
133	Robust Tracking of the Lightâ€“Exoskeleton for Arm Rehabilitation Tasks* *This work is partially supported by Skills-IP project and Scuola Superiore Sant'Anna.. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2009, 42, 663-668.	0.4	6
134	A dynamically reconfigurable stereoscopic/panoramic vision mobile robot head controlled from a virtual environment. Visual Computer, 2008, 24, 941-946.	3.5	3
135	Voxel-Based Haptic Rendering Using Implicit Sphere Trees. , 2008, , .		12
136	Non-Invasive Biomechanical Device for the Club-Foot Medical Treatment: A Robotic Rehabilitation Analysis. , 2008, , .		1
137	Virtual Laboratory: a virtual distributed platform to share and perform experiments. , 2008, , .		3
138	Development of a 3D real time gesture recognition methodology for virtual environment control. , 2008, , .		4
139	Surface perception in a large workspace encounter interface. , 2008, , .		0
140	A new method for the estimation of position accuracy in parallel manipulators with joint clearances by screw theory. , 2008, , .		4
141	A Fingertip Haptic Display for Improving Curvature Discrimination. Presence: Teleoperators and Virtual Environments, 2008, 17, 550-561.	0.6	80
142	Design of information landscapes for cultural heritage content. , 2008, , .		15
143	Robot-mediated arm rehabilitation in Virtual Environments for chronic stroke patients: A clinical study. , 2008, , .		11
144	Real-Time Gesture Recognition, Evaluation and Feed-Forward Correction of a Multimodal Tai-Chi Platform. Lecture Notes in Computer Science, 2008, , 30-39.	1.3	27

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145	Design guidelines for generating force feedback on fingertips using haptic interfaces. , 2008, , 393-410.		1
146	Kinematic Design of a Two Contact Points Haptic Interface for the Thumb and Index Fingers of the Hand. Journal of Mechanical Design, Transactions of the ASME, 2007, 129, 520-529.	2.9	32
147	Assisting to Sketch Unskilled People with Fixed and Interactive Virtual Templates. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	5
148	A pilot clinical study on robotic assisted rehabilitation in VR with an arm exoskeleton device. , 2007, , .		30
149	Arm rehabilitation with a robotic exoskeleleton in Virtual Reality. , 2007, , .		115
150	Patent based analysis of innovative rehabilitation technologies. , 2007, , .		0
151	Description and Performance Analysis of a Distributed Rendering Architecture for Virtual Environments. , 2007, , .		8
152	A fingertip haptic display for improving local perception of shape cues. , 2007, , .		11
153	Reactive robot system using a haptic interface: an active interaction to transfer skills from the robot to unskilled persons. Advanced Robotics, 2007, 21, 267-291.	1.8	32
154	High performance haptic device for force rendering in textile exploration. Visual Computer, 2007, 23, 247-256.	3.5	16
155	Exoskeletons as Man-Machine Interface Systems for Teleoperation and Interaction in Virtual Environments. Springer Tracts in Advanced Robotics, 2007, , 61-76.	0.4	23
156	Haptic rendering of sharp objects using lateral forces. , 2006, , .		3
157	Design and validation of a complete haptic system for manipulative tasks. Advanced Robotics, 2006, 20, 367-389.	1.8	32
158	Using stereoscopic real-time graphics to shorten training time for complex mechanical tasks. , 2006, 6055, 7.		0
159	Lowering the development time of multimodal interactive application. , 2005, , .		57
160	Building 3D interactive environments for the children's narrative. , 2005, , .		3
161	The 3D interactive visit to Piazza dei Miracoli, Italy. , 2005, , .		11
162	Dynamics of parallel manipulators by means of screw theory. Mechanism and Machine Theory, 2003, 38, 1113-1131.	4.5	222

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163	A new option for the visually impaired to experience 3D art at museums: manual exploration of virtual copies. Visual Impairment Research, 2003, 5, 1-12.	0.2	36
164	<title>Museum of Pure Form: preliminary considerations</title>. , 2001, 4195, 292.		0
165	<title>Preliminary considerations on the design of controllers for haptic interfaces</title>. , 1997, , .		1
166	<title>Teleoperation with large time delay using a prevision system</title>. , 1997, , .		0
167	Thermal Feedback in Virtual Environments. Presence: Teleoperators and Virtual Environments, 1997, 6, 617-629.	0.6	33
168	<title>Framework for transputer-based control architectures</title>. , 1997, 3203, 152.		0
169	11 Evaluation of Multipoint Contact Interfaces in Haptic Perception of Shapes. , 0, , 177-188.		20