Diogo G Morais

List of Publications by Year
in descending order

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38 papers	663 citations	759055 12 h-index	677027 22 g-index
43 all docs	43 docs citations	43 times ranked	892 citing authors

#	Article	IF	Citations
1	Cognitive training on stroke patients via virtual reality-based serious games. Disability and Rehabilitation, 2017, 39, 385-388.	0.9	163
2	PTSD Elderly War Veterans: A Clinical Controlled Pilot Study. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 43-48.	2.1	76
3	Executive Functioning in Alcoholics Following an mHealth Cognitive Stimulation Program: Randomized Controlled Trial. Journal of Medical Internet Research, 2014, 16, e102.	2.1	59
4	Cognitive Stimulation of Elderly Individuals with Instrumental Virtual Reality-Based Activities of Daily Life: Pre-Post Treatment Study. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 69-75.	2.1	41
5	The Immersive Virtual Reality Experience: A Typology of Users Revealed Through Multiple Correspondence Analysis Combined with Cluster Analysis Technique. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 209-216.	2.1	36
6	Eliciting Nicotine Craving with Virtual Smoking Cues. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 556-561.	2.1	32
7	Traumatic brain injury memory training: a virtual reality online solution. International Journal on Disability and Human Development, 2011, 10, .	0.2	31
8	Frequency is not enough: Patterns of use associated with risk of Internet addiction in Portuguese adolescents. Computers in Human Behavior, 2016, 58, 471-478.	5.1	27
9	Comparison of interpretation of cat's behavioral needs between veterinarians, veterinary nurses, and cat owners. Journal of Veterinary Behavior: Clinical Applications and Research, 2014, 9, 324-328.	0.5	20
10	Serious Games for Serious problems: from Ludicus to Therapeuticus. , 2010, , .		19
11	Performance on naturalistic virtual reality tasks depends on global cognitive functioning as assessed via traditional neurocognitive tests. Applied Neuropsychology Adult, 2018, 25, 555-561.	0.7	17
12	Virtual exercises to promote cognitive recovery in stroke patients: the comparison between head mounted displays versus screen exposure methods. International Journal on Disability and Human Development, 2014, 13, .	0.2	16
13	Cognitive Training through mHealth for Individuals with Substance Use Disorder. Methods of Information in Medicine, 2017, 56, 156-161.	0.7	15
14	Show me your eyes! The combined use of eye tracking and virtual reality applications for cognitive assessment. , 2015, , .		13
15	Virtual Kitchen Test. Methods of Information in Medicine, 2015, 54, 122-126.	0.7	12
16	The Art Gallery Test: A Preliminary Comparison between Traditional Neuropsychological and Ecological VR-Based Tests. Frontiers in Psychology, 2017, 8, 1911.	1.1	11
17	Cognitive assessment of stroke patients with mobile apps: a controlled study. Studies in Health Technology and Informatics, 2014, 199, 103-7.	0.2	11
18	Evaluation of Cognitive Functions through the Systemic Lisbon Battery: Normative Data. Methods of Information in Medicine, 2016, 55, 93-97.	0.7	9

#	Article	IF	Citations
19	Eye Movement Analysis and Cognitive Assessment. Methods of Information in Medicine, 2017, 56, 112-116.	0.7	8
20	The effect of virtual reality-based serious games in cognitive interventions. , 2016, , .		6
21	Systemic Lisbon Battery: Normative Data for Memory and Attention Assessments. JMIR Rehabilitation and Assistive Technologies, 2016, 3, e5.	1.1	6
22	Evaluation of the effectiveness of the implementation of the A PAR parental intervention programme in Portugal. Child development and parenting support. European Early Childhood Education Research Journal, 2014, 22, 554-572.	1.2	5
23	THE USE OF EYE TRACKING IN NON-IMMERSIVE VIRTUAL REALITY FOR COGNITIVE ASSESSMENT. Psicologia, SaÃºde & DoenÃ§as, 2016, 17, 23-31.	0.0	5
24	NeuAR â€“ A Review of the VR/AR Applications in the Neuroscience Domain. , 0, , .		4
25	Assessment of frontal brain functions in alcoholics following a health mobile cognitive stimulation approach. Studies in Health Technology and Informatics, 2013, 191, 110-4.	0.2	4
26	The contribution of a VR-based programme in cognitive rehabilitation following stroke. , 2011, , .		3
27	Cognitive stimulation of alcoholics through VR-based Instrumental Activities of Daily Living. , 2015, , .		3
28	Normative data for a cognitive VR rehab serious games-based approach. , 2014, , .		3
29	Computer-assisted therapy. , 2015, , .		1
30	Assessment of Attentional and Mnesic Processes Through Gaze Tracking Analysis: Inferences from Comparative Search Tasks Embedded in VR Serious Games. Communications in Computer and Information Science, 2017, , 26-34.	0.4	1
31	15. Active Confluence: A Proposal to Integrate Social and Health Support with Technological Tools. , 2015, , 262-274.		0
32	Ecologically-oriented approach for cognitive assessment in the elderly. , 2016, , .		0
33	Computer-assisted assessment of cognitive functioning in the elderly through the systemic Lisbon battery. , 2016, , .		0
34	PTSD Elderly War Veterans: A Clinical Controlled Pilot Study. Cyberpsychology, Behavior and Social Networking, 0, , 091220084725062.	2.2	0
35	Executive functioning in addicts following health mobile cognitive stimulation Evidence from alcohol and heroin patients. , 2013, , .		0
36	Assessing Cognitive Functions with VR-Based Serious Games that Reproduce Daily Life: Pilot Testing for Normative Values. Communications in Computer and Information Science, 2015, , 1-10.	0.4	0

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37	Neuropsychological Predictors of Alcohol Abtinence Following a Detoxification Program. Communications in Computer and Information Science, 2017, , 141-149.	0.4	0
38	Adaptive Non-Immersive VR Environment for Eliciting Fear of Cockroaches: A Physiology-Driven Approach Combined with 3D-TV Exposure. International Journal of Psychological Research, 2020, 13, 99-108.	0.3	0