

Stefan Carlo Michalski

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6483419/publications.pdf>

Version: 2024-02-01

7
papers

226
citations

1936888

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h-index

1872312

6
g-index

13
all docs

13
docs citations

13
times ranked

155
citing authors

#	ARTICLE	IF	CITATIONS
1	Getting your game on: Using virtual reality to improve real table tennis skills. PLoS ONE, 2019, 14, e0222351.	1.1	73
2	Beyond Feeling Sick: The Visual and Cognitive Aftereffects of Virtual Reality. IEEE Access, 2019, 7, 130883-130892.	2.6	49
3	Exergaming With Beat Saber: An Investigation of Virtual Reality Aftereffects. Journal of Medical Internet Research, 2020, 22, e19840.	2.1	49
4	Using Virtual Environments to Improve Real-World Motor Skills in Sports: A Systematic Review. Frontiers in Psychology, 2019, 10, 2159.	1.1	37
5	Getting the Most out of Virtual Reality: Evaluating Short Breaks to Reduce Cybersickness and Cognitive Aftereffects. , 2022, , .		4
6	Rest Intervals during Virtual Reality Gaming Augments Standing Postural Sway Disturbance. Sensors, 2021, 21, 6817.	2.1	3
7	Using Virtual Reality to Improve Classroom Behavior in People With Down Syndrome: Within-Subjects Experimental Design. JMIR Serious Games, 2022, 10, e34373.	1.7	1