Stefan Carlo Michalski

List of Publications by Year
in descending order

7 papers	226 citations	1936888 4 h-index	1872312 6 g-index
13 all docs	13 docs citations	13 times ranked	155 citing authors

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