

Kazuya Okamoto

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6740053/publications.pdf>

Version: 2024-02-01

16
papers

189
citations

1683354

5
h-index

1125271

13
g-index

18
all docs

18
docs citations

18
times ranked

285
citing authors

#	ARTICLE	IF	CITATIONS
1	Effect of a Kinect-Based Exercise Game on Improving Executive Cognitive Performance in Community-Dwelling Elderly: Case Control Study. <i>Journal of Medical Internet Research</i> , 2014, 16, e61.	2.1	81
2	Using a Smartphone while walking: a measure of dual-tasking ability as a falls risk assessment tool. <i>Age and Ageing</i> , 2011, 40, 516-519.	0.7	30
3	Effects of Social Interaction Mechanics in Pervasive Games on the Physical Activity Levels of Older Adults: Quasi-Experimental Study. <i>JMIR Serious Games</i> , 2019, 7, e13962.	1.7	21
4	Pervasive game design to evaluate social interaction effects on levels of physical activity among older adults. <i>Journal of Rehabilitation and Assistive Technologies Engineering</i> , 2019, 6, 205566831984444.	0.6	15
5	Jointly stable matchings. <i>Journal of Combinatorial Optimization</i> , 2019, 38, 646-665.	0.8	8
6	Promoting Physical Activity in Japanese Older Adults Using a Social Pervasive Game: Randomized Controlled Trial. <i>JMIR Serious Games</i> , 2021, 9, e16458.	1.7	8
7	Understanding the Situated Roles of Electronic Medical Record Systems to Enable Redesign: Mixed Methods Study. <i>JMIR Human Factors</i> , 2019, 6, e13812.	1.0	7
8	Understanding the EMR-Related Experiences of Pregnant Japanese Women to Redesign Antenatal Care EMR Systems. <i>Informatics</i> , 2019, 6, 15.	2.4	5
9	Designing Pervasive Social Interaction Mechanics for Elderly Players: A Multicultural Study Case. <i>Smart Innovation, Systems and Technologies</i> , 2019, , 293-303.	0.5	4
10	Development of a system for the assessment of a dual-task performance based on a motion-capture device. <i>International Journal on Disability and Human Development</i> , 2014, 13, .	0.2	2
11	Design Elements of Pervasive Games for Elderly Players: A Social Interaction Study Case. <i>Lecture Notes in Computer Science</i> , 2019, , 204-215.	1.0	2
12	Strongly Stable and Maximum Weakly Stable Noncrossing Matchings. <i>Lecture Notes in Computer Science</i> , 2020, , 304-315.	1.0	2
13	Augmented reality-based block piling game with superimposed collapse prediction. <i>Virtual Reality</i> , 2013, 17, 279-292.	4.1	1
14	Strongly Stable and Maximum Weakly Stable Noncrossing Matchings. <i>Algorithmica</i> , 2021, 83, 2678-2696.	1.0	1
15	Designing an Authorization System Based on Patient Privacy Preferences in Japan. <i>Studies in Health Technology and Informatics</i> , 2018, 247, 71-75.	0.2	1
16	Understanding the Roles of EMR Systems in Japanese Antenatal Care Settings. <i>Studies in Health Technology and Informatics</i> , 2018, 251, 257-260.	0.2	1