

Kazuya Okamoto

List of Publications by Year in descending order

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285
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#	ARTICLE	IF	CITATIONS
1	Promoting Physical Activity in Japanese Older Adults Using a Social Pervasive Game: Randomized Controlled Trial. JMIR Serious Games, 2021, 9, e16458.	1.7	8
2	Strongly Stable and Maximum Weakly Stable Noncrossing Matchings. Algorithmica, 2021, 83, 2678-2696.	1.0	1
3	Strongly Stable and Maximum Weakly Stable Noncrossing Matchings. Lecture Notes in Computer Science, 2020, , 304-315.	1.0	2
4	Pervasive game design to evaluate social interaction effects on levels of physical activity among older adults. Journal of Rehabilitation and Assistive Technologies Engineering, 2019, 6, 205566831984444.	0.6	15
5	Jointly stable matchings. Journal of Combinatorial Optimization, 2019, 38, 646-665.	0.8	8
6	Understanding the EMR-Related Experiences of Pregnant Japanese Women to Redesign Antenatal Care EMR Systems. Informatics, 2019, 6, 15.	2.4	5
7	Design Elements of Pervasive Games for Elderly Players: A Social Interaction Study Case. Lecture Notes in Computer Science, 2019, , 204-215.	1.0	2
8	Designing Pervasive Social Interaction Mechanics for Elderly Players: A Multicultural Study Case. Smart Innovation, Systems and Technologies, 2019, , 293-303.	0.5	4
9	Understanding the Situated Roles of Electronic Medical Record Systems to Enable Redesign: Mixed Methods Study. JMIR Human Factors, 2019, 6, e13812.	1.0	7
10	Effects of Social Interaction Mechanics in Pervasive Games on the Physical Activity Levels of Older Adults: Quasi-Experimental Study. JMIR Serious Games, 2019, 7, e13962.	1.7	21
11	Designing an Authorization System Based on Patient Privacy Preferences in Japan. Studies in Health Technology and Informatics, 2018, 247, 71-75.	0.2	1
12	Understanding the Roles of EMR Systems in Japanese Antenatal Care Settings. Studies in Health Technology and Informatics, 2018, 251, 257-260.	0.2	1
13	Development of a system for the assessment of a dual-task performance based on a motion-capture device. International Journal on Disability and Human Development, 2014, 13, .	0.2	2
14	Effect of a Kinect-Based Exercise Game on Improving Executive Cognitive Performance in Community-Dwelling Elderly: Case Control Study. Journal of Medical Internet Research, 2014, 16, e61.	2.1	81
15	Augmented reality-based block piling game with superimposed collapse prediction. Virtual Reality, 2013, 17, 279-292.	4.1	1
16	Using a Smartphone while walking: a measure of dual-tasking ability as a falls risk assessment tool. Age and Ageing, 2011, 40, 516-519.	0.7	30