Rodrigo Brito

List of Publications by Year
in descending order

23 papers	503 citations	840585 11 h-index	839398 18 g-index
25 all docs	25 docs citations	25 times ranked	734 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	Executive Functioning in Alcoholics Following an mHealth Cognitive Stimulation Program: Randomized Controlled Trial. Journal of Medical Internet Research, 2014, 16, e102.	2.1	59
3	Virtual Reality-Based Cognitive Stimulation to Improve Cognitive Functioning in Community Elderly: A Controlled Study. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 150-156.	2.1	42
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	Eliciting Nicotine Craving with Virtual Smoking Cues. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 556-561.	2.1	32
6	The Human Penguin Project: Climate, Social Integration, and Core Body Temperature. Collabra: Psychology, 2018, 4, .	0.9	30
7	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
8	Cognitive Training through mHealth for Individuals with Substance Use Disorder. Methods of Information in Medicine, 2017, 56, 156-161.	0.7	15
9	Virtual Reality Cognitive Training Among Individuals With Alcohol Use Disorder Undergoing Residential Treatment: Pilot Randomized Controlled Trial. Journal of Medical Internet Research, 2021, 23, e18482.	2.1	13
10	The Art Gallery Test: A Preliminary Comparison between Traditional Neuropsychological and Ecological VR-Based Tests. Frontiers in Psychology, 2017, 8, 1911.	1.1	11
11	Data from the Human Penguin Project, a cross-national dataset testing social thermoregulation principles. Scientific Data, 2019, 6, 32.	2.4	11
12	Cognitive assessment of stroke patients with mobile apps: a controlled study. Studies in Health Technology and Informatics, 2014, 199, 103-7.	0.2	11
13	Cultural differences and heteroethnicization in Portugal: the perceptions of White and Black people. Portuguese Journal of Social Science, 2002, 1, 111-128.	0.2	7
14	Keeping in Touch with Context: Non-verbal Behavior as a Manifestation of Communality and Dominance. Journal of Nonverbal Behavior, 2018, 42, 311-326.	0.6	6
15	Systemic Lisbon Battery: Normative Data for Memory and Attention Assessments. JMIR Rehabilitation and Assistive Technologies, 2016, 3, e5.	1.1	6
16	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
17	Insights into the neural mechanisms underlying hand praxis: implications for the neurocognitive rehabilitation of apraxia. Frontiers in Psychology, 2014, 5, 1380.	1.1	3
18	Cognitive stimulation of alcoholics through VR-based Instrumental Activities of Daily Living. , 2015, , .		3

#	Article	IF	Citations
19	Normative data for a cognitive VR rehab serious games-based approach. , 2014, , .		3
20	Computer-assisted therapy. , 2015, , .		1
21	15. Active Confluence: A Proposal to Integrate Social and Health Support with Technological Tools. , 2015, , 262-274.		0
22	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
23	Neuropsychological Predictors of Alcohol Abtinence Following a Detoxification Program. Communications in Computer and Information Science, 2017, , 141-149.	0.4	0