

Panagiotis D. Bamidis

List of Publications by Year in descending order

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Version: 2024-02-01

345
papers

5,582
citations

136885

32
h-index

128225

60
g-index

393
all docs

393
docs citations

393
times ranked

6664
citing authors

#	ARTICLE	IF	CITATIONS
1	A review of physical and cognitive interventions in aging. <i>Neuroscience and Biobehavioral Reviews</i> , 2014, 44, 206-220.	2.9	295
2	Monitoring sleepiness with on-board electrophysiological recordings for preventing sleep-deprived traffic accidents. <i>Clinical Neurophysiology</i> , 2007, 118, 1906-1922.	0.7	227
3	Are Females More Responsive to Emotional Stimuli? A Neurophysiological Study Across Arousal and Valence Dimensions. <i>Brain Topography</i> , 2010, 23, 27-40.	0.8	223
4	The impact of occupational stress on nurses' caring behaviors and their health related quality of life. <i>BMC Nursing</i> , 2016, 15, 56.	0.9	199
5	Toward Emotion Aware Computing: An Integrated Approach Using Multichannel Neurophysiological Recordings and Affective Visual Stimuli. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2010, 14, 589-597.	3.6	197
6	Consensus on the reporting and experimental design of clinical and cognitive-behavioural neurofeedback studies (CRED-nf checklist). <i>Brain</i> , 2020, 143, 1674-1685.	3.7	188
7	REG-ICA: A hybrid methodology combining Blind Source Separation and regression techniques for the rejection of ocular artifacts. <i>Biomedical Signal Processing and Control</i> , 2011, 6, 291-300.	3.5	140
8	Gains in cognition through combined cognitive and physical training: the role of training dosage and severity of neurocognitive disorder. <i>Frontiers in Aging Neuroscience</i> , 2015, 7, 152.	1.7	138
9	On the Classification of Emotional Biosignals Evoked While Viewing Affective Pictures: An Integrated Data-Mining-Based Approach for Healthcare Applications. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2010, 14, 309-318.	3.6	136
10	Design, Implementation, and Wide Pilot Deployment of FitForAll: An Easy to use Exergaming Platform Improving Physical Fitness and Life Quality of Senior Citizens. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2016, 20, 189-200.	3.9	109
11	Functional disorganization of small-world brain networks in mild Alzheimer's Disease and amnesic Mild Cognitive Impairment: an EEG study using Relative Wavelet Entropy (RWE). <i>Frontiers in Aging Neuroscience</i> , 2014, 6, 224.	1.7	87
12	Mobile and wearable technologies in healthcare for the ageing population. <i>Computer Methods and Programs in Biomedicine</i> , 2018, 161, 233-237.	2.6	86
13	A semi-simulated EEG/EOG dataset for the comparison of EOG artifact rejection techniques. <i>Data in Brief</i> , 2016, 8, 1004-1006.	0.5	78
14	Neuroplastic Effects of Combined Computerized Physical and Cognitive Training in Elderly Individuals at Risk for Dementia: An eLORETA Controlled Study on Resting States. <i>Neural Plasticity</i> , 2015, 2015, 1-12.	1.0	70
15	Effects of imagery training on cognitive performance and use of physiological measures as an assessment tool of mental effort. <i>Brain and Cognition</i> , 2007, 64, 74-85.	0.8	67
16	The effects of a computer-based cognitive and physical training program in a healthy and mildly cognitive impaired aging sample. <i>Aging and Mental Health</i> , 2014, 18, 838-846.	1.5	62
17	Indicators of Sleepiness in an ambulatory EEG study of night driving. , 2006, 2006, 6201-4.		60
18	Magnetic field tomography of cortical and deep processes: examples of "real-time mapping" of averaged and single trial MEG signals. <i>International Journal of Psychophysiology</i> , 1995, 20, 161-175.	0.5	59

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19	The effect of hypobaric hypoxia on multichannel EEG signal complexity. <i>Clinical Neurophysiology</i> , 2007, 118, 31-52.	0.7	59
20	The First Thousand Days: early, integrated and evidence-based approaches to improving child health: coming to a population near you?. <i>Archives of Disease in Childhood</i> , 2020, 105, 837-841.	1.0	58
21	A Framework Combining Delta Event-Related Oscillations (EROs) and Synchronisation Effects (ERD/ERS) to Study Emotional Processing. <i>Computational Intelligence and Neuroscience</i> , 2009, 2009, 1-16.	1.1	53
22	A Decision-Support Framework for Promoting Independent Living and Ageing Well. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2015, 19, 199-209.	3.9	48
23	Cognitive and physical training for the elderly: Evaluating outcome efficacy by means of neurophysiological synchronization. <i>International Journal of Psychophysiology</i> , 2014, 93, 1-11.	0.5	45
24	Musical expertise is related to altered functional connectivity during audiovisual integration. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2015, 112, 12522-12527.	3.3	44
25	Moving Real Exergaming Engines on the Web: The webFitForAll Case Study in an Active and Healthy Ageing Living Lab Environment. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2017, 21, 859-866.	3.9	43
26	Exploring Design Requirements for Repurposing Dental Virtual Patients From the Web to Second Life: A Focus Group Study. <i>Journal of Medical Internet Research</i> , 2014, 16, e151.	2.1	43
27	Distinct cerebellar lobules process arousal, valence and their interaction in parallel following a temporal hierarchy. <i>NeuroImage</i> , 2015, 110, 149-161.	2.1	42
28	Decoding Motor Imagery through Common Spatial Pattern Filters at the EEG Source Space. <i>Computational Intelligence and Neuroscience</i> , 2018, 2018, 1-10.	1.1	41
29	Using affective avatars and rich multimedia content for education of children with autism. , 2009, , .		40
30	Eye Blink Rate as a biological marker of Mild Cognitive Impairment. <i>International Journal of Psychophysiology</i> , 2014, 93, 12-16.	0.5	40
31	A lightweight framework for transparent cross platform communication of controller data in ambient assisted living environments. <i>Information Sciences</i> , 2015, 300, 124-139.	4.0	40
32	Investigating the Role of Alpha and Beta Rhythms in Functional Motor Networks. <i>Neuroscience</i> , 2018, 378, 54-70.	1.1	40
33	Beta-Band Functional Connectivity is Reorganized in Mild Cognitive Impairment after Combined Computerized Physical and Cognitive Training. <i>Frontiers in Neuroscience</i> , 2016, 10, 55.	1.4	37
34	A Systematic Review of Investigations into Functional Brain Connectivity Following Spinal Cord Injury. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 517.	1.0	36
35	A Mobile Health Solution Complementing Psychopharmacology-Supported Smoking Cessation: Randomized Controlled Trial. <i>JMIR MHealth and UHealth</i> , 2020, 8, e17530.	1.8	35
36	Biosensor Real-Time Affective Analytics in Virtual and Mixed Reality Medical Education Serious Games: Cohort Study. <i>JMIR Serious Games</i> , 2020, 8, e17823.	1.7	35

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37	Internet Addiction in Greek Medical Students: an Online Survey. <i>Academic Psychiatry</i> , 2015, 39, 300-304.	0.4	34
38	Functional Re-organization of Cortical Networks of Senior Citizens After a 24-Week Traditional Dance Program. <i>Frontiers in Aging Neuroscience</i> , 2018, 10, 422.	1.7	33
39	Tailoring motivational health messages for smoking cessation using an mHealth recommender system integrated with an electronic health record: a study protocol. <i>BMC Public Health</i> , 2018, 18, 698.	1.2	33
40	A Graph Theoretical Approach to Study the Organization of the Cortical Networks during Different Mathematical Tasks. <i>PLoS ONE</i> , 2013, 8, e71800.	1.1	32
41	Automatic Sleep Staging Employing Convolutional Neural Networks and Cortical Connectivity Images. <i>IEEE Transactions on Neural Networks and Learning Systems</i> , 2020, 31, 113-123.	7.2	32
42	Affective computing in the era of contemporary neurophysiology and health informatics. <i>Interacting With Computers</i> , 2004, 16, 715-721.	1.0	31
43	Alcohol Affects the Brain's Resting-State Network in Social Drinkers. <i>PLoS ONE</i> , 2012, 7, e48641.	1.1	31
44	Amygdala responses to valence and its interaction by arousal revealed by MEG. <i>International Journal of Psychophysiology</i> , 2014, 93, 121-133.	0.5	31
45	Towards Rehabilitation Robotics: Off-the-Shelf BCI Control of Anthropomorphic Robotic Arms. <i>BioMed Research International</i> , 2017, 2017, 1-17.	0.9	31
46	A Virtual Emergency Telemedicine Serious Game in Medical Training: A Quantitative, Professional Feedback-Informed Evaluation Study. <i>Journal of Medical Internet Research</i> , 2015, 17, e150.	2.1	31
47	Geriatric depression symptoms coexisting with cognitive decline: A comparison of classification methodologies. <i>Biomedical Signal Processing and Control</i> , 2016, 25, 118-129.	3.5	30
48	Balancing Between Privacy and Patient Needs for Health Information in the Age of Participatory Health and Social Media: A Scoping Review. <i>Yearbook of Medical Informatics</i> , 2018, 27, 029-036.	0.8	30
49	ERP measures of math anxiety: how math anxiety affects working memory and mental calculation tasks?. <i>Frontiers in Behavioral Neuroscience</i> , 2015, 9, 282.	1.0	29
50	Effects of mental workload and caffeine on catecholamines and blood pressure compared to performance variations. <i>Brain and Cognition</i> , 2003, 51, 143-154.	0.8	28
51	Achieving Accurate Automatic Sleep Staging on Manually Pre-processed EEG Data Through Synchronization Feature Extraction and Graph Metrics. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 110.	1.0	28
52	Maladaptive alterations of resting state cortical network in Tinnitus: A directed functional connectivity analysis of a larger MEG data set. <i>Scientific Reports</i> , 2019, 9, 15452.	1.6	28
53	Activation sequence of discrete brain areas during cognitive processes: results from magnetic field tomography. <i>Electroencephalography and Clinical Neurophysiology</i> , 1994, 91, 399-402.	0.3	27
54	How does the metric choice affect brain functional connectivity networks?. <i>Biomedical Signal Processing and Control</i> , 2012, 7, 228-236.	3.5	26

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55	The Role of Taxonomies in Social Media and the Semantic Web for Health Education. <i>Methods of Information in Medicine</i> , 2013, 52, 168-179.	0.7	26
56	A Patient-Oriented App (ThessHF) to Improve Self-Care Quality in Heart Failure: From Evidence-Based Design to Pilot Study. <i>JMIR MHealth and UHealth</i> , 2021, 9, e24271.	1.8	26
57	Resting-state Abnormalities in Heroin-dependent Individuals. <i>Neuroscience</i> , 2018, 378, 113-145.	1.1	25
58	mEducator: A Best Practice Network for Repurposing and Sharing Medical Educational Multi-type Content. <i>IFIP Advances in Information and Communication Technology</i> , 2009, , 769-776.	0.5	25
59	Virtual Patients on the Semantic Web: A Proof-of-Application Study. <i>Journal of Medical Internet Research</i> , 2015, 17, e16.	2.1	25
60	KnowBaSICS-M: An ontology-based system for semantic management of medical problems and computerised algorithmic solutions. <i>Computer Methods and Programs in Biomedicine</i> , 2007, 88, 39-51.	2.6	24
61	Source Detection and Functional Connectivity of the Sensorimotor Cortex during Actual and Imaginary Limb Movement: A Preliminary Study on the Implementation of eConnectome in Motor Imagery Protocols. <i>Advances in Human-Computer Interaction</i> , 2012, 2012, 1-10.	1.8	24
62	Real time emotion aware applications: A case study employing emotion evocative pictures and neuro-physiological sensing enhanced by Graphic Processor Units. <i>Computer Methods and Programs in Biomedicine</i> , 2012, 107, 16-27.	2.6	24
63	A review on current trends in automatic sleep staging through bio-signal recordings and future challenges. <i>Sleep Medicine Reviews</i> , 2021, 55, 101377.	3.8	24
64	Problem-Based Learning via Web 2.0 Technologies. , 2008, , .		23
65	Towards exergaming commons: composing the exergame ontology for publishing open game data. <i>Journal of Biomedical Semantics</i> , 2016, 7, 4.	0.9	23
66	Setting priorities for EU healthcare workforce IT skills competence improvement. <i>Health Informatics Journal</i> , 2019, 25, 174-185.	1.1	23
67	A Web services-based exergaming platform for senior citizens: The long lasting memories project approach to e-health care. , 2011, 2011, 2505-9.		22
68	A Methodology for Reliability Analysis in Health Networks. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2008, 12, 377-386.	3.6	21
69	Assessment of Patient Satisfaction of the Quality of Health Care Provided by Outpatient Services of an Oncology Hospital. <i>Global Journal of Health Science</i> , 2014, 6, 196-203.	0.1	21
70	Versatile mixed reality medical educational spaces; requirement analysis from expert users. <i>Personal and Ubiquitous Computing</i> , 2017, 21, 1015-1024.	1.9	21
71	Evaluating affective usability experiences of an exergaming platform for seniors. , 2011, , .		20
72	Measurements and FLUKA simulations of bismuth and aluminium activation at the CERN Shielding Benchmark Facility (CSBF). <i>Nuclear Instruments and Methods in Physics Research, Section A: Accelerators, Spectrometers, Detectors and Associated Equipment</i> , 2018, 885, 79-85.	0.7	20

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73	Evaluation of user satisfaction and usability of a mobile app for smoking cessation. <i>Computer Methods and Programs in Biomedicine</i> , 2019, 182, 105042.	2.6	20
74	Opening the Black Box: Explaining the Process of Basing a Health Recommender System on the I-Change Behavioral Change Model. <i>IEEE Access</i> , 2019, 7, 176525-176540.	2.6	19
75	The Impact of Math Anxiety on Working Memory: A Cortical Activations and Cortical Functional Connectivity EEG Study. <i>IEEE Access</i> , 2019, 7, 15027-15039.	2.6	19
76	Functional Brain Connectivity during Multiple Motor Imagery Tasks in Spinal Cord Injury. <i>Neural Plasticity</i> , 2018, 2018, 1-20.	1.0	18
77	A semantic wiki within moodle for Greek medical education. , 2009, , .		17
78	A proposed framework of an interactive semi-virtual environment for enhanced education of children with autism spectrum disorders. , 2009, , .		17
79	Functional connectivity of the cortical network supporting statistical learning in musicians and non-musicians: an MEG study. <i>Scientific Reports</i> , 2017, 7, 16268.	1.6	16
80	Statistical learning of multisensory regularities is enhanced in musicians: An MEG study. <i>NeuroImage</i> , 2018, 175, 150-160.	2.1	16
81	Juvenile idiopathic arthritis in the biologic era: predictors of the disease progression and need for early introduction of biologic treatment. <i>Rheumatology International</i> , 2018, 38, 1241-1250.	1.5	16
82	Efficient Resource Allocation in Tactile-Capable Ethernet Passive Optical Healthcare LANs. <i>IEEE Access</i> , 2020, 8, 52981-52995.	2.6	16
83	Human-robot interaction for social skill development in children with ASD: A literature review. <i>Healthcare Technology Letters</i> , 2021, 8, 90-96.	1.9	16
84	Neurophysiological changes in simulated microgravity: An animal model. <i>Neurology India</i> , 2019, 67, 221.	0.2	16
85	Introducing Neuroberry, a platform for pervasive EEG signaling in the IoT domain. , 2015, , .		16
86	Burnout syndrome and job satisfaction in Greek residents: exploring differences between trainees inside and outside the country. <i>Annals of Translational Medicine</i> , 2016, 4, 444-444.	0.7	15
87	Math anxiety: Brain cortical network changes in anticipation of doing mathematics. <i>International Journal of Psychophysiology</i> , 2017, 122, 24-31.	0.5	15
88	Automatic Sleep Stage Classification Applying Machine Learning Algorithms on EEG Recordings. , 2017, , .		15
89	A recommender system to quit smoking with mobile motivational messages: study protocol for a randomized controlled trial. <i>Trials</i> , 2018, 19, 618.	0.7	15
90	Web 2.0 Approaches for Active, Collaborative Learning in Medicine and Health. , 2010, , 127-149.		15

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91	WHAAM: A mobile application for ubiquitous monitoring of ADHD behaviors. , 2014, , .		14
92	Prevalence of Apolipoprotein E Polymorphisms in Alzheimerâ€™s Disease, Mild Cognitive Impairment, and Healthy Elderly: A Northern Greece Study. Neurodegenerative Diseases, 2018, 18, 216-224.	0.8	14
93	Reduced pain and analgesic use after acoustic binaural beats therapy in chronic pain â€•A doubleâ€•blind randomized control crossâ€•over trial. European Journal of Pain, 2020, 24, 1716-1729.	1.4	14
94	Integration of cognitive and physical training in a smart home environment for the elderly people. Studies in Health Technology and Informatics, 2010, 160, 58-62.	0.2	14
95	Incorporation of Synthetic Data Generation Techniques within a Controlled Data Processing Workflow in the Health and Wellbeing Domain. Electronics (Switzerland), 2022, 11, 812.	1.8	14
96	Quantitative multichannel EEG measure predicting the optimal weaning from ventilator in ICU patients with acute respiratory failure. Clinical Neurophysiology, 2006, 117, 752-770.	0.7	13
97	Ontology-based Vector Space Model and Fuzzy Query Expansion to Retrieve Knowledge on Medical Computational Problem Solutions. Annual International Conference of the IEEE Engineering in Medicine and Biology Society, 2007, 2007, 3794-7.	0.5	13
98	Serious games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS personalized game suite framework. , 2017, , .		13
99	Advances in biofeedback and neurofeedback studies on smoking. NeuroImage: Clinical, 2020, 28, 102397.	1.4	13
100	Teaching university students co-creation and living lab methodologies through experiential learning activities and preparing them for RRI. Health Informatics Journal, 2021, 27, 146045822199120.	1.1	13
101	The Removal Of Ocular Artifacts From EEG Signals: A Comparison of Performances For Different Methods. IFMBE Proceedings, 2009, , 1259-1263.	0.2	13
102	Tones and numbers: A combined EEGâ€•MEG study on the effects of musical expertise in magnitude comparisons of audiovisual stimuli. Human Brain Mapping, 2014, 35, 5389-5400.	1.9	12
103	Why decision support systems are important for medical education. Healthcare Technology Letters, 2016, 3, 56-60.	1.9	12
104	Gravity Threshold and Dose Response Relationships: Health Benefits Using a Short Arm Human Centrifuge. Frontiers in Physiology, 2021, 12, 644661.	1.3	12
105	Chatbots in Healthcare Curricula: The Case of a Conversational Virtual Patient. Lecture Notes in Computer Science, 2020, , 137-147.	1.0	12
106	REG-ICA: A new hybrid method for EOG Artifact Rejection. , 2009, , .		11
107	The future of mobile health ADHD applications. , 2015, , .		11
108	Mapping the Spatiotemporal Evolution of Emotional Processing: An MEG Study Across Arousal and Valence Dimensions. Frontiers in Human Neuroscience, 2018, 12, 322.	1.0	11

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109	Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. <i>Frontiers in Computer Science</i> , 2020, 2, .	1.7	11
110	Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinson's Disease. <i>Frontiers in Psychology</i> , 2020, 11, 612835.	1.1	11
111	A Mobile App for Thyroid Cancer Patients Aiming to Enhance Their Quality of Life: Protocol for a Quasiexperimental Interventional Pilot Study. <i>JMIR Research Protocols</i> , 2020, 9, e13409.	0.5	11
112	Electrophysiological, histochemical, and hormonal adaptation of rat muscle after prolonged hindlimb suspension. <i>Acta Astronautica</i> , 2004, 54, 737-747.	1.7	10
113	Federating learning management systems for medical education: A persuasive technologies perspective. , 2011, , .		10
114	Investigating the effectiveness of physical training through exergames: Focus on balance and aerobic protocols. , 2016, , .		10
115	The Science of Neurofeedback: Learnability and Effects. <i>Neuroscience</i> , 2018, 378, 1-10.	1.1	10
116	Curricular integration of virtual patients: a unifying perspective of medical teachers and students. <i>BMC Medical Education</i> , 2019, 19, 416.	1.0	10
117	OGC IndoorGML: A Standard Approach for Indoor Maps. , 2019, , 187-207.		10
118	Using the Social-Local-Mobile App for Smoking Cessation in the SmokeFreeBrain Project: Protocol for a Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2018, 7, e12464.	0.5	10
119	A New Approach for Ageing at Home: The CAPTAIN System. <i>Studies in Health Technology and Informatics</i> , 2019, 264, 1704-1705.	0.2	10
120	Depicting Educational Content Repurposing Context and Inheritance. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2011, 15, 164-170.	3.6	9
121	The interplay between IoT and serious games towards personalised healthcare. , 2017, , .		9
122	Wireless Brain-Robot Interface: User Perception and Performance Assessment of Spinal Cord Injury Patients. <i>Wireless Communications and Mobile Computing</i> , 2017, 2017, 1-16.	0.8	9
123	Leveraging Web Technologies to Expose Multiple Contemporary Controller Input in Smart TV Rich Internet Applications Utilized in Elderly Assisted Living Environments. <i>Lecture Notes in Computer Science</i> , 2014, , 118-128.	1.0	9
124	Affective computing and medical informatics: state of the art in emotion-aware medical applications. <i>Studies in Health Technology and Informatics</i> , 2008, 136, 517-22.	0.2	9
125	Students' Perceptions on Chatbots' Potential and Design Characteristics in Healthcare Education. <i>Studies in Health Technology and Informatics</i> , 2020, 272, 209-212.	0.2	9
126	Towards emotion aware computing: A study of arousal modulation with multichannel event-related potentials, delta oscillatory activity and skin conductivity responses. , 2008, , .		8

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127	Towards a hierarchically-structured decision support tool for improving seniors' independent living. , 2013, , .		8
128	Applied Neuroscience: Models, methods, theories, reviews. Neuroscience and Biobehavioral Reviews, 2014, 44, 1-3.	2.9	8
129	Gamification and Behavioral Change. , 2016, , 112-135.		8
130	Active and healthy ageing for Parkinson's disease patients' support: A user's perspective within the i-PROGNOSIS framework. , 2016, , .		8
131	Thessaloniki Active and Healthy Ageing Living Lab. , 2016, , .		8
132	Affective Learning: Principles, Technologies, Practice. Lecture Notes in Computer Science, 2017, , 1-13.	1.0	8
133	An Automatic EEG Based System for the Recognition of Math Anxiety. , 2017, , .		8
134	Co-design the future CAPTAIN system with older adults. , 2019, , .		8
135	Cortical connectivity analysis for assessing the impact of microgravity and the efficacy of reactive sledge jumps countermeasure to NREM 2 sleep. Acta Astronautica, 2020, 166, 579-589.	1.7	8
136	Assistive Technologies for Supporting the Wellbeing of Older Adults. Technologies, 2022, 10, 8.	3.0	8
137	Internet of things for an age-friendly healthcare. Studies in Health Technology and Informatics, 2015, 210, 587-91.	0.2	8
138	Multimodal e-Health Services for Smoking Cessation and Public Health: The SmokeFreeBrain Project Approach. Studies in Health Technology and Informatics, 2017, 245, 5-9.	0.2	8
139	New Approaches in Teaching Medical Informatics to Medical Students. , 2008, , .		7
140	Description and future trends of ICT solutions offered towards independent living. , 2009, , .		7
141	mEducator 3.0: Combining Semantic and Social Web Approaches in Sharing and Retrieving Medical Education Resources. , 2012, , .		7
142	Using Brain Waves to Control Computers and Machines. Advances in Human-Computer Interaction, 2013, 2013, 1-2.	1.8	7
143	Density based clustering on indoor kinect location tracking: A new way to exploit active and healthy aging living lab datasets. , 2015, , .		7
144	Enabling active and healthy ageing decision support systems with the smart collection of TV usage patterns. Healthcare Technology Letters, 2016, 3, 46-50.	1.9	7

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145	Versatile Mixed Reality Educational Spaces - A Medical Education Implementation Case. , 2016, , .		7
146	Cognitive enhancement: A system view. International Journal of Psychophysiology, 2017, 122, 1-5.	0.5	7
147	On Supporting Parkinson's Disease Patients: The i-Prognosis Personalized Game Suite Design Approach. , 2017, , .		7
148	Exploring the Neuroplastic Effects of Biofeedback Training on Smokers. Behavioural Neurology, 2018, 2018, 1-19.	1.1	7
149	Combining big data search analytics and the FDA Adverse Event Reporting System database to detect a potential safety signal of mirtazapine abuse. Health Informatics Journal, 2020, 26, 2265-2279.	1.1	7
150	Technology Enhanced Health and Social Care for Vulnerable People During the COVID-19 Outbreak. Frontiers in Human Neuroscience, 2021, 15, 721065.	1.0	7
151	Virtual Coaching for Older Adults at Home using SMART Goal Supported Behavior Change. , 2020, , .		7
152	Exergames for Assessment in Active and Healthy Aging - Emerging Trends and Potentialities. , 2015, , .		7
153	Designing an E-coaching System for Older People to Increase Adherence to Exergame-based Physical Activity. , 2018, , .		7
154	Information System for Symptom Diagnosis and Improvement of Attention Deficit Hyperactivity Disorder: Protocol for a Nonrandomized Controlled Pilot Study. JMIR Research Protocols, 2022, 11, e40189.	0.5	7
155	Active blended learning in medical education — Combination of WEB 2.0 problem based learning and computer based audience response systems. , 2009, , .		6
156	The impact of audio-visual stimulation on alpha brain oscillations: An EEG study. , 2010, , .		6
157	Personal health records in the preclinical medical curriculum: modeling student responses in a simple educational environment utilizing Google Health. BMC Medical Education, 2012, 12, 88.	1.0	6
158	Employing affection in elderly healthcare serious games interventions. , 2014, , .		6
159	Using Simulations and Experiential Learning Approaches to Train Careers of Seniors. , 2014, , .		6
160	Emotion Recognition in the Wild: Results and Limitations from Active and Healthy Ageing Cases in a Living Lab. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 425-428.	0.2	6
161	Introductory editorial to the special issue on systems medicine for the delivery of better healthcare services. Health and Technology, 2017, 7, 1-2.	2.1	6
162	H2020 funding for respiratory research: scaling up for the prevention and treatment of lung diseases. European Respiratory Journal, 2019, 54, 1901417.	3.1	6

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163	Dynamic Risk Stratification for Predicting Treatment Response in Differentiated Thyroid Cancer. <i>Journal of Clinical Medicine</i> , 2020, 9, 2708.	1.0	6
164	Introduction to digital innovation in healthcare education and training. , 2021, , 3-15.		6
165	Computerized physical and cognitive training improves the functional architecture of the brain in adults with Down syndrome: A network science EEG study. <i>Network Neuroscience</i> , 2021, 5, 274-294.	1.4	6
166	Physical Training In-Game Metrics for Cognitive Assessment: Evidence from Extended Trials with the Fitforall Exergaming Platform. <i>Sensors</i> , 2021, 21, 5756.	2.1	6
167	Affective Computing on Elderly Physical and Cognitive Training within Live Social Networks. <i>Lecture Notes in Computer Science</i> , 2012, , 339-344.	1.0	6
168	Web Advances in Education. , 0, , 32-50.		6
169	MFT in complex partial epilepsy: spatio-temporal estimates of interictal activity. <i>NeuroReport</i> , 1995, 7, 17-23.	0.6	5
170	Wave segmentation using nonstationary properties of ECG. , 0, , .		5
171	Uncertainty rule generation on a home care database of heart failure patients. , 2003, , .		5
172	From taxonomies to folksonomies: a roadmap from formal to informal modeling of medical concepts and objects. , 2009, , .		5
173	A preliminary fuzzy cognitive map - based decision support tool for geriatric depression assessment. , 2013, , .		5
174	Computer assisted Sound Analysis of Arteriovenous Fistula in Hemodialysis Patients. <i>International Journal of Artificial Organs</i> , 2014, 37, 173-176.	0.7	5
175	Applied Neuroscience: Functional enhancement, prevention, characterisation and methodology. (Hosting the Society of Applied Neuroscience). <i>International Journal of Psychophysiology</i> , 2014, 93, ix-xii.	0.5	5
176	IoT of active and healthy ageing: cases from indoor location analytics in the wild. <i>Health and Technology</i> , 2017, 7, 41-49.	2.1	5
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